

ELMHURST YOUTH BASEBALL

8U Summer Classic

Tournament Rules

(Revised 6/18/10)

The "Official Baseball Rule Book", with the exceptions and variations contained below, shall govern play. The following rules apply to the A and B Tournaments unless otherwise stated.

Tournament Format:

1. Four (4) game Minimum (subject to change due to weather)
2. Twelve (12) Teams per A Tournament and Eight (8) Teams per B Tournament
3. Three (3) 4-team divisions for the A Tournament and two (2) 4-team divisions for the B Tournament
4. **Pool play:** 3 intra-division games, teams seeded for single elimination play. For the A Tournament only the top 8 teams advance to single elimination play (Seed 9 plays Seed 10 and Seed 11 plays Seed 12, but do not advance). In the A Tournament: Top 2 teams in each group advance and then next 2 best records. Division winners will be seeded 1-3. Division runner-ups will be seeded 4-6. In B Tournament: Division winners will be seeded 1-2. Division runner-ups will be seeded 3-4. Division 3rd place teams will be seeded 5-6. Division 4th place teams will be seeded 7-8.
5. Final standings will be determined by overall won-loss record. Tie breakers will be resolved in the following order:
 - Head to head competition (if only two teams are tied)
 - Least runs allowed throughout the tournament (forfeits will be recorded as 6-0)
 - Coin toss
6. For pool play, the team listed first on the schedule will occupy the first base bench. The "home team" for batting purposes will be determined by a coin flip before the game. For single elimination, the higher seeded team will be the "home team" and occupy the third base bench.
7. Trophies awarded for 1st, 2nd, 3rd, and 4th in each tournament.

General Requirements, Roster and Insurance:

1. All teams may roster a maximum of 14 players of eligible age (a player cannot turn 9 before May 1, 2010). Copies of birth certificates are to be provided to tournament officials prior to the start of the tournament. Copies of birth certificates will not be returned.
2. Rosters must be turned in at the registration table (Berens Park Field #5).
3. All teams are required to carry accident insurance coverage for the players, coaches, and manager of their respective teams. A copy of the applicable insurance certificate must be provided to the registration table.
4. Waivers must be provided for each player on the roster
5. Only rostered players in uniform, manager, coaches and scorekeeper are allowed in the dugout.
6. Each team must provide a scorekeeper. Before the start of the game, managers must provide each other a completed batting order for that game. This must include the player's name and jersey number. Each team will keep an accurate scorebook. Scorekeepers should check the score at the end of each inning. The home team scorebook is the official book and will be used to resolve any disputes. Both teams must report scores within 1 hour of the game to the registration table or designated field official.
7. No alcohol or tobacco products are permitted at or around the playing fields.

Equipment and Uniforms:

1. Bats are limited to 2¼ inches (no “Big Barrel” bats, no softball bats)
2. The jersey/shirt of all players must be tucked into their uniform pants when on the playing field.
3. All male players must wear protective athletic supporter and hard cup.
4. No metal cleats are permitted.
5. Batters and base runners must wear a helmet meeting NOCSAE standards. Faceguards are recommended.
6. Standard league baseball will be used for both tournaments (MacGregor 76C or equivalent).

Game Play

1. Bases are 60 feet and pitching distance is 40 feet.
2. No infield fly rule applied.
3. No bunting allowed.
4. No drop third strikes allowed.
5. No leadoffs for base runners and no stealing. A runner may not leave the base until the ball is hit. A base runner leaving early will be returned to the first open base. If, in the umpire’s judgment, a runner would have been out on a play made on a batted ball if the player had not left the base early, the umpire will call the runner out.
6. **Runner Advancement.** Runners may not advance to another base once the ball is controlled by an **infielder** in the infield (at Marjorie Davis, this can be fairly considered on the dirt; while at Salt Creek, Crestview and Berens fields with larger infields within the infield should be considered to be reasonably inside the outermost part of the base path). Any runner not more than halfway to the next base (in the umpire’s discretion) when the ball is controlled as described above (and below for hits to the infield) and who safely reaches that next base shall return to the prior base. The spirit of the rule is to teach kids to make proper baseball throws (rather than artificially to a pitcher in a circle) to a base without having runners forcing another throw with assumption that a player will make an error on the throw. If, for example, a ball is hit to the outfield and thrown to the 2nd baseman, who controls the ball within the infield, the runner may not then advance if the 2nd basemen’s throw to pitcher is missed by the pitcher. For hits to the infield that are controlled by an infielder, there must be a subsequent “baseball play” (e.g., throw to a base or pitcher who controls the ball) to restrict the runner’s advancement. For example, a runner may advance (and must advance if being forced on a ground ball by a runner behind) if the player makes a throw to first base.
7. A continuous batting order is in effect. All players at the game must bat even if one team has 9 players and the other has 12 players. Any players arriving late to the game must be there before the end of the line-up or they cannot play. Any player that leaves before the end of the game will be an out in the line-up. Injured players who will not return to the game may be skipped in the line-up without an out, but may not return to the game.
8. Each player must play a minimum of 3 defensive innings.
9. Unlimited substitutions are permitted, except for the pitcher, who once removed cannot be re-inserted as the pitcher in that game.
10. Speed up rules in effect: 1) with at least one out, the player that will be “catching” in the next inning should be replaced on base with last player out, and 2) pitchers are allowed five warm-ups only, except in case of any injury.
11. No infield warm-up permitted prior to the start of the game. There will be no batting practice on the playing field. Soft-toss against the fences is not permitted.
12. All games are to be six (6) innings in length unless slaughter rule is in effect or ended due to weather or darkness. Four (4) Innings (3 1/2 with the home team ahead) will constitute a complete game should the game be called for any reason.

13. A team must have at least eight (8) rostered players to start a game. A team failing to field at least eight (8) uniformed/rostered players within ten (10) minutes after the scheduled starting time shall forfeit the game. Teams that fail to field less than eight (8) players during a game will forfeit.
14. Time Limit: No new inning shall start after 1 hour and 45 minutes. The new inning starts at the time the third out is made in the bottom of the inning. Official game time is the umpire's watch. If a full inning cannot be completed, the team that was leading after the last full inning played will be declared the winner.
15. Suspended Games: If a game is suspended for any reason, upon rescheduling, the pitching statistics (limit to 2 innings) and substitution rules (player that previously pitched and was removed may not reenter the game as a pitcher) shall apply toward the game and day as if the game had not been suspended. If a team cannot field the same players who were in the original game at the point of suspension, another player may enter the game (except in the pitching position). Players participating in the suspended game who were not at the original game will be added to the bottom of the batting order. Missing players will be skipped in the batting order (no penalty).
16. Six (6) run limit per inning, with unlimited runs in last inning.
17. Slaughter Rule: Twelve (12) run slaughter rule is in effect for all games after four (4) innings; (10) runs after (5) innings.
18. Overthrows: On overthrows going beyond the fence, backstop or into the dugout, the ball will be declared out of play and the runner will be awarded the base to which he was running, plus one (1) additional base. Runners can advance on any overthrow in play, except between catcher and pitcher after a pitched ball.
19. Must Slide: "Must slide to avoid contact" rule is in effect. Runners must slide or avoid contact at any base when the defensive player has or is about to receive the ball to make a play. If there is contact, and in the umpire's judgment the contact interfered with the fielder making the play, the runner will be called out. If there is contact without a slide, and in the umpire's judgment the contact was deliberate or malicious, the offending player will be called out and ejected. Incidental contact which did not interfere with the play in the umpire's judgment will result in no action. UMPIRE'S DECISION IS FINAL! NO APPEALS.
20. Interference by runner or fielder: If the base runner collides with a fielder attempting to make a putout, the runner will be called out. Fielders may not obstruct base runners by standing on a base or by standing in the base line when the ball is not being thrown to them for a play. Fielder obstruction will result in the runner being awarded the base the runner was pursuing.
21. Bat throwing: Batters who throw the bat intentionally or unintentionally will be given one warning per game and the second time called out.

Pitching:

1. A pitcher can pitch no more than 2 innings per game. A pitcher must be removed on the second trip to the mound by the manager or coach in an inning. One pitch constitutes an inning.
2. No pitch-outs allowed, but coach may request an intentional walk from the umpire and the batter will be directed to first base without the need for any pitches being thrown.
3. There are no balks.
4. Two (2) hit batsmen in an inning will require a pitching change.
5. Anyone under the age of 18 must wear a catchers mask and protective supporter and cup while warming up a pitcher whether on or off the playing field.

No Protests and Conduct:

1. Umpires decisions are official and final! No protests or appeals of any type will be allowed. Questions concerning rules will be directed to the tournament directors, but there will be no review of umpire's judgment calls.
2. Only the manager can discuss play with an umpire.
3. **NO UN-SPORTSMANSHIP LIKE CONDUCT WILL BE ALLOWED**, this includes but not limited to players chanting and making distracting sounds of any kind during the pitcher's windup and delivery. Managers are responsible for conduct of coaches, players and parents. Anyone ejected from a game by an umpire or tournament official cannot be present at next game (one game suspension). Tournament officials have the right to remove a team from the tournament for severe sportsmanship violations.
4. **THERE WILL BE A ZERO TOLERANCE REGARDING VERBAL OR PHYSICAL ABUSE OF UMPIRES OR PLAYERS. MANAGERS, COACHES, PLAYERS AND SPECTATORS WILL CONDUCT THEMSELVES PROPERLY OR BE BANNED FROM THE TOURNAMENT.**

Game Tie Breaker: Modified California Tie Breaker Rule

If after six complete innings or time limit, the game is tied, the following will apply except for the championship:

1. The last batter from the previous inning will take second base (visiting team), and there will be one outs charged against the batting (visiting) team.
2. The batting (visiting) team will bring the next batter in their lineup and then subsequent batters in the lineup (if needed) in an attempt to bring the man on second base home in order to score a run. This half of the inning continues until the third out is made.
3. Whether the visiting team scored or not, the home team will play their half of the inning in the same manner.
4. If after the first round of the tie breaker no winner has been declared, the tie breaker will be repeated for no more than two innings, starting with the last batter from the previous inning on second base, with the next batters in the lineup to bat.
5. If no winner can be named after two tie breaker innings, the team with the last lead at the completion of any previous inning will be declared the winner. If no team had the lead, the game will be declared a tie.

ADDITIONAL RULES FOR THE 8U B TOURNAMENT (HYBRID PITCHING RULES)

The following rules apply to the B Tournament and supersede any of the above rules.

1. No walks allowed (no pitchouts or intentional walks). If a kid pitcher throws 4 balls, the coach will come in and pitch up to a maximum of three (3) pitches. Balls and strikes will not be counted. Foul balls count as a pitch; however, if there is a foul ball on the third pitch, the coach may make another pitch until the batter puts the ball in play or fails to hit the ball. A foul tip caught by the catcher on the third or subsequent pitch is an out.
2. If the batted ball hits the coach during coach pitch, the play is ruled dead. The runners must return to their original base. The pitch does not count against the hitter.
3. Coaches must pitch overhand from the pitcher's mound.
4. The coach pitcher must make a legitimate effort to get off the playing field in the opposite direction of the play as quickly as possible. **PENALTY:** After one warning, the batter will be out; all runners must return to the base originally occupied at the beginning of the play. (Umpires Judgment)