



8U TOURNAMENT RULES

Game Rules

1. Official 11" softball will be used for all games
 2. Bases will be set at 60', pitching rubber will be set at 30'
 3. There will be a 4 (four) run limit per inning through the 5th inning; 6th and subsequent innings are unlimited
 4. Run Ahead Rule is in effect for all games and will be 10 runs after 3 ½ or 4 innings
 5. Infield fly is not in effect, there is no tagging up and advancing on pop-ups
 6. Up to 4 coaches are allowed in the dugout, including scorekeepers
 7. Games are intended to be played with 10 players, but a team can play with 9 without penalty if 10 are not available
 - a. A game can start or end with 8 players (minimum allowed) but the team will take an out for the 9th batter
 - b. If a batter cannot bat for any reason, proceed to the next batter without penalty unless it puts the team at 8 batters, then an out will be taken; That player is out of the lineup and cannot return to that game
 - c. Players arriving late can immediately be inserted in the game and will be placed at end of the batting order
 8. A coach from the team batting will pitch
 - a. Each batter will get 6 pitches; If the ball has not been put in play by the 6th pitch the batter is out; The at-bat cannot end on a foul; A batter can strike out swinging (no called strikes)
 - b. Coach pitcher cannot interfere with plays on the field; Any avoidable interference will result in the batter-runner being declared out
 - c. If a batted ball hits the coach pitcher, the ball is dead and no pitch will be declared; Runners will return to the bases they previously occupied
 - d. A continuous batting order will be used (all players on the roster must bat); Any attempt to switch/skip a batter during a game will result in a forfeit and a score of 7-0 being recorded
 9. No leading or stealing is permitted; Runner cannot leave the base until the ball has crossed home plate
 10. Courtesy runners are allowed for the catcher only to speed up the game (last batted out)
 11. On a hit ball in play to the infield, runners are allowed to advance 1 base (at the risk of being put out)
 12. On a hit ball in play to the outfield, runners are allowed to continue to advance (at the risk of being put out) until the ball is returned to the infield at which point the runners cannot advance beyond the base they are going to
 13. Teams are allowed 2 offensive base coaches (at 1st and 3rd)
 - a. Base coaches cannot physically assist runners to stop or advance to next base (Runner is out)
 - b. Base coaches should not interfere with foul balls which could be caught (Batter is out)
 14. Teams are allowed 10 fielders, with 4 outfielders who must start in the grass
 15. Outfielders can only make unassisted plays on runners (e.g. an outfielder cannot cover a bag and receive a throw)
 16. Player pitchers must stand with at least 1 foot in the circle and cannot be in front of the coach pitcher
 17. Teams are allowed 2 defensive coaches in the outfield grass; Coaches must not interfere with any plays; Avoidable interference will be ruled a ground rule double
 18. No player may sit on defense for more than 2 consecutive innings
 19. Free defensive substitutions are allowed and are not required to be reported
 20. The umpire will make all calls
 - a. Only the manager/head coach is allowed to speak to the umpire in regards to interpretation of rules
 - b. Game will resume once clarification is completed; The decision of the umpire is final
- There will be zero tolerance for aggressive, disrespectful behavior; Team managers are responsible for their players, coaches, families, and fans; Tournament director reserves the right to require anyone not acting appropriately to leave the premises
 - Please put litter in its place; Make sure the dugouts are cleaned out before you leave them
 - And most importantly of all... HAVE FUN!



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Pool Play

1. Teams pick dugout by first arrival; Home team decided by coin toss
2. Games will be 6 innings or 1 hour and 20 minutes, finish the batter
3. International tiebreaker after 6 innings **if time allows**; Pool play games can end in a tie

Bracket Play

1. Higher seed has the option of being home team and first choice of dugout
2. Elimination Rounds:
 - a. Games will be 6 innings or 1 hour and 20 minutes, finish the inning
 - b. International tiebreaker after 6 innings or after time limit expires and current inning ends; Play continues until a winner is declared; Games cannot end in a tie
3. Championship game:
 - a. No time limit
 - b. International tiebreaker after 6 innings until winner is declared; Game cannot end in a tie

Home team is the official scorekeeper and must report the score to the Club house board at the game's conclusion. Seeding will be done based on those scores. Double check your scores, please!

- Seeding based on:
1. Wins/Losses
 2. Head to head (if all teams tied for that seed played each other)
 3. Runs allowed
 4. Runs scored
 5. Coin toss

- No warming up on the infield prior to the game
- **If a player or coach is ejected from a game for any reason, they will not be allowed to participate in their team's next scheduled game**
- In the event a team plays 4 games to even out pool play, their worst game will be dropped
- If a team is unable to play for any reason, a forfeit will be recorded as a 7-0 score
- The Tournament Director reserves the right to change any aspect of the tournament in case of inclement weather