

**State 8U Baseball Tournament
Flandreau City Park
Tournament Rules**

1. Division age limit is determined by January 1st Birth Date. A player who has reached their 9th birthday by January 1st will be not eligible to play.
 - Coaches shall supply tournament roster with birth dates to the tournament director.
2. Scores
 - The home team will be the official book.
 - The umpire will be the official scorer. The umpires will report the final scores to the tournament director. Each team should verify final score with the umpire.
3. No Protest Allowed
 - The home plate umpire will settle disputes on the field.
4. Equipment
 - Batter, base runners, bat boys, any players acting as base coach and any players out of the dugout must wear a helmet that covers both ears.
 - Catchers must wear a mask, helmet, chest protectors and shin guards. This includes catchers warming up a pitcher.
 - All defensive players must wear a cap while playing on the field.
 - Metal cleats are not allowed.
 - 2018 Transition Year – 2 ¼” 2017 USSSA/Little League stamped bats and 2018 USA Baseball stamped bats with a barrel diameter 2 5/8” or less will be allowed. Any illegal bat will be removed from the game and the batter is out.
 - Normal (hard) baseballs will be used in the tournament.
5. Sportsmanship
 - This is a no tolerance tournament. Bad sportsmanship is subject to ejection from the game and/or tournament upon the umpire’s discretion.
 - Coaches are responsible for parent and fan behavior. If parents or fans are out of line, the umpire will instruct the coach of that team to address the problem.
6. Game Length
 - All games will be 5 innings.
 - **No new inning** may begin after **1 hour and 10 minutes**. The home team will receive their turn at bat if the time limit has been reached during the top ½ of an inning if they are behind. The Home Plate Umpire is the official time keeper. The time limit begins on the first pitch of the game. In addition, after the top of the 1st inning, an inning is considered to begin once the team takes the field. No game can stop during the middle of an inning due to the time limit. The time limit may be adjusted by the tournament director.

- The 10 run rule will be in effect after 4 innings and 15-run rule will be in effect after 3 innings.
- Innings will be 3 outs or a 5 run limit per inning will be enforced in all but the 5th (or last) inning.
- Games cannot end in a tie if 5 innings are played and the score is tied an extra inning will be planned with no run limit.

7. Coaching

- Coaches may coach from the coaching boxes at 1st and 3rd while on offense along with from the coach pitching position.
- On defense coaches may coach from the bench or in front of the bench.

8. Players

- You must have at least 8 players to start a game.
 - If the team only has 8 players the 9th spot in the batting order will be an out.

9. Line-up

- All available rostered players must be in the batting lineup through the entire game unless removed due to injury.

10. Base distance

- 60 ft

11. Pitching

- The coach will pitch for their own team in an overhand fashion from any distance they feel comfortable OR
- A machine can be used to pitch. The machine must be mechanical or battery operated and must be removed from the field prior to the batting team taking Defense (unless both of the team coaches agree to leave in place).
- The batter will be given 3 swinging strikes then the batter is out. A foul ball does not count as the third strike.
- A maximum of 10 pitches will be thrown to the batter. If the batter does not hit a fair ball within 10 pitches or 3 swinging strikes the batter is out.
- No walks.
- If the ball hits the coach or pitching machine it is a dead ball. Replay the hit. The pitch will not count as a strike or against the pitch count.
 - Coaches need to try to avoid all hits and try not to interfere with player paying pitcher.

- If a player playing pitcher runs into a coach or the machine trying to field the ball it is a dead ball. Replay the hit. The pitch will not count as a strike or against the pitch count.

12. Batting

- No Walks.
- No Bunting
 - The player must make a swinging attempt at the pitch. Umpire has ruling if it is a swinging hit.

13. Defensive Players

- **Ten** defensive players are allowed.
 - The 10th player must be in the outfield.
- Outfielders must play in the grass or behind the designated outfield line.
 - If outfielders are playing inside of the outfield line the play will be played over.
- A defensive player playing pitcher shall stand in the pitchers position next to the coach pitching.
 - All other positions must be standing in the named position when the ball is pitched. Players shall be no closer to the batter then the baseline.
- All rostered players must be included in the batting order.
- All players must play at least 1 defensive innings per game.
- There are free substitutions.

14. Infield Fly Rule

- Will not be enforced.

15. Base Running

- Stealing is not permitted.
- No leading off.
- Players must wait until ball is hit to advance.
- The runners can only advance one base on an overthrow.
- Once the ball is under control by an infielder (ball is in the glove or in the throwing hand and is above infielder's waist) the runners may not advance.
 - If players are between bases prior to control of infielder the runner has choice to advance or to return to base.
 - If play is made on advancing runners then runner can continue to advance until control by an infielder is regained.
 - Coaches should make an effort to not advance runners if infielders have control of balls.

16. Slide Rule

- Players are encouraged to slide in the event of a close play but a slide rule will not be enforced.
- If the defensive player has the ball and a play is being made, the offensive player must either slide or make every effort to avoid contact with the defensive player.

17. Other Issues

- The tournament director will resolve any situation that arises that is not covered by these rules and has discretion of the rules.