



## HFL – Mendon Youth Baseball 8U Tournament Rules

### General Tournament and Complex Rules

1. The tournament will generally consist of pool play followed by a single elimination playoff round.
2. If we experience significant rain with multiple postponements, the playoff round may be changed to a single championship game between the top 2 teams from the pool play
3. A player must not have reached age 9 prior to May 1, 2025 and must not have been younger than age 6 as of May 1, 2025. No player may be rostered on more than one team in the tournament. **Payment, rosters, proof of age (e.g., copies of birth certificate, copy of current MCB roster), and evidence of insurance (naming HFL – Mendon Youth Baseball as an additional insured) must be submitted prior to your first game.** Birth certificates will be returned to coaches immediately after they have been reviewed.
4. If a team originally scheduled to play in the tournament withdraws from the tournament, either before or during tournament play, HFLMYB reserves the right to add a substitute team in its place. The replacement team will assume the replaced team's record, including any forfeits.
5. Coaches and Players Conduct:
  - Sportsmanship code: Promote good sportsmanship both on and off the field.
  - Ejected players and coaches will be suspended from the tournament immediately and must leave the premises of the field for the remainder of the game. The tournament committee will later review the circumstances and determine if the suspended player or coach will be allowed to return for the remainder of the tournament. **Please remember that baseball is a game, the players are kids, the coaches are volunteers, and the umpires are human.**
  - Please remind your players to respect the upkeep of the ball fields by picking up trash around the bench at the conclusion of the game.
  - Replace all divots and refrain from digging cleats into the infield and outfield grass areas.
  - For safety, do not swing bats outside the field of play in the spectator area.
6. All decisions by the tournament officials are final. Officials shall consist of officers from the HFL – Mendon Youth Baseball League.
7. A game may be called by the umpire or tournament officials if it is deemed unsafe to continue to play.
8. No smoking at the field complex.

9. Tiebreakers in pool play are as follows:
- First tiebreaker: Head-to-head competition (if more than 2 teams are tied, move to second tiebreaker)
  - Second tiebreaker: Least runs allowed in head-to-head competition
  - Third tiebreaker: Least runs allowed in pool play
  - Fourth tiebreaker: Least runs allowed against the same competition
  - Fifth tiebreaker: Coin flip

### **Ground Rules**

1. All rules are intended to follow the Little League Rule Book except as stated herein. The key rules are detailed below.
2. Managers shall be responsible for the conduct of the coaches, players, and parents. Anyone who engages in unsportsmanlike behavior should be dealt with by the manager. If such behavior continues, or the individual is ejected from the game/fields, the manager shall enforce the ejection or the games will be forfeited. Any disputes or complaints about officials, umpires, or other teams should be brought to the attention of the tournament directors after the game.
3. Any schedule changes during pool play will be done with the consent of both coaches and the consent of the tournament committee. No playoff games or championship games will be changed, and any team that forfeits during the playoffs will be replaced by the team they last defeated.
4. Players:
  - Up to 10 players may play in the field, with a minimum of 8 players.
  - A team may bat as many players as they would like in a continuous batting order. If the roster size is less than 12 players, all players must be in the batting order. If the roster size is greater than 12 players and a continuous batting order is not used, the batting order must include at least 12 players. The batting order must remain the same throughout the game except in the case of injury. For example, if you start the game with a 14-player continuous batting order, you must finish the game with a 14-player continuous batting order. Final batting lineups should be exchanged with the opposing team at the umpire's ground rule meeting prior to the beginning of the game.
  - There is free defensive substitution within the continuous batting order.
  - If a substitute is put in the field and he/she is not part of the original batting order, he/she must assume the batting position of the player he/she has replaced.
  - Starters may re-enter the game in the same offensive spot once during the game. Substitutes cannot re-enter the game once they have been removed. The only exception to this rule is in the case of injury and all legal substitutions have been used.
5. Three outs or 6 runs will constitute a half inning. The 6-run maximum rule will be waived in the 6<sup>th</sup> inning (and any extra innings).
6. Bats must have either the "USSSA 1.15 BPF" or "USA Baseball" stamp.
7. Batters will get 4 strikes – either called or swinging.
8. There will be no walks.

9. Infield fly rule is not in effect.
10. Base stealing is not permitted.
11. Runners cannot advance on a caught fly ball.
12. On a batted fair ball that subsequently goes out of play, the batter will be awarded a ground rule double.
13. On an overthrow, if the ball goes out of play, the runners will get the base they are going plus one more. If the ball stays in play, the runners may try to advance at their own risk. However, there is no further advancement if a second overthrow occurs. Overthrows must be to a base (i.e., cutoffs do not count as overthrows).
14. Umpires shall call "time" after every play and declare the ball dead. "Time" shall be called as soon as all runners are not attempting to advance. "Time" does not have to be called by the defense for purpose of this rule. If a runner stands off a base and feints back and forth, this is to be interpreted as not attempting to advance and "time" shall be called.
15. Once the game is official (3½ innings if the home team is ahead or 4 innings if the visitor is ahead), the game will be over if the run differential is 12 or more. The "mercy rule" can only be applied at the conclusion of a half inning if the home team is ahead by 12 or more runs and at the conclusion of a complete inning if the visiting team is ahead by 12 or more runs. This rule will apply in all games of the tournament, with the exception of the championship game.
16. A regulation game is 6 innings (or 5½ if the home team is ahead). If time and weather permit, any game that is tied after 6 innings will go into extra innings.
17. During pool play, a new inning cannot start after the game has reached two hours in duration. A delay due to a weather event is not considered gametime and does not count towards the "two-hour rule."
18. During pool play, no games will be started over. If a game does not go the minimum number of innings to be an official game and is suspended, the game will resume at a later date where it left off.
19. During pool play, if a game has gone the minimum number of innings to be official and is called, the game shall be considered over. The final score shall be recorded as of the end of the last complete inning. If the score is tied at the end of the last complete inning, it will be recorded as a tied game.
20. If thunder and/or lightning occurs during the course of a game, play will be immediately halted. Players and spectators should seek shelter under Benschhoff Pavilion or in their automobiles. Benschhoff Pavilion is equipped with lightning protection. After 30 minutes, the umpires and league officials will decide whether play can be safely resumed.
21. The home team's scorebook is the official scorebook.