

8U Tournament Rules & Guidelines

1. Use of 60' baselines and 30' pitching mounds will be implemented, as well as 11" softie type softballs.
2. Game time limits for all 8U games. (excluding championship game):
 - Games will have a **75-minute time limit**. No new inning can start after the 75-minute time limit.
 - Innings started prior to the 75-minute mark will be given an additional ten (10) minutes to be completed. If the game is still not completed at the 85-minute mark, play is stopped and the score reverts to the last completed inning unless the home team is batting with the lead when the game is called for time.
 - No warm-ups in the infield.
3. Ties are allowed in pool play, but the international tie-breaker rule will be used for all Sunday games.
4. Five runs per inning maximum, except for the 4th inning or the last inning as declared by the umpire due to time constraints.
5. Ten players will be allowed on defensive play (four outfielders) and there will be **continuous batting** (all rostered players in batting lineup) for all players.
6. Every Player must play at least one inning in the infield each game.
7. Outfield must be standing on the grass and can only enter dirt area of infield after ball has been hit.
8. There will be **no base stealing**.
9. **No walks allowed** - after the pitcher pitches four (4) called balls, an offensive coach will come in to pitch. Coach pitching rules:
 - a. The batter's strike count remains.
 - b. Balls and strikes will be called by the umpire when coach pitcher pitches, but only strikes will be recorded. (Maximum of 3 pitches by offensive coach, unless last pitch is fouled off).
 - c. Foul tips/foul balls count as a strike, but a foul tip/foul ball will not be recorded as an out for the "third strike" (unless ball is caught).
 - d. Batter will hit until either ball is placed in play, or a strike-out is recorded, or the 3 coach pitches are exhausted.
 - e. Coaching from the pitching circle is not permitted – batter will be called out.
 - f. Batted balls that strike the coach pitcher are a dead ball. No pitch is recorded. The player that hit the ball will return to the batter's box and replay the pitch.
10. Bunting off the coach pitcher is not allowed. Bunting is permitted against player pitcher.
11. The infield fly rule will not be enforced.
12. Leading off is permitted once the ball leaves the pitchers hand, but base runner(s) may not advance as the result of any pitched ball, or ball thrown back to a pitcher or fielder.

13. Sliding is permitted. Feet first only.
14. Pitchers may pitch 2 innings a game. One pitch in an inning constitutes an inning. (For extra innings in a game, Pitchers innings will reset after the 4th inning and will be allowed to throw an additional 2 Innings).
15. **Hit by Pitch Rule:** Only two (2) hit batters per inning and four (4) total per pitcher are allowed in any single game including extra-inning games. Upon the 2nd batter hit in any one inning, the pitcher will be removed from the mound for the duration of the inning. The pitcher will be allowed to return to pitch the next inning, but upon the 4th batter hit, she will be removed from the mound again and will not be able to pitch the rest of the game. This rule applies to all games in the tournament.
16. Batter and Base Runner Advancement Rules:
 - a. **Balls hit to outfield (grass) on the fly or on the ground:** Runners may advance the bases until the ball is thrown back into the infield (Once the ball hits the dirt in the infield the play is dead). Runners may advance to the base they are running to, but they can be called out if physically tagged by the fielder while advancing the bases. If a throwing error or catching error results while attempting to “put out” an advancing runner the base runner may NOT advance beyond that base as a result of the error
 - b. **Balls hit to the infield (dirt) and thrown to 1st base:** There will be NO extra base advancement by the hitter or base runners on a throw, overthrow, or error to 1st base, and other base runners may only advance to the base they are running to at the time the ball is thrown to 1st base. Runners may advance to the base they are running to, but they can be called out if physically tagged by the fielder while advancing the bases. On an unassisted play at 1st base (first baseman fields ball and then steps on first base for the out), the base runners may only advance to the base they are running to when the first baseperson has possession of the ball.
 - c. **Balls hit to the infield (dirt) and thrown to 2nd, 3rd or at home:** Only one extra base maximum may be advanced by a base runner on an overthrow or error on the hit ball, regardless of the number of errors that occur on the primary play or subsequent play(s) (base the runner is advancing to at the time of the error, plus the next base). Runners may advance to the base they are allowed, but they can be called out if physically tagged by the fielder while advancing the bases. If a throwing error or catching error results while attempting to “put out” an advancing runner the base runner may NOT advance beyond that base as a result of the error. Ball thrown to pitcher stops all play.
17. Coaches are not permitted on the field during defensive play. Coaches are permitted on the field between innings to assist in placement and positioning of defensive players. The umpire will NOT permit play to resume until all coaches have left the field.