



# 2018 NATIONAL CHAMPIONSHIPS

## — OFFICIAL TOURNAMENT RULES —

We will follow NFHS rules with the exception of any specific rules stated here.

### **LEGAL BATS**

Only BPF 1.15 stamped bats, BBCOR bats, USA bats, and wood bats are legal for game play for 9U-13U. The 14U age group has the same standards for bats, except all bats used for game play must be a weight drop of -5 or heavier. Any violation of this rule will result in the batter with the illegal bat being called out and the head coach to be ejected for that game. Any bat questions are up to tournament director discretion. Due to player safety, multiple models of DeMarini 2017 CF Zen (-8) and (-10) bats have been declared ineligible for game play. For a complete list of these illegal bats, please see the following link: <http://www.demarini.com/en-us/cbz17-update>.

### **HOME / VISITOR DETERMINATION**

Home/visitor for pool play will be determined by a coin-flip before the game. Higher seed has the option (choice) of home/visitor in the elimination rounds. Home team will be official scorekeeper. Rosters/Lineups must be exchanged at home plate meeting with umpires.

### **GAME WARM UPS**

No warm-ups on the infields. All pre-game warm-ups will need to be made in the outfield grass. No soft tossing into fences. Team should be ready to start 30 minutes prior to game time.

### **PROTESTS**

There are no protests allowed. Coaches have the right, at any time, to call a Director to a field for a rules interpretation (Director Call). This does not include JUDGMENT CALLS made by the umpires. This action is to be taken in lieu of protests. In order to properly handle each Director Call, play must be stopped and the Director must be called BEFORE the next pitch. Game time rules still apply during dispute (the clock does not stop). If the disputed call involves the last play of the game, the protesting team must appeal before the umpires leave the confines of the field.

### **BATTING LINE-UP**

Coaches have the option of batting their entire lineup (every active, rostered player) with free defensive substitutions or batting according to MLB American League rules. If a player is ejected and a team has no substitutes, their future at-bats will result in an automatic out.

### **DESIGNATED-HITTER**

Teams may use a DH for any position player in the line-up.

### **SUBSTITUTIONS**

Re-entry rule (if not batting entire lineup): Starters may re-enter in the same offensive spot once. Substitutes cannot re-enter the game once they have been removed.

### **IN-GAME INJURIES**

When a team chooses to bat the entire lineup, if a player is injured during the game, their spot in the lineup is skipped with no penalty. Once the spot in the lineup is skipped due to an injury or illness, that player is not eligible to return to the game in any capacity. Game time rules still apply during injury (the clock does not stop) unless injury is severe and at the director's discretion.

### **INTENTIONAL WALKS**

When issuing an intentional walk it is not necessary to throw a pitch. Decision can simply be communicated with the umpire and the base awarded.



### **COURTESY RUNNERS**

Courtesy runner for the pitcher and catcher allowed at any time. If substitutions exist, the courtesy runner must be a sub. If not, the courtesy runner must be the player who made the last batted out.

### **PITCHER RE-ENTRY RULE**

Once a pitcher has been removed from the pitching position, he cannot re-enter as the pitcher.

### **BALKS**

Balks will follow live balk NFHS (National Federation of State High School) rules. The 3rd to 1st move is allowed at all ages. However, warnings will be given prior to any penalty as follows: 9u-10u: One warning per PITCHER, per game before penalty | 11u-15u: NO Warnings.

### **EJECTION RULES**

Any player/coach ejected for the game, must leave the field/dugout area for the remainder of that game. A Second Ejection by same player/coach will result in a meeting with the Tournament Director. Tournament Director will have the option at that point to disqualify player/coach from the remainder of the event dependent on meeting and Tournament Director's judgment. At a minimum, that player/coach will be suspended their next scheduled game

### **SLIDING**

Must slide/avoid contact. A player must slide or attempt to avoid contact on all close plays (umpire discretion). If, in an umpire's judgment, there is intentional contact, that umpire may call the runner out on that play. If the contact is judged as intentional and malicious, that umpire may also eject the player from the game.

### **REGULATION INNINGS**

Ages 8U through 12U play 6 innings for a complete, regulation game. Ages 13U and 14U play 7 innings for a complete, regulation game.

### **TIME LIMIT / IN GAME TIE-BREAKER**

The time limit will start when the first warm up pitch is thrown. No new inning may start after the time limit elapses. The standard time limit for all age groups is 1 hour and 45 minutes. There is no time limit for the championship games. If a game is tied after a completed time limit or regulation innings, one extra inning will be played. If the game is tied after the extra inning, then the game will conclude in a tie. Time limits will apply in the elimination round up until the championship games

### **RUN / MERCY RULE**

A Run rule will be enforced for all games, including both pool play and elimination games. The run rule shall be 12 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings. If the home team is behind at the point of the defined run rule, they will still get their last at bat. If the home team is ahead by the run rule they will not bat in the bottom-half of that respective inning. For example, if the home team is already ahead by 10 runs after 3 1/2 innings, they will not bat in the bottom half of the 4th inning and the game will be official.

### **AGE REQUIREMENT**

Age, as of April 30, 2018, is the determining factor for the team's age division. Take the oldest player on your team, determine that player's age as of April 30, 2018, and that is the age division your team will be required to play in. Each coach must have a copy of every player's birth certificate.

### **PLAYER MINIMUM**

A team can start with just 8 players ONLY if all other rostered players are injured, sick or otherwise incapacitated. That team will be allowed to bat only 8 with no penalty. If the number of players dips below 8, then an automatic out shall be recorded for those spots in the lineup less than 8.



### **DROPPED THIRD STRIKE**

The dropped third strike rule will apply to all age groups, except 8u.

### **INFIELD FLY RULE**

The infield fly rule will apply to all age groups.

### **SLASH BUNT**

A slash bunt (aka “butcher boy”) is illegal in the 8U-10U age divisions. The player will be called out immediately if the play is attempted. A slash bunt is defined as a player showing bunt at any time during the pitch and then swinging at that same pitch. This is a legal play for ages 11U through 14U.

### **MOUND VISIT**

Each coach is allowed 1 free mound visit per pitcher. The second mound visit must result in a pitching change. Injury-related visits do not count as a mound visit.

### **INCLEMENT WEATHER POLICY**

The Tournament Organizer reserves the right to reschedule games during the weekend due to inclement weather or forfeits.



## 8U RULES & GUIDELINES:

The 8U Division will be coach pitch.

A maximum of 10 players allowed on defense (6) infield (4) outfield. Outfielders must play inside of grassed area.

Defensive player in the pitcher position must have at least one foot inside of the designated circle until the ball is put in play.

The coach pitching to the batter must have at least one foot inside the designated circle. If a batted ball strikes the coach pitching it will be considered a dead ball and the batter will be given a 0-0 count. If a thrown ball strikes any coach it is considered a live ball.

Games will consist of 6 innings or a maximum of 1 hr and 30 minutes. No new inning may begin after time limit. No time limit for Championship Game.

A limit of 7 runs per inning per team..

Run rule is 15 after 4 complete.

A batter will receive 5 pitches or 3 swinging strikes and may continue to bat after a fouled ball.

No bunting or easy swings allowed.

A batted ball is in play until the lead runner is stopped. Runners may advance on an overthrow until lead runner is stopped. Once time is called any non lead runner that is halfway to the next base, as determined by the umpire, will be awarded that base.

Runners may not lead off or steal and may not leave the base until the ball is put in play. Runners leaving early will be called out.

No infield fly rule. Runners may only tag on fly balls caught in the outfield grass as determined by umpire judgment.

A maximum of 1 pitcher and 2 base coaches are allowed on the field while on offense. A team on defense may have 1 coach on the outside of each foul line and beyond the infield surface.

Tie-Breaker for seeding following pool play games will be as follows:

Head to Head

Runs Allowed

Runs Differential

Whole roster must bat.

A maximum of one timeout per inning and three timeouts per game will be allowed.

All players, coaches and parents must conduct themselves in a sportsmanlike manner at all times. Failure to do so will result in suspension from the remainder of the tournament.