

Bridgeville Athletic Association Tournament 8U Baseball Rules

1. Players cannot reach the age of 9 prior to April 30, 2009, proof must be submitted if requested.
2. The pitcher can wear a chest protection device while on the mound (optional).
3. Pitching will be 32-46 feet.
4. Only official Little League bats are allowed (2 ¼").
5. Absolutely no jewelry, casts, or splints.
6. Throwing equipment and removing helmets while on base is means for ejection
7. Each player will field at least two innings unless an injury occurs.
8. Each team must have at least nine players to start or continue a game. If at any time this rule is not met, the game is over and the team with enough players to play, nine or more, wins.
9. The opposing team's manager will be notified before the start of the game if a boy/girl will not be playing due to disciplinary or sickness reasons. If illness occurs during the game then the player removed will be out the first time their spot in the batter order comes up. Subsequent at bats are passed over.
10. Ground rules will be discussed before the start of the game. Ground rules must stay consistent.
11. No infield fly.
12. Base distance will be sixty feet. Three-quarter marks will be used between the bases. Lines will be marked to the bases prior to the game.
13. Batting helmets must be worn while batting and running the bases.
14. Catchers must wear a chest protector, face mask, a catcher's helmet and a protective athletic supporter. Fielders' gloves or catchers gloves are permitted.
15. A runner must make every effort to slide or avoid contact while running the bases. Runners are not out if they do not slide. No head first slides, no warnings, and the runner will be called out.
16. Teams bat the bench.
17. Teams will play ten players in the field. The players will consist of pitcher, catcher, four infielders, and four outfielders (no rover). No outfielder may be within thirty feet of any baseline.
18. No outfielder can make an infield play; they must throw the ball to an infielder unless in a rundown situation.
19. Managers or coaches will pitch to their team. If a batted ball hits the manager/coach or if the manager/coach interferes with a fielder, batter, or runner the ball is dead and the batters returns to bat and runners return to base. The pitch will be a no pitch.
20. Each batter gets eight pitches. The batter must swing by the eighth pitch or be called out. As long as contact is made (foul) the batter will get another pitch.
21. Each batter gets four strikes. There are no walks or awards of first base due to the batter being hit by a pitch.
22. The 3 yard ark rule will apply. Should a batted ball not travel more than (9) feet from the back of the plate it will be counted as a foul ball. The ark should be laid out prior to the start of the game in chalk.
23. Runners on base cannot leave the base until the ball is hit. If they are off the base and the ball is not hit (ball or strike) they will be called out. One warning per team than an out will be assessed to the base runner. "The umpire must see it".
24. No appeals! Umpires will call what they see.
25. Any player throwing the bat will be warned along with the rest of the players on that team. The next player from that team to throw a bat will be called out, the play will be dead, and the runners will return to their bases.
26. Runners may not advance to the next base unless they are more than three-quarters to the next base when play is stopped. Judgment will be made at the umpire's discretion.

27. When six runs are scored in the offensive team's half inning, the offensive team automatically takes the field regardless of the number of outs. The inning shall not end however until play has been stopped and all runs resulting from that play shall be counted. Example: the offensive team has scored five runs in the current inning and the bases are loaded. The batter, after hitting the ball, stops at second base when the play has ended. All the base runners have crossed the plate. The three runs count and the team will be entitled to eight runs in that inning.
28. The six run rule is waived in the final inning.
29. The ball is in play between the lines. Overthrows into foul territory at first and third only will stop play. Overthrows at second or up/down the line and not in foul territory at first and third will be a live ball.
30. Play is stopped when an infielder is within the diamond and has control of the ball and is not making a baseball play / baseball move.
31. While on the mound, the coach can do anything to instruct his player in the box but cannot tell him/her when to swing.
32. Blood rule is in effect.
33. 10 run mercy rule after 5 innings.
34. Overthrows at first and third is a dead ball. No runners can advance. However, an overthrow at second base is in play.
35. All games will be six innings long, but will have a 1 hour 30 minute time limit with no new innings to start after that.
36. Defense outfield coaches are permitted only in foul territory.
37. The two teams with the best record will play in the championship game. The breaker will be (1) head to head, (2) runs against, (3) coin toss
38. The tournament committee reserves the right to shorten games as a result of inclement weather.
39. The opposing manager will pick an MVP from the other team.
40. A coin toss will determine the home team. The team that traveled the farthest will call the toss.
41. Any team that forfeits any poll game will not be permitted to participate in the Championship Game – no exceptions!

Tie Breakers:

1. **Head to Head match up**
2. **Run differential**
3. **Fewest Runs Allowed**
4. **Most Runs Scored**
5. **Coin Toss**

Reminders:

Managers and coaches are responsible for the conduct of their team and their fans. No negative comments about opposing teams. Harassing of umpires, other teams or fans will NOT be tolerated.

1st Offense: Team warning

2nd Offense: Individual(s) will be asked to leave the ballpark

3rd Offense: Team forfeits game

Thank you,
The Bridgeville Athletic Association
Tournament Directors