



MOORESTOWN TOURNAMENT RULES

8U Tournament Rules - Kid Pitch

1. Time Limits and Innings

Games are designed to go 6 innings, however, no new inning may begin after 1 hour 45 minutes from the start time. Game is official if losing team has batted 4 times. In the event of weather conditions additional speed up rules may be put in place. No time limits are in place for championship games.

2. Playing Rules:

The play is 46/60 rules. Play shall be in accordance with current Cal Ripken Tournament Rules with the following changes:

Team Roster: A team will consist of one (1) adult manager, two (2) coaches, one (1) scorekeeper and a maximum of fifteen (15) players. There must be a minimum of nine (9) players present at the start of each game. If, for any reason, the lineup subsequently drops below 9 players (i.e. injury, etc.), an out will be recorded at the vacated position in the batting order.

The manager needs to carry proof of the kids age in case a players age comes in question. All players must be eligible to play in 8 year old baseball following the Cal Ripken guidelines.

Nine (9) fielders will be permitted (3 outfielders LF, CF, RF).

Pitching Rules: A pitcher can only pitch 2 innings in a game and a max of 4 innings in a day. Once a pitcher is removed from the game he may not reenter the same game as a pitcher. If a pitcher throws a pitch in an inning that will count as an inning pitched. Pitchers will pitch from the standard 46 foot rubber. There will be NO BALKS.

Batting Order: Teams must bat universal. If a player is injured and is unable to bat, no out will be assessed. If a player is injured during his at bat and cannot continue with that at bat the next batter in the lineup will come to bat and assume the injured players count. However, once that player's turn is skipped in the batting order for his next scheduled at bat, he may not return to the game. At any time a team's roster goes to 8 players do to injury an out will be assessed to that team at the point where the injured play would come up to bat.

Bunting: Bunting is allowed; however, fake bunting is prohibited. Should a player offer to bunt, then pull the bat back and swing at the pitch, the batter will be called out by the umpire

Dropped 3rd strike: On a dropped 3rd strike the result of the play will be a strikeout.

Base Running: Base runners must hold their bag until the ball has passed the plate. Umpires will enforce rules in accordance with established regulations (Cal Ripken League).

- a. Stealing of 2nd and 3rd base is allowed but stealing of home is not permitted. No delayed steals.
- b. Runners may not score from 3rd base on wild pitches or passed balls.
- c. To score the runner must "earn" home. He can only score from a batted ball in play, a result of bases loaded walk, or if the batter is hit by the pitch with the bases loaded.
- d. Overthrows that go out of play the runners will be allowed to advance 1 base only. Overthrows from in the field play the runners may advance until stopped by the defense. Runners may not advance to home on overthrows from a steal attempt.



Runners must either "slide or veer" into 2nd, 3rd, or home if a play is imminent. Failure to do so will result in, at the umpire's discretion, an out call and possible ejection from the game. Head first slides back into a base will be allowed.

When a pitcher is not in contact with the pitching rubber but does have the ball: base runners may not jump back and forth while on a base to attempt to draw the defense into making a play.

When a pitcher is in contact with the pitching rubber and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached home plate.

Infield Fly: Will be not in effect at 8 age group.

Defensive Substitution: Defensive substitutions shall be free except no removed pitcher may return to pitch in the same game.

Courtesy Runner: A courtesy runner must be used for the catcher with two outs. The courtesy runner will be the player who made the last batted out.

Runs per Inning: 5 runs per ½ inning, unlimited in 6th inning (coaches and umpires may consult/agree before last inning 1 hr and 45 mins to determine unlimited inning start).

10 Run Mercy Rule: 10 run "Mercy Rule" is in effect after four (4) innings (3½ if the home team is leading).

Game Start Times: Games will start at their scheduled times or 10 minutes after the game in front ends if later than the scheduled starting time.

Bats: USABats only.

Out of Bounds: Out of bounds will be discussed with umpires to each game. A painted white line from right field dugout to park signage / bleachers will mark out of bounds for right field over throws. An additional painted white line from left field dugout to masonry wall will mark out of bounds for left field over throws. Runner may advance only one (1) base if ball enters these to areas.

If ball enters center field bushes, runner can advance one (1) additional base at the time of ball losing sight.



3. Format:

All teams will play two (2) pool games. Every team will play at least one home game and 1 away game that will be predetermined, except when playing Moorestown, who will be home team for all of their games. After all the games all completed, the teams will be seeded for a single elimination playoff bracket. Tiebreakers, in order, are as follows:

1. Overall record
2. Head to Head
3. Least runs allowed
4. Total Net Run Differential
5. Most Runs Scored
6. Coin Flip The home team in the championship game will be determined by a coin flip.

4. Conduct:

- a. No manager or coach may come on the playing field once the game has begun until he has requested time and permission is granted by the umpire.
- b. Any manager, coach, scorekeeper or parent ejected from any game will be expelled from any remaining games in the tournament.
- c. Any team or their supporters that initiates, causes or continues any problems will cause that team to be expelled from the tournament without refund of the entrance fee.
- d. Any player who throws bats, helmets, gloves or other equipment may be, at the umpire's discretion, ejected from the game.
- e. The use of profanity will result in the ejection of that manager, coach or player from that game and will require that individual to leave the complex.
- f. All parents must be in the stands or outside of the playing field. No spectators are allowed in the bullpens or dugouts.