



2026 District 18 8U"Blue Flame" Baseball Tournament

This study plan covers the key concepts, rules, and administrative details

I. Tournament Overview & Logistics

- **Official Website:** Access game schedules, site information, and the GameChanger scoreboard at fla18.com.
- **Format:** A pool play format with two pools of five teams; every team is guaranteed four games.
- **Championship:** The championship segment is scheduled for May 16th.
- **Awards:** 14 championship rings will be awarded to the first-place team.
- **Game Timing:**
 - No official time limits on games.
 - Standard start times are 6:00 PM and 7:30 PM.
 - No new inning will start after 10:00 PM.

II. Roster and Personnel Requirements

- **Rosters:** Teams consist of 10 to 14 players and up to four adults (one manager and three assistant coaches).
- **Minimum Players:** A team can start with eight players only with approval from the tournament committee.
- **Adult Supervision:** A rostered adult must be in the dugout at all times.
- **Attire:** Coaches must wear appropriate baseball attire (no sandals, bathing suits, or beer logos); headwear must be a baseball-style hat.

III. Gameplay Mechanics (Pitching & Batting)

- **Pitching Machine (Blue Flame):**
 - The Blue Flame machine replaces the pitcher for all games.
 - The machine is placed approximately 45 feet, 10 inches from home plate.
 - There are **no walks**; the umpire determines if a pitch is a strike or a "no pitch".
- **Batting Rules:**
 - Continuous batting order is used for all games.
 - Bunting is allowed.
 - **New for 2026:** The Infield Fly Rule is **not** in effect.
 - No on-deck batters; players must stay in the dugout and only the active batter may swing a bat.
- **Run Rules:**
 - Innings end after three outs or five runs, except for the sixth inning (or extra innings), which has no run limit.
 - If a team is down by 10+ runs in the fourth inning or later, they can only score enough runs to bring the deficit under 10 to keep the game going.



IV. Base Running & Fielding

- **Fielding Positions:** 10 players are used on the field: six infielders and four outfielders (outfielders must have feet in the grass).
 - **Stealing:** Base stealing is not permitted on pass balls or after pitches.
 - **Dead Ball (Pitcher's Circle):**
 - Play is dead when the pitcher has possession of the ball in the 12-foot circle and is not making a play.
 - Runners not in contact with a base must immediately advance or return; failure to do so results in the runner being called out.
 - **The Halfway Rule:** Runners may only advance to the next base if they have made a "full commitment" (running full speed past the halfway point) before the pitcher enters the circle with the ball.
 - **Overthrows:** Runners are limited to one base per overthrow.
- #### V. Conduct & Safety
- **Injuries:** Play continues during an injury unless the umpire kills the play; coaches can attend to the player, but must not interfere with active runners.
 - **Protests:** Any protests that cannot be resolved by the umpire and manager are turned over to the Tournament Director, Bryan Wild.
 - **Expectations:** Participants are expected to maintain the highest level of conduct to set a positive example for 8U players.

Sources:

- [kwo-iniu-qxv \(2026-05-04 10:38 GMT-4\)](#)

