



# Boardman Community BASEBALL

## BOARDMAN COMMUNITY BASEBALL 8U TOURNAMENT RULES

ALL GAMES WILL HAVE A 1 HOUR AND 45 MINUTE TIME LIMIT

- 1) This tournament is a pool play tournament (games on Friday, Saturday and Sunday. Coin flip to determine home teams) that will determine the seeding followed by a single elimination tournament beginning Sunday.
  - POOL PLAY TIEBREAKERS
    - a. record
    - b. head to head
    - c. runs allowed
    - d. coin flip
  - Game balls will be supplied for all games. The tournament supplied balls are the only balls to be used during tournament games.
- 2) All players on the roster must have participated in the same youth recreational community baseball league's regular season. No travel teams will be accepted into the tournament. Each team must carry their own insurance and must provide proof of insurance prior to their first tournament game
- 3) If not specifically outlined in these rules, Little League Regular Season Rules apply.
- 4) Proof of age must be submitted prior to the start of the tournament. The player's age as of April 30, 2023 will determine his eligibility. No player can play for more than one team in this tournament. This includes teams entered in other age divisions. Maximum roster size is 15 players. **NO ROSTER CHANGES ARE PERMITTED AFTER THE START OF THE TOURNAMENT.**
- 5) Games will be 6 innings in length. Any game suspended prior to 6 innings due to weather or darkness will be resumed at the point of the suspension. An inning will be determined complete when 3 defensive outs are made or 5 offensive runs are scored. The 6<sup>th</sup> inning does not have a run rule. Any team leading by 10 or more runs after 4 or more complete innings of play will be declared the winner. Games tied at the end of regulation will go into extra innings until a winner is determined. Any game that is unable to be completed will be considered a suspended game.

- 6) A tournament official will resolve any protest immediately. If either team calls for a protest, play shall stop until the protest is decided. Decisions made by a tournament official are final. There is no arguing or protesting of judgment calls. Only the head coach may question a rule interpretation.
- 7) All bats must be per Little League specification. 8U may use any bat except 2 & 5/8s must be a USA bat with an official stamp. No wood bats are permitted. A catcher's mitt can only be used behind home plate. A first baseman's mitt may only be used by the first baseman. Any player caught using an illegal bat in a tournament game will be called out and all runners returned to their bases. The bat will be out of the game and the player involved will be out of the game. Batters, catchers, and base runners must wear all protective helmets. Catchers must also wear chest and shin guards, and be positioned in the catcher's box
- 8) Home team will be determined by a coin flip in pool play except for the single elimination (higher seed is home team)
  - \* If Divisional Championship Game #2 is necessary, the winner of Divisional Championship Game #1 is home.
  - \* Absent an official scorekeeper, the home team's scorebook will be considered the official scorebook.
- 9) Managers, coaches, scorekeepers, and non-participating players must remain behind the dugout fence. THERE ARE NO ON DECK BATTERS, no hit stick or soft toss once the game has started. All equipment must remain behind the dugout fence. A maximum of 4 coaches plus 1 scorekeeper are allowed in the dugout area. All coaches must be a minimum of 18 years old.
- 10) Each team will be permitted to field 10 players (4 outfielders). No rovers. Each team must field at least 9 players to start the game. If a team cannot field 9 players after 10 minutes from the designated start time, that team will be considered to have forfeited the game.
- 11) The batting order will consist of the full roster of players present in continuous order.
- 12) Free substitution rules apply for all defensive players. Any player who does not bat, but is listed in the batting order, is an out unless the injured player rule or suspended game rule as outlined below.
- 13) No leadoffs, stealing, or bunting is permitted. If a base runner leaves his base before the batter hits the ball, the base runner will be returned to that base with a warning. Each team will be permitted one warning and any base runner on that team who violates the rules afterwards will be called out
- 14) Base runners must make an attempt to avoid a collision at the base/home plate. If any defensive player has the ball in a baseline and about to make a tagging play, the base runner must make an attempt to avoid the collision as well. Runners may not run over/through a defensive player to advance or score. If, in the umpire's judgment, an avoidable collision occurs, the runner will be called out. No head first slides are permitted, except for returning to the previous base.
- 15) No infield fly rule will be used.

- 16) At the umpire's direction, a player will be called out for throwing a bat after his team has been given one warning, whether strike or foul. The defensive team may choose to accept the result of the play or may elect to have the ball declared dead with no runners advancing.
- 17) A batter will have 6 pitches, if a batted ball does not go past the batting arch in front of home plate; it is considered a foul ball. Additional pitches are pitched only if the batter fouls off the sixth and subsequent pitches. The batter will be called out after the 6<sup>th</sup> pitch.
- 18) When a batted ball strikes the pitching coach, the ball becomes dead and is considered a "no pitch" to the batter.
- 19) A batter is out on any fair hit ball when one or both of the batters feet are entirely outside the lines of the batter's box.
- 20) Once the pitcher or any defensive infield player has control of the ball in the infield and raises hands to stop play. The umpire will call time and position the base runners according to the position of the hash marks between the bases. Runners who have stepped past the hash mark will be awarded the next base, runners not past the hash mark will be returned to the previous base.
- 21) If a base runner overruns first base, he may return to first base whether he turns into fair or foul territory. If the runner makes or fakes an advance towards second base, he may be tagged out.
- 22) On over throws into foul territory past first base, on the first out of a play, the ball is dead. Batter and base runners will advance one base beyond the base made. If an out is made or attempted at any other base, or a fly ball is caught, and then an overthrow into foul territory past first base occurs (ie. Attempted double play), the play is live and runners may advance at their own risk.
- 23) The Defensive Pitcher, and coach pitcher, must have one foot within the circle to start play.
- 24) In the event a runner is injured during the game and is removed from the game, the player who made the last out prior to the injury will be a substitute runner.
- 25) Injured player rule: Due to the continuous batting order, an injured player must be removed from the game at the time the injury occurs, if that player is removed from the game at a later time, even if due to an injury received earlier in the game that batter will be scored as an out each time his position in that order is due up. If removed immediately, the injured player will be considered a scratch and no out will be charged.
- 26) When continuing a suspended game, any player not in the original batting order must be placed at the bottom of the batting rotation. If the last batter in the original batting order has just batted and the game was suspended, then any new player(s) who participate in the continued portion of the game will bat last after the next full batting cycle has been completed. Any player not present at the resumption of the suspended game and in the suspended game batting order will be considered as a scratch and no out will be charged.

27) Only a team's manager may be permitted to question any umpires. Team managers are responsible for the behavior of not only their coaches and players, but also their parents' behavior. At the discretion of the Umpiring Crew assigned to their game, any manager, coach, player or parent who excessively discusses calls or argues with an umpire will be subject to progressive discipline, defined as follows

- First incident: Verbal Warning
- Second Incident: Their team will be charged with an out
- Third incident: Forfeiture of the game
- Fourth incident: Their teams removal from the tournament

## 28) EJECTIONS

- If any manager, player, or spectator is ejected from a game for any reason, the ejected individual must immediately leave the park. The game will not resume until the individual complies with the rule. NO EXCEPTIONS!
- All ejections must be reported to the tournament director (Chad Miller)
- If any manager, coach, player or spectator is ejected from a game for any reason, the ejected individual is not permitted at the park for this game. If this individual comes to the park for this game, his team will automatically forfeit their game NO EXCEPTION
- If any manager, coach, player, or spectator is ejected from a second game in the tournament, they will no longer be permitted to attend any more games at the tournament, failure to comply with this rule will result in automatic removal of the team from the tournament. NO EXCEPTIONS!

29) Two (2) coaches are allowed to be in the outfield defensively to help players. Coaches must stay in the outfield.