

Bad Axe Little League all-star tournament

8u Tournament Rules

General rules.

1. **Copies of birth certificates must be available for review at all times during the Tournament. If any team has a question concerning a player or players your team must produce the Birth Certificates for the team by the conclusion of the game. No exceptions will be allowed. We are following Little League age chart for 2018.**
2. NO metal cleats or jewelry allowed
3. Good Sportsmanship will be used at all times. The umpire has the discretion to remove any player, parent or coach if behavior is unsportsmanlike. The umpire's decisions are final. No protest will be recognized.
4. You must have at least 7 players to start a game.
5. If you start a game with 7 players, the 8th and 9th positions in your batting order will be an out.
6. If you start a game with 8 players, the 9th position in your batting order will be an out.
7. Max number of players is 12.
8. **All players will bat and must play at least 2 innings in the field (Bat the Roster). Violations of this rule constitutes a forfeit of that game.**
9. **There will be a 7 run limit per inning until the 6th inning.**
10. The 6th inning (**and 6th inning only**) will not have a run limit. 3 outs must be made.

11. Time Limit – One Hour 45 Minutes

Each game will consist of the innings and time limit listed below. If the time limit is reached,

- a) the umpire will instruct both teams that they **WILL** finish the inning they are in and complete one additional inning as the last inning.
- b) If time expires between innings, the next inning will be declared the last inning. A new inning is not officially started until one live pitch is thrown.

12. In pool play, home team will be determined by coin flip. After brackets have been determined, the higher seed will be given the option of home or away team. If both teams have an equal seed, a coin toss will be used to determine home team. Home team is responsible for the official scorebook unless teams agree otherwise.

13. Pool play games can end in a tie.

14. Playoff games cannot end in a tie. If there is a tie we will use the International Tie Breaker rule. (See below)

- Games may not end in a tie. The International Tie Breaker rule will be in effect. International tie-breaker: The inning will begin with a base runner on second and with one out. The base runner will be the player who made the last out in the previous inning. **The innings will be played as normal innings** in all other aspects until a winner is determined.

- **TIE BREAKER RULES (to determine playoff eligibility/seeding)**

If there is a round robin record tie between teams and all tied teams **have played** each other, the following tiebreakers will be used in this order: For any forfeited game, the winning team will be awarded one run per inning for tiebreaker purposes.

- 1) Head to head competition
- 2) Fewest runs allowed in the tournament
- 3) Run differential in each game played (**No differential greater than 10 runs**).
- 4) Coin Flip

1. When on defense, coaches must stay in their dugouts unless to have a defensive conference or to address the umpire, in which "time" must be called to do so.
2. There will be a 10 run mercy rule after the 4th inning.
3. If a batter throws the bat, the TEAM will receive 1 warning. The next player to throw the bat from that team IS OUT.
4. All batters and base runners must wear their helmets until they are back in the dugout. The team will receive one warning. The next player to remove their helmet they will be called out at the point the helmet came off and play will continue. Chinstraps are optional.
5. Home plate is in fair territory. A batted ball that hits home plate is a fair ball.
6. If a base runner is touched by a base coach while the ball is in play, the runner will be called out. All base runners will be sent back to their previous base and play will resume.
7. Umpires may call an out if they think a team is deliberately stalling.
8. Ten players may play in the field. The 10th player must be in the grass until the ball is hit.
9. A jugs jr. pitching machine will be used with each team supplying their own adult pitcher. **The speed will be set at 41 to 43 on the dial.** The distance is 38' 9" from middle of the pitcher's mound to front of home plate. Each player will get **6 pitches or 3 strikes. On the 6th pitch the batter must swing.** If they swing and miss or don't swing they are out. If the batter fouls off the last pitch they will be granted another pitch.
10. Any batted ball that hits the adult pitcher or the machine will be declared a "NO PITCH". A thrown ball that hits pitching machine is a dead ball, runners may not advance.
- 11. Stealing is NOT allowed. Base runners must stay on the base until the ball is hit. Any runner that leaves a base before the ball is hit will be called out.**
12. Adult pitcher must stay on the mound (point from which they pitched) except to avoid being hit by a batted ball. The adult pitcher may not run alongside the baseline or runner. The penalty is that the RUNNER OR BATTER IS OUT.
- 13. Bases will be set at 60 feet.**
14. The play is dead once a defensive player has the ball controlled in the pitching circle. At this point all play is stopped. Base runners will be awarded the next base if they are past the 30 foot half way line (line will be

marked between bases). A throw to the pitcher that is not caught and goes out of the circle will be considered an overthrow.(See Rule 21) THIS WILL BE THE UMPIRES DECISION.

15. Bunting is NOT allowed. A batted ball must travel at least 10', otherwise it will be declared a foul ball.

16. The infield fly rule is NOT in effect.

17. The player pitcher must remain outside the circle that will be marked around the pitching machine until the batter has hit the ball.

18. A courtesy runner, which will be the last out recorded, may be used for the catcher if there are 2 outs and that player will be the catcher in the next inning.

19. Free substitution is allowed only at the beginning of an inning.

20. RUNNERS MAY TRY AND ADVANCE ONE BASE ON AN OVERTHROW. IF THE OVERTHROW IS RECOVERED AND SECURED IN THE PITCHERS CIRCLE BEFORE THE RUNNER CROSSED THE 30FT LINE THE RUNNER WILL GO BACK TO THE PREVIOUS BASE. RUNNERS MAY NOT ADVANCE ON A PASSED BALL TO THE CATCHER, OR A THROW BACK FROM THE CATCHER TO THE PITCHER:

21. In case of rain delay, games will be shortened. Everyone will be notified of new time limit, if this occurs.