

South Fayette Baseball Association

Boys 8U Tournament Rules

1. All Players must be in uniform with a jersey number on the back.
2. All pitchers must wear a heart guard and catchers must be in full gear. It is strongly suggested pitchers wear a helmet.
3. The pitching coach can use 2 balls at a time. No quick pitching.
4. Defensively teams will play 10 players in the field with 4 outfielders positioned at least 20 feet in the outfield grass until the ball is hit. No rover is permitted.
5. No coaches are permitted in the field while their team is playing defense. Note no coaches may be on the field in foul or fair territory.
6. The pitching distance will be set at 38' and one foot must be at or behind the rubber / chalk pitching line. The pitcher must pitch overhand to the batter.
7. The player playing pitcher must be positioned within 2' of the pitching line and cannot be used as a rover. Free substitution defensively. There will be unlimited re-entry for all players.
8. Throwing the baseball bat on the swing will result in a team warning. Each subsequent incident will result in the player being called out.
9. A runner will always be entitled to attempt to advance one base on any batted ball at their own risk. Example: Runner on second (only runner on base). Groundball hit to short stop, runner on second is permitted to attempt to advance to third on a throw to first base or if a play is made on the lead runner.
10. A runner(s) may attempt to advance on any overthrow to 2nd, 3rd and home plate, from the outfield or infield. NOTE: All overthrows to 1st base from the infield are considered a 'dead ball', but overthrows from the outfield to 1st base, are live and the runner(s) may advance. Runners can continue to advance until the defense has maintained control of the ball and 'time' has been called by the umpire. In the event a ball is thrown or kicked out of the field of play, all runners may take one additional base. Runners cannot advance when the ball is thrown back to the pitcher from any infield position after time has been called by the umpire. Note on infield force outs the batter /

runner may not advance to second base on an infield overthrow to first base. Example: Runner on first, ground ball hit to short stop. Shortstop throws to second base to get force out and second baseman makes errant throw to first base. In this case the ball is dead and the batter / runner may not advance to second.

11. Base Distance will be 60'.

12. Base runners are not allowed to lead off and they cannot run towards the next base until the batter has made contact with the ball. Runners who are caught leaving a base early (before a pitched ball is put in play or passes the plate) will be given a one team warning. Any additional violations by any other runners from that team will result in the runner being called out. Note: The intent of this rule is to prevent players from getting a blatant running start towards the next base before a pitched ball gets to home plate.

13. Base runners are allowed to attempt to advance base on overthrows (from infielders) to all other bases except first.

14. Catchers may catch a ball to record an out provided that the batted ball goes above the height of the batters head. A third strike foul ball caught by the catcher will result in an out whether the ball is above or below the head of the batter. This rule mirrors standard baseball third strike foul tip rule.

15. Obstruction / Interference – If interference is called, the runner will be awarded the base he is going to.

- a. If a defensive player is determined to be blocking the baseline, and the offensive player makes contact with the defensive player, the base runner may be awarded the base they are running to.
- b. This includes the first baseman being drawn into the base path by a thrown ball and staying there. Every attempt should be made to avoid a collision.
- c. Defensive players have the right to make a play on a batted or thrown ball. Base runners must yield to avoid defensive players making a play on a ball.
- d. Runners hit by a batted ball when not standing on a base or in the batter's box may be called out according to the rules of baseball.
- e. When avoiding a defensive player or a ball, runners may not vary more than 3 feet laterally from the line that they are running between bases. An 'out of the base line' call will result and the runner will be called out.
- f. In all cases the discretion of the umpire will prevail.

16. No bats with a barrel bigger than 2 ¼ will be permitted.

17. Continuous set batting order...everybody bats. If a player shows up late he/she will be added to the bottom of the batting order however, if the entire batting order has batted then that player will not be eligible for the game.
18. Batters will be given seven pitches by their team's pitching coach. A batter will be declared out after three strikes or seven pitches, whichever occurs first. The batter may not, however, be declared out if the seventh pitch is a foul ball unless the foul ball is caught on the fly by a fielder.
19. There are no walks or bunts.
20. The pitching coach is not permitted to touch the ball in play. Any deliberate interference on the part of the pitching coach, will result in the batter being called out and all base runners returning to their original bases. Any live balls that are inadvertently touched by the pitching coach will result in a "no pitch" and the batter will resume his/her at bat with all base runners returning to their original bases.
21. If a batted ball injures a player there will be an immediate time out to assist the injured player. The batter will be awarded first base and all other runners will advance one base.
22. Games will be six innings long with a five run limit for every inning (with no continuous play) except the 6th inning, which will have no run-scoring limits. A 10 run rule will be in affect after 5 innings unless it is the championship game.
23. A game will be considered complete after 4 innings or 3 ½ if the home team is ahead. If a game does not reach that point, it will not be considered a complete or suspended game and must start over.
24. Collisions shall be avoided if possible. Runners must make an attempt to avoid colliding with fielders. Players are encouraged to slide. This applies to all bases. Umpire's discretion will prevail.
25. Specific ground rules will be discussed prior to the start of the game.
26. Any team may challenge any player from another team about his age. If a player is challenged, the manager must present the player's birth certificate within 24 hours to the tournament chairperson. If the player is found ineligible, the game(s) his team has won will be forfeited and the team will be disqualified from further tournament competition.
27. The starting line-ups must be submitted fifteen minutes prior to the start of the game.

28. There are no appeals and the umpire's decision is final unless the ruling on the field contradicts a rule in this outline. Judgment calls are not reviewable.
29. The home team will be determined by round robin schedule and according to seeding for bracket play.
30. South Fayette Baseball assumes no responsibility for injuries and damaged or lost properties occurring during its tournaments.
31. Each team will play a minimum of 3 games. All teams will advance to a playoff round after two pool play games. Teams will be seeded based on their pool play results. The playoff round will be single elimination. Any forfeit will result in a score of 6-0 for the winning team.
32. Tiebreaker rules
- Pool play record
 - Head to head result (only in a two way tie, this will not apply if there are 3 or more teams tied following pool play).
 - Total runs allowed in Round Robin games
 - Total run differential in Round Robin games
 - Maximum run differential for seeding purposes is 12 runs. A team winning a game 20-1 will only have a run differential of +12 for that game.
 - Coin flip
33. Only players, a manager and coaches, and a scorekeeper/control parent are permitted to be on the bench or dugout area. No more than 5 coaches can be in dugout or on field of play at any time.
34. It is the team manager's responsibility to control his team and fans, one (1) warning will be given by the umpire, any other warning may result in a forfeit and/or ejections. Absolutely no foul language is permitted. Umpires will immediately tell the manager and the manager must immediately go address the fans. If it occurs again the game will result in a forfeit and/or ejections from the play area.
35. All base coaches must stay in foul territory. Touching a runner when the ball is in play will be considered interference and the runner will be called out.
36. The scorekeepers of each team should confirm score and batting order after each half inning. Should issues be noted related to scoring or the batting order the game should stop until these items are properly addressed.