

**Coach Koronkiewicz “Comet 2017”**  
**June 23<sup>rd</sup> – 25<sup>th</sup>**  
**8U Tournament Rules**

**Tournament Format:**

- 3 game minimum. Format based on number of teams. Individual Plaques for 1<sup>st</sup> and 2<sup>nd</sup>; medals for 3<sup>rd</sup> Place

**Tournament Rules: Little League Rules Apply With the Following Exceptions**

**Player Eligibility**

- Team Roster may consist of 15 players. All rosters must be turned in before your first game.
- A player cannot reach his/her disqualifying birthday for each division prior to April 30, 2017. **Birth certificates may be required for proof of age.** Games played with an ineligible player will be declared a forfeit and be scored 6-0.
- Players must have a unique identifiable number large enough to read in the score booth.

**Game Rules**

- Home team to be determined by a coin toss.
- Home team will be the official scorekeeper and must sign and turn in a game report immediately following the game to the tournament coordinator in charge of your field. Both teams need to sign the report.
- Please be ready to play earlier than your scheduled time. We will start games early if the field is available.
- (6) Inning games – there is a **12-run rule** after 3 ½ innings for the home team or 4 innings for the visiting team. There is a maximum of six (6) runs per inning, except the last inning which is unlimited.
- No new inning will start after 1 hour and 30 minutes, unless there is a tie. Official time will be kept by the home plate umpire. If a game is tied after 6 innings and the time limit hasn't been met yet, the extra innings will be played like a normal inning. Once the time limit is up and the game is still tied, a runner will be put on 3<sup>rd</sup> to start that extra inning with 0 outs (the runner will be the last out from the previous inning).
- The tournament committee reserves the right to shorten, alter, or cancel games if weather or time, do not permit completion in a timely manner.
- Teams must bat their entire roster with unlimited defensive substitutions. If a player is injured during a game we will skip his spot in the batting order and there will not be an out given.
- Teams will play 10 in the field with 4 players playing on the outfield grass when the ball crosses the plate. A pitcher will need to have both feet inside the dirt pitching area (14 foot circle around the 46 foot pitching rubber).
- Infield fly will not be used at the 8U level.
- Fielding team can have 1 coach in the outfield working with positioning and helping the fielders.

**Batting and Base Running Rules**

- The batting team coach pitches to his own players. There will be a 14 foot circle around the 46 foot rubber and the pitching coach must pitch from inside this circle.

- No bunting allowed. Each batter will receive six (6) pitches unless the batter strikes out swinging. No tees will be used. If after six (6) pitches the batter has not hit the ball, the batter will be considered out. Each foul ball after the 6<sup>th</sup> pitch, the batter will get another pitch.
- The coach that is pitching cannot field the ball. However, if the pitching coach is hit by the batted ball, the play is dead and the pitch is counted as one of the six (6) pitches. If it is the 6<sup>th</sup> pitch the batter will be considered a foul ball and the batter will receive another pitch.
- No stealing or leading off. Runners cannot leave the base until the ball is hit. Leaving early will result in the runner being called out. There is no running to any base on a wild pitch.
- A batter who swings and misses on a third strike will be called out even if the catcher doesn't catch the ball.
- **No runner may advance when the pitcher (a player not the pitching coach) has control of the ball in the 14 foot pitching circle.** Please stay within the spirit of the game and our learning of the game for this age.
- **Base runners must avoid contact or slide on close plays.** Failure to do so will result in the runner being called out. Intentionally running into a fielder will result in disqualification for the game.
- Base runners must slide feet first into a base, but can dive head first back into a base.
- You can have a courtesy runner (optional) for the catcher if there are two outs. Should be the player who made the last out.
- All players must wear a batting helmet while on deck, batting, or running the bases.
- No appeal on a missed base or failure to "tag up". It is an automatic out to be called by the umpire at the end of the play – no warning will be given.
- One warning will be given per team for a thrown bat. Second thrown bat will result in an out and runners returning to their base.
- On deck hitters should be on the back side of the hitter. With right handed hitters the on deck hitter should be on the 3<sup>rd</sup> base on deck circle. With left handed hitters they should be on the 1<sup>st</sup> base on deck circle.

### General Rules

- All coaches must be an adult (18 years or older) to be in the dugout or coaching on the field.
- There are **NO** protests. Umpire's decisions are final. One coach may discuss the rules with the umpire, keeping in mind the intent and spirit of the tournament. Coaches are also responsible for their own parents and fans also keeping the positive spirit of the tournament.
- No bats larger than 2 ¼ inches. **(No big barrel bats)** All bats must be approved by Little League Baseball.
- Steel spikes are **not** allowed.
- A manager or a coach may not leave the dugout area except to confer with one of his players, or the umpire. This must be done by calling time-out that is granted by the umpire.
- A complete rain-out of the tournament will result in a 50% entry fee refund.
- A partial rain-out of the tournament will result in the champion being determined by the tournament committee.
- ***Waupaca Youth Baseball and tournament sponsors are not liable for injuries occurring during or as result of this tournament.***

**If there are any questions, please contact Jay Kremer, Waupaca Tournament Director. Contact number: (715) 513-0132 (cell)**