



9th Annual Grip n Rip Invitational Tournament

These rules apply for U8

Format: Tournament will consist of each team getting a minimum of four games. Round robin games will be June 20th – 21st, with each team getting three games. Round robin matchups are attached. After round robin, teams will be seeded according to W-L-T record. Tiebreakers are (in order) head-to-head record, followed by total runs allowed. If still tied, a coin toss conducted by the Tournament Director (Derek Ceppetelli) will break the tie. Forfeits are scored 6-0 for the winning team. Teams are then entered into a single elimination championship round. The Tournament Director will determine seeding for Sunday's single elimination Championship Round and will inform teams/coaches of their seeding for the Sunday Championship Round Saturday evening after the 6pm games are finished.

Team Binder: Please bring team binder including the following: Proof of Insurance, Roster & Proof of Birth for each player to the green & white building (closest to the road) prior to your first game

In case of rain: Every effort will be made to play all games; however we will adjust as needed possibly taking away a game for everyone. If it turns into a 1 day we will reduce the amount of innings and have a 1 day tournament. If it rains all weekend 1/2 of the tournament fee will be refunded.

Pool Play Time Limits: Each round robin game will have a 90 minute time limit. (6 inning max) No new inning will start after 90 minutes, but will finish the inning in progress. We will not "revert" back to the previous inning. Round robin games can end in a tie.

Elimination & Championship Games: Elimination Games will be 6 innings with no time limit. The 6th inning will be unlimited run.

Championship Game will be 6 innings with no time limit – 5 run rule does not apply to this game

Additional Clarification Rules:

1. 5 run rule per inning applies to all games; except for the 6th inning or the last inning declared by the umpire or as noted above for the Championship game
2. The "10-run Rule" is in effect after an official game (3 ½ innings)
3. Unlimited defensive subs
4. If a player is injured; the player that was last out previously can be used to pinch run. This will be the umpires decision to allow or not
5. Ball is live once it is hit until under control by (Player Pitcher). Interference by a coach is at umpire's discretion and they will be returned to proper base. If this appears to be deliberate the coach can be removed from the game. The coach should be silent during play. The coach should also remain in pitching circle as motionless as possible unless avoiding a play. The coach pitcher will deliver the pitch from the rubber @ 35'

6. No advance on passed balls or no stealing
7. The Player pitcher must start with one foot in the circle until ball is hit
8. Players must be 8 or under December 31, 2013.
9. EH is allowed. 9 fielders
10. If you start with an EH you must finish with an EH, however it will not be a forfeit if you can't, it will be an out in the batting order when a player cannot hit, this will allow you to bat 10 and not worry about someone getting hurt and allow all kids to get in the game if you choose.
11. The batting order is to remain intact and substitution rules apply for hitting
12. 3 strikes, 6 pitch max unless the sixth pitch and any subsequent pitch are fouled.
13. Safety balls will be used
14. No bunting
15. You can come off the base when the ball reaches home plate but must be on when pitch is thrown.
16. 3 defensive trips per game. 1 per inning. When defense is on field remain in or very close to dugouts
17. Outfielders must stay on edge of grass until ball is hit. Exception to this is on Field T1 - there will be a line painted in center field grass where the centerfielder must start the play at. (The 2nd base is right at the edge of the grass on this field)
18. Home team will be decided by a double flip of the coin for Round Robin rounds
19. Highest Seed will be home team for Single Elimination rounds; standard Babe Ruth Seeding Apply
20. Umpire will determine official start of game.
21. We are playing by 10U rules unless specified here or in the U8 section of the 2014 Babe Ruth rule book.
22. There is a lot of interference which causes missed bases at this age. The umpire cannot see everything and shouldn't call everything unless it is blatant and impacts the play (Based on 1 umpire.)
23. Each Game will have an official Score Keeper – coaches will need to sign official score book and score sheet at end of each game
24. Every effort will be made to start games on time. Each team should be ready to play 15 minutes prior to scheduled start time to ensure we keep on schedule.
25. BYA will listen to input from coaches and the Babe Ruth director for Rule change suggestions and these are subject to change as long as all parties are notified prior to start of tournament.
26. Please remember these kids are 7 and 8 years old and it is their first real competitive atmosphere. Act like leaders and be sure your parents do as well. Have fun!
27. If rules are not determine on these pages please refer to 2014 official Babe Ruth Rule Book

Disputes: All disputes must be decided on field during game. Umpire may confer with Tournament Director but Umpire's decision is final. No post-game protests allowed.

All coaches are responsible for maintaining an air of friendly competition and good sportsmanship

*Any changes to these rules will be posted prior to start of tournament*¹

¹ Revised June 11, 2014