



MOORESTOWN TOURNAMENT RULES

8U Tournament Rules - Kid Pitch

- Refund Policy:** Any team that cancels its registration less than 30 days prior to the tournament start date will forfeit their entire entry fee. If inclement weather forces MYBF to cancel games, the following refunds will be offered: Three games played - \$0 Refund Two games played - \$100 Refund One game played - \$200 Refund Zero games played - \$300 Refund MYBF reserves the right to change the tournament format based on weather or other conditions. There will be no refund of entry fees due to changes in the tournament format.
- Time Limits and Innings:** 8U 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.
- Playing Rules:** The 8U will play 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.
 - Pitching Restrictions:** At the 8U age group, a pitcher may not pitch more than two innings in a game and four innings in any two consecutive games.
 - Balks:** There are no balks at 8U.
 - Bats:** Maximum bat size is 2 ¼". Big Barrel Bats are not allowed!
 - 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. If, at any time, a team's roster goes to 8 players due to injury, an out will be assigned to that team at the point where the injured player would come up to bat.
 - Base Running:** Base runners must hold their bag until the ball has passed the plate. Once the ball has passed the plate, the runners may advance at their own risk. Runners on 3rd must "earn" home. They can only score on a batted ball in play or the result of a bases loaded walk / hit batter.
 - Infield Fly Rule:** Will NOT be in effect.



- Defensive Substitution: Defensive substitutions shall be free except no removed pitcher may return to pitch in the same game.
 - Courtesy Runner: A courtesy runner can be used for the catcher with two outs. The courtesy runner will be the player who made the last batted out.
 - 10 Run Mercy Rule: 10 run "Mercy Rule" is in effect after four (4) innings (3½ if the home team is leading).
 - 5 Run Inning Maximum: Teams may score a maximum of 5 runs per inning for each of the first 5 innings. There are no run limitations for the 6th inning.
 - 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.
 - Bunting: Bunting is allowed.
 - Players: 9 defensive players will be used in the field in standard positions.
4. **Format**: For all divisions that are divided into two groups, the winners of each group will play in the championship game. If there is one group, the top two finishers will play in the championship game. 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 and visiting teams, including in championship games, will be determined before each game by a coin flip.
5. **Conduct**: 1) 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. 2) Any manager, coach, scorekeeper or parent ejected from any game will be expelled from any remaining games in the tournament. 3) 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. 4) Any player who throws bats, helmets, gloves or other equipment may be, at the umpire's discretion, ejected from the game. 5) 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. 6) All parents must be in the stands or outside of the playing field.