



2017 COMMUNITY ALL STAR TOURNAMENT RULES 8U BASEBALL

1. GENERAL INFORMATION

Due to the tight schedule of games, infield practice will be limited to 5 minutes per team after the field is prepared by tournament staff, and only if time permits.

For preliminary round games, the home team will be determined by a coin toss as soon as the previous game on that field is completed. During bracket play, the home team will be the higher seeded team.

The number of teams that advance to bracket play will depend on the number of teams that enter; the tournament director will provide this information in advance of the tournament. Seeding and tiebreakers will be based on the following criteria, in the order listed:

1. Pool winners;
2. Number of wins (ties count as ½ win);
3. Head to head results;
4. Runs allowed;
5. Run differential (maximum +8 per game); and
6. Coin toss.

***Note: In case of three-way ties, the criteria listed above will be followed until one or more teams are eliminated. Then, the same criteria will be employed to break subsequent ties, beginning at criterion #1 again.*

2. GAME LENGTH

A regulation game will consist of 6 innings. 6 runs maximum can be score by one team, per inning. However, in the event of rain or darkness, the tournament director may recognize a game as official after 4 complete innings (3 1/2 if the home team is ahead). In the preliminary rounds, no new inning may start more than 1 hour and 30 minutes after the actual start time; if the game is tied after the time limit has passed or it becomes official, it will be recorded as a tie. In bracket play there are no time limits (unless due to scheduling delays and announced in advance by the tournament director) and no ties.

The umpire or tournament director (or his designee) has the authority to suspend a game in progress because of inclement weather, darkness, or other conditions as deemed appropriate. The time during which a game is suspended shall not be considered part of the time limit.

If a game is stopped because of inclement weather or darkness *before* it becomes official, **the game will be continued from the point it left off**. If a game is ended due to weather or darkness *after* it is deemed official, the score shall revert to the score at the end of the last complete inning, unless the game is ended during the bottom half of an inning and the home team is ahead, in which case no reversion is required.

Mercy Rule: 15 runs after 3 innings or 10 runs after 4 or more innings.

3. BATTING ORDER/SUBSTITUTIONS

All teams will roster bat. Free substitution during play will be allowed; however, players must bat in their assigned batting position and **no player may sit out defensively in consecutive innings**. If the substituted player goes to the bench with none or one out, that player may not sit out defensively the next inning.

No player can be removed from the batting order unless due to the blood rule, injury, or illness. If an injury or illness occurs, or if the player is temporarily removed from the game due to the blood rule, the umpire and opposing coach and scorekeeper should be notified immediately. A player who has left the game under the blood rule may return even after missing a turn at bat; otherwise, a player who misses an at-bat or who sits out defensively in consecutive innings due to the injury or illness shall not be permitted to return to that game.

Violation of the defensive requirements shall be treated like any appeal play involving illegal participation. Thus, for example, if a player is on the bench defensively for two consecutive innings (for reasons other than illness, injury, or the blood rule), the opposing team must notify the umpire of the infraction before the next pitch. Once notified, (a) the offending team will be required to correct the violation immediately, and (b) the non-offending team shall have the right to accept the result of the previous play OR have any out recorded by the offending team reversed, the prior batter awarded first base, and all runners returned to the base they occupied prior to the play unless forced to advance by the batter being awarded first base. Any coach found to have multiple or intentional violations of this rule is subject to ejection.

A team can play with 8 players, but in such case the ninth spot in the batting order (or, in the case of a player who left the game after it started, that player's place in the batting order if his departure leaves the team with only 8 players) will be an automatic out.

4. HITTING

Hitters get 6 pitches; however, if a batter hits a foul ball on the 6th (or any subsequent) pitch, he will continue at bat until he fails to make contact with the ball. A hitter cannot walk, but is out if he swings and misses on a third strike, even if before the 6th pitch. Subject to the rule regarding foul balls, a hitter is out if the ball is not batted in play by the 6th pitch.

No bunting is permitted; and slug bunting is absolutely not allowed. Any player who violates this rule will be called out.

The dropped third strike rule does NOT apply – a player is out when he swings and misses on a third strike or after the sixth pitch, regardless of whether the ball is caught by the catcher.

All bats must follow rules stated in COYBL BAT RULES as described in this document:
https://cdn4.sportngin.com/attachments/document/0045/7618/2018_COYBL_Bat_Rules.pdf.

5. BASERUNNING

There are no leadoffs. There are no steals. The base runner cannot leave the base until the ball is hit. Each player is entitled to one warning per game for leaving early; for each subsequent infraction the player will be called out.

A base runner cannot advance an additional base after the ball is controlled by an infielder in the infield. This includes a fly ball that is caught by an infielder.

If the base runner is at least halfway to the next base when the infielder gains control of the ball in the infield, the runner may proceed to the next base, if open. The umpire's judgment on this rule will be considered final. The runner is still subject to being put out, and the defense can still make a play on the runner in this situation; however, if it does so, the ball remains alive until subsequently controlled by an infielder. A runner who had not reached the halfway point shall be returned to the previous base at the end of the play.

No extra bases can be taken on an overthrow, to any base, on a throw from an infielder in a force out situation.

Base runners are not allowed to slide head first. Each player is entitled to one warning per game for sliding head first; for each subsequent infraction the player will be called out.

Base runners must avoid contact, but are not required to slide. If a base runner initiates contact without sliding (under circumstances where a slide was reasonably possible), the runner should be called out. In light of this rule, and to protect the

runner, if a fielder blocks any base without possession of the ball, obstruction should be called and the runner protected to that base. If it is deemed that a base runner initiates malicious contact, the runner is subject to ejection at the discretion of the umpire.

6. MISCELLANEOUS

Pitching distance is 40 feet. Bases are 60 feet. Metal cleats are NOT allowed

Coaches must pitch overhand. The coach who is pitching may not coach the base runners and must make a reasonable effort as to not obstruct the play of the fielders on the opposing team.

The defensive team can field 10 players in the field; 4 of these players will be outfielders.

Outfielders cannot make a putout on a runner in the infield unless it is on a secondary play (e.g., ground ball through the infield, outfielder must throw the ball to an infielder in an attempt to immediately get a force out or tag out on a runner at any base; however, an outfielder backing up a thrown ball or assisting in a rundown may make a play on a runner).

No travel players are permitted. For purposes of this tournament, "travel player" is defined as any player rostered as a regular player on any travel team OR who participates as a substitute for any travel team(s) for more than one tournament or more than three non-tournament games. Any team who uses a travel player will be required to forfeit any game(s) in which the ineligible player participated.

Coaches should have birth certificates or some other reliable means available to prove age and identity of players if requested. A player's "age" for purposes of this tournament is his or her age as of April 30, 2017.

Alcohol, illegal or recreational drugs, and firearms are strictly prohibited in the park complex. Smoking is also strictly prohibited on the field, in the dugouts, or within the spectator areas, and is permitted in the parking lot area only.

Any rules not otherwise explicitly stated herein will be governed by OHSAA rules.

7. SPORTSMANSHIP

Organized team chants are discouraged, and behavior designed to disrupt the opposing team is prohibited. Team chants or other comparable behavior **must not occur once the coach pitcher begins his throwing motion.**

This is a recreational league whose purpose is to help develop both baseball and life skills, and there is absolutely no place in our league for poor sportsmanship. Charging at umpires will not be tolerated, and anyone – player, coach, bench personnel, or fan – who engages in such conduct is subject to immediate ejection. Similarly, yelling or other unsportsmanlike behavior toward umpires will not be tolerated. Only head coaches are permitted to ask questions or request clarifications of calls or game situations, and such situations should be handled calmly and respectfully. Coaches should neither question nor argue judgment calls. Rules issues will be determined on the field by the umpire or by the tournament director (or his designee) if available. No protests are allowed.

The umpire and/or the tournament director (or his designee), and/or the League President may, at his/her discretion, eject any participant and/or spectator from a game for the use of profanity, disorderly conduct, harassment of the other team, physical contact with any umpire, or other like misconduct. Any person ejected must leave the field area immediately and either leave the complex or go to the parking lot. Failure to leave the premises after such an ejection may result in forfeiture of the game.

Any player or coach ejected from a game is ineligible to participate in the remainder of that game plus the next two games of the tournament. Any spectator who is ejected will be banned for the remainder of the tournament.