

Davidson County 8u All-Star Tournament Rules

1. TOURNAMENT OVERVIEW

Tournament will be held the third full week in July. Teams shall consist of not more than 15, nor less than 10 players. Entry fee for the tournament is \$150 per team. Fee must be paid before drawing of division and schedule is made. Once division is drawn and schedule is made, there will be no refund. Any team dropping out past this point will also be moved to the bottom of the HOST SITE list.

a) One team per community will be allowed to enter the tournament and the hosting community must have participated in the most previous 8u Tournament to be eligible to host this season's tournament. If a community was not represented in the most previous 8u tournament, that community will lose their turn and be placed in the hosting community rotation at the bottom of the list. The next community on the list will be the host of this season's tournament, as long as that community participated in the previous season's tournament. If not, then the next community will be considered until an eligible community is determined.

b) Any changes in the schedule or rules must be voted on by all community representatives at the All-Star tournament meeting.

c) The price for admission will be \$3 per person.

d) Trophies should be acquired by the hosting community for at least the 1st and 2nd place teams. Leather balls will be used and will be provided by the host community.

e) The format of the tournament will be pool play during the week with two divisions, American and National. A drawing will be held at the coaches' meeting prior to the tournament to determine teams' division placement. It is the responsibility of the hosting community to create a pool play schedule and have it delivered to the participating communities, via email within a week after drawing.

f) At the coaches meeting prior to the tournament, the championship bracket, which is to be played at the conclusion of the pool play schedule, may be discussed. The teams with the best record in each division will play the teams with the second-best record in the other division. The winners of these two games will play each other in the finals.

g) A coin flip will determine home team in pool games. Higher seed is home team in bracket play. Championship Games home team will determine by a coin flip.

h. In the event of game cancellations due to inclement weather, in order to complete the pool and championship bracket play, Sunday should be considered for game play. All games that are stopped for rain or other reasons will be suspended, not start over.

2. AGE REQUIREMENT AND PLAYER ELIGIBILITY

Players are only eligible if they participated in their respective community's 8u program during the spring season of that playing year. Any player(s) that are eligible but moved up in division are not allowed to participate in the all-star tournament. This tournament is for the players who participated in their community 8u (Rookie) league only. Any team who is found to be playing an ineligible player, that team will no longer be allowed to participate in the tournament and their community will be dropped to the bottom of the All-Star tournament rotation list.

Cut-off date: May 1st, 2022- Players age on that date determines the eligibility. The player cannot turn nine (9) before May 1st.

3. 8u ALL-STAR PLAYING FIELD

- a) Distance between bases: 60 feet (18.29m)
- b) Home plate to center of second base: 70 feet 8 ½ in (21.56m)
- c) The center of the pitcher's circle will be 46 feet from the front of home plate, with a 10- foot diameter. The pitching rubber for coach pitchers will be 40 feet from the front of home plate.

4. EQUIPMENT

- a) **Cleats:** No metal cleats allowed.
- b) **Baseballs:** Competition Grade "Real" Baseball, full grain leather cover, composite cork and rubber center will be used for tournament and provided by the host community.
- c) **Bats:**
 - Rookie - a bat cannot be more than 33 inches in length and the barrel cannot exceed 2-5/8 inches in diameter.
 - All Bats must be marked with USABAT label. No Bats marked BBCOR or BFP 1.15 will be permitted.
 - Wood Bats conforming to OBR 1.10 specifications are allowed. Any bat that cannot be clearly identified for make and model to determine barrel composition shall be removed from the game.
 - 2-1/4" BARREL bats must be marked with a USABAT label.
 - No bat shall be used if dented, cracked, modified or misshaped.
 - *2 3/4" barrel bats are not allowed.*
- d) **Uniforms:** Baseball caps and t-shirts (uniforms) should be alike. All uniforms must have numbers.
- e) **Player Pitcher:** The player playing the pitching position must wear protective head gear including a face mask at all times.
- f) **Jewelry:** No jewelry shall be worn by any player, except for medical identification.
- g) **Pitching Machine:** Teams can use their own if they choose to do so. If not, the host will provide on one. Note: if two teams are using the machine the home teams machine will be used.

5. 8u ALL-STAR PLAYING RULES

- a) **Warm Up:** At the game site a team warm-up shall consist of throwing, running, stretching, and use of hitting sticks. Soft Toss will be allowed with soft toss balls only. Batting Cage (first come first serve)
- b) **Continuous Batting:** The entire roster of players present for the game shall bat in rotation. However, a player may be entered and/or re-entered defensively in the game anytime provided he or she meets the requirement of mandatory play.

In the event a player becomes incapacitated and is unable to continue in the game, the team will not be penalized for the player not playing in the following innings. He/she will be skipped in the batting lineup with no penalty of an out being called, and the player is not allowed to return to the current game.

If a player misses his turn in the batting order, he cannot reenter the game.

- c) **Mandatory Play Time:** A player may not sit out more than one (1) consecutive inning. Responsibility for players meeting the Mandatory Play Time lies with the Head Coach and if found in violation of this rule will result in a forfeit for that game.

d) **Defensive Team:** Ten (10) players shall be used defensively. Teams will use a basic six (6)-position infield with the remaining defensive players, no fewer than three and no more than four, positioned in the outfield.

Player Pitcher: that are playing the pitcher position must keep one foot on the pitching circle line while the ball is being pitched by a coach pitcher/pitching machine and must be equipped with a helmet and face mask. Player must be to the left or right of the Coach Pitcher. Player may exit the circle to make a play on the ball once it is hit. Pitcher cannot remove his helmet at any time while the ball is in play. Umpire will issue a warning. Second time pitcher removes his helmet he will be removed from the pitching position.

No rolling the ball in order to make a play. The runner will be ruled safe.

Catcher: must wear a helmet, mask, throat guard and cup.

If a player catches the ball in the air, he/she must have sole possession of the ball for the batter to be called out.

If a defensive player is blocking the base line or base, the umpire will issue a warning. After the warning has been issued, every subsequent base runner delayed/diverted due to a defensive player blocking the base line or base will be called safe. The umpire will make the call.

e) **Substitutions:** Substitution on defense is limited to one time called per inning to meet or substitute/switch a defensive position.

f) **Pitching to the Batter:** Teams must declare at the plate if they are going to coach/machine pitch and will remain that way throughout the game. Teams can change coach pitchers during game. If the pitching Coach is hit by a thrown ball while located within the pitching circle, the play will continue until the lead runner is stopped. The coach cannot coach the base runners or batters until he/she is off the field after the ball is hit. Penalty: batter/runner could be called out.

g) **Coach Pitcher:** The pitching coach must pitch over handed. A line should be drawn on the field 40 feet from the front of home plate. The pitching coach must pitch from the pitching rubber. Have one foot on the line when releasing the ball.

Coach Pitcher should make every attempt possible to remove him or herself out of the way of a play being made through out the act of the defensive team fielding the ball. If the umpire deems the coach hindered the defensive efforts, the play will be ruled as a dead ball and the batter will resume his/her batting attempt.

If a batted ball hits the coach pitcher, the ball is dead, no strike/pitch will be counted, and the batter will hit again.

h) **Hitting:** All batters will receive either five (5) pitches or three (3) swings, whichever comes first. If the fifth (5th) pitch is fouled, he shall get another pitch. This will continue until a strike out or the ball is put into play. A player's at-bat cannot end on a foul ball. No batter shall advance to first base on base on balls.

Foul balls must reach the head height of the batter or higher to be ruled out if caught by the catcher. Any foul tip caught on the fifth pitch will be ruled an out. The umpire will make this call.

Thrown bat: The first time a bat is thrown, both teams will be warned. After that, it will be a judgement call by the umpire. Penalty: Batter will be out and runners will go back to bases occupied at time of pitch.

No BUNTING.

All batters and base runners must wear helmets at all times.

i) **Base Running:** Base runners are not permitted to steal bases and shall remain in contact with the base until the bat is hit. PENALTY: If a runner is off the base and the ball is hit, the runner is out and the ball is in play.

Base runners may advance as many bases as possible on a throwaway ball. Out of bounds throwaway balls will be ruled accordingly. Umpire will make the call.

Runners may tag up to advance to the next base after a fly ball has been caught.

No pinch runners unless the runner is injured or the pinch runner (last out) is for the catcher after the second out.

j) **Base Coach:** Base coaches may not touch the base runners while a play is in progress. Every occurrence will result in the base runner being called out.

k) **Time:** If the trail runner is half way to the base he will be awarded that base. Umpire Judgement call.

Timeout is called by the umpire when the lead runner is stopped by the defense **OR** when the lead runner stops "on" or "off" the base on his own account **AND** an **infielder has possession of the ball**. Once a player rounds a base, and then goes back to that base, that is the same as stopping. All subsequent runners positioned halfway or more towards the next base when time is called he will be awarded such base, otherwise, the player shall return to the base last touched. This is judgment call by the umpire.

l) **Infield Fly:** There is no infield fly rule.

m) **Injuries:** If a player is injured, runners may advance to the next base only. Umpire will make the call.

6. LENGTH OF GAMES

a) **Innings:** Six (6) innings with a One (1) hour and Thirty (30) minutes time limit. No new inning shall begin with 10 minutes or less left within the One hour and 30 min time limit. Semifinal games will play the complete 1hr 30 mins; no new inning will start if time has expired. Championship game will play the complete 6 inning games unless the Mercy rule comes into play. Umpire is the official time keeper. If the game is tied after 6 innings, the game will continue with extra innings until a winner is decided.

b) **Length of an Inning:** Shall be three (3) outs or seven (7) runs per inning. Semifinal and Championship games there is no run limit during these games.

c) **Players:** Each team must have nine (9) players or the game will be forfeited.

d) **Mercy Rule:** If a team is ahead of the other by 10 runs or more, the game will continue until the end of the fourth (4th) inning, unless the home team is ahead, in which case the game will end at three and a half (3 ½) innings. (**Losing Team must have 4 at Bats for Run Rule to apply**)

e) **Complete Game:** In the event of a rain out, light failure, etc. a game is complete after: four (4) complete innings (3 and ½ innings if home team is winning)

7. COACHES

a) **Number of Coaches:** A maximum of four (4) coaches per team.

b) **Responsibility:** Head coach is responsible for the actions of all assistant coaches, players, and fans.

It is prohibited for coaches, spectators or players to argue with the umpires. If this behavior occurs, the umpire will ask the individual(s) to remove himself/herself from the premises. If the individual refuses to leave the premises the team the individual represents will forfeit the game.

8. EJECTIONS

a) **Ejected Coaches(s):** Must leave property immediately. Players will be allowed to remain in player seating area, as long as this does not cause a disturbance.

b) If a Coach or Player gets ejected from a game then that ejection is for the rest of the tournament.

9. SCOREKEEPERS

a) Each team is responsible for supplying an official team scorekeeper which shall record at-bats, runs, outs and innings. The hosting community will provide the official scorekeeper either via scoreboard or scorebook at a central location to both teams. Any discrepancies should be noted and immediately resolved before continuing with the game.

10. PROTEST

a) **Player Eligibility:** There are no protests, except for player eligibility (this must be done before the game is over).

b) **Rule Interpretation:** A coach may question a rule interpretation (only), at the time of the questioned call, before the ball becomes live. After the next pitch a coach may not ask anything about a previous play. Judgment call cannot be protested. The coach has no more than 5 minutes to explain (with their rule sheet) the call and must accept the decision of the umpire and the field supervisor (if asked by the umpires to join the discussion).

11. UMPIRES – (2) Umpires will be used. Davidson County Babe League will assign all Umpires.

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