



## **TOURNAMENT RULES – 8U ADDENDUM**

Please read our standard TOURNAMENT RULES, as they will apply, with the following exceptions:

1. Playing Field: Pitching Distance 27 to 35ft. Pitching Circle 8ft. radius around pitcher's plate. Hash marks will be placed on the field located 30' from each base for the purpose of establishing which base the runners will be assigned to at the end of each play when runners are on base and the ball is controlled by the pitcher within the pitching circle.
2. Teams must have a minimum of 8 eligible players, otherwise the game must be forfeited. Although there is a maximum of 10 players on defense, ALL eligible players must bat and be in the batting order. The batting order must be established prior to the start of the game and cannot be changed once the game has started, with the exception of a player (or players) arriving late. In which case the player (or players) must be added to the bottom of the lineup without penalty.
3. Defensive Positions: All defensive players must wear face masks. Teams will have one player in the catching position (in full catcher equipment) and a (defensive) pitcher. The pitcher must have at least one foot in the pitching circle when the pitch is delivered by the (offensive) coach. 2 outfielders are required if they only have 8 eligible players, 3 outfielders if they only have 9 eligible players, 4 outfielders if they have 10 or more eligible players. Outfielders must start the play in the designated outfield area, and cannot be positioned as extra infielders. Designated outfield areas are left field, left-center, center field, right-center, and right field.
4. Coach-Pitcher: Shall be a member of the offensive team's coaching staff and shall pitch the ball in an underhand motion to each batter on his/her team. The Umpire may allow the coach-pitcher to pitch at a distance between 27' and 35' in a location that will allow the coach pitcher to deliver a flat hittable pitch to the batter. The player-pitcher is for defensive purposes only and shall not pitch, but can move freely to play defense once the ball is hit. The coach-pitcher must make every effort to avoid interfering with the play once the ball is hit, and until the pitcher is in full control of the ball within the pitching circle.
5. Each batter will get either (6) pitches or (3) strikes, whichever comes first. A batted foul ball on the sixth pitch or beyond will result in an additional pitch. There will be no walks or hit batters allotted to any batter.
6. For the first 45 minutes, and through the end of the inning after the 45 minutes has been reached, each team will be limited to a maximum of five (5) runs per inning OR three (3) outs, whichever comes first. At the top of the inning after the 45 minutes has been reached, there will be no run limit, but the mercy rule will still be in effect.
7. The Infield Fly Rule is NOT in effect.
8. Base Stealing is NOT permitted. Leaving the base prior to the ball being hit, will be a dead ball and the offending base runner will be called out.

9. A play is considered over in a few different scenarios:

- A. After the 3<sup>rd</sup> out is made in an inning.
- B. When an out is made and no one is on base.
- C. When a base runner is on base and a ball from the infield or outfield is in full control of the defensive pitcher within the pitcher's circle. Runners who have NOT passed the hash mark located between each of the bases prior to control by the pitcher within the pitcher's circle, will be returned to last base they safely touched. If a defensive player (including the defensive pitcher) makes a play on a runner, the play continues.

10. An overthrow or pass ball at ANY base involving a play on a base runner or batter-runner by a defensive player is a live ball and it is to be played accordingly. Base runners can advance at their own risk. Once the ball is back in full control of the defensive pitcher within the pitcher's circle, any base runners who have NOT passed the hash mark located between the bases (prior to control by the pitcher within the pitcher's circle), will be returned to the last base they safely touched. If a defensive player makes a play on a runner, the play continues.