



Austintown Recreational Baseball Tournament

8U Boys Division Playing Rules

AUSTINTOWN COMMUNITY BASEBALL

1. This tournament is either a double elimination or pool play tournament depending on the number of registered teams at the time of the draw date.
 - Teams shown in top of the bracket pairings will be in the 3rd base line dugout; bottom will be 1st base line dugout regardless of who is determined as the home team.
 - Trophies will be awarded to the first and second place finishers.
2. All players on the roster must have participated in the same youth recreational community baseball league's regular season. No traveling teams will be accepted into the tournament. Each team must carry their own insurance and must provide proof of insurance prior to their first tournament game.
3. If not specifically outlined in these rules, Little League Regular Season Rules apply.
4. Proof of age must be submitted prior to the start of the tournament. The player's age as of April 30, 2009 will determine his eligibility. No player can play for more than one team in this tournament. This includes teams entered in other age divisions. Maximum roster size is 15 players. **NO ROSTER CHANGES ARE PERMITTED AFTER THE START OF THE TOURNAMENT.**
5. Games will be 6 innings in length. Any game suspended prior to 6 innings due to weather or darkness will be resumed at the point of the suspension. An inning will be deemed complete when 3 defensive outs are made or 8 offensive runs are scored. The 6th inning does not have a run rule. Any team leading by 10 or more runs after 4 or more complete innings of play will be declared the winner. Games tied at the end of regulation will go into extra innings until a winner is determined. Any game that is unable to be completed will be considered a suspended game.
6. Any protests will be resolved immediately by a tournament official. If either team calls for a protest, play shall stop until the protest is decided. Decisions made by a tournament official are final. There is no arguing or protesting of judgment calls. Only the head coach may question a rule interpretation.
7. All bats must be per Little League specification. No wood bats are permitted. A catcher's mitt can only be used behind home plate. A first baseman's mitt may only be used by the first baseman. Any player caught using an illegal bat in a tournament game will be called out and all runners returned to their bases. The bat will be out of the game and the player involved will be out of the game. Batters, pitchers, catchers, and base runners must all wear protective helmets. Catchers must also wear chest and shine guards, and be positioned in the catchers box.
8. Home team will be determined by a coin flip except for the Divisional Championship game.
 - In Divisional Championship Game #1, the winner's bracket team is the home team and the loser's bracket team is the visiting team.
 - If Divisional Championship Game #2 is necessary, the winner of Divisional Championship Game #1 is the home team.
 - Absent an official scorekeeper, the home team's scorebook will be considered the official scorebook.
9. Managers, coaches, scorekeepers, and non-participating players must remain behind the dugout fence. **There are no on deck batters**, no hitting stick or soft toss once the game has started. All equipment must remain behind the dugout fence. A maximum of 4 coaches plus 1 scorekeeper are allowed in the dugout area. All coaches must be a minimum of 18 years of age.



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10. Each team will be permitted to field 10 players (4 outfielders). No Rovers. Each team must field at least 9 players to start the game. If a team cannot field 9 players after 10 minutes from the designated start time, that team will be considered to have forfeited the game. If, for any reason, a team cannot field at least 9 players throughout the entire game, that team will forfeit the game.
11. The batting order will consist of the full roster of players present in a continuous order.
12. Free substitution rules apply for all defensive players. Any player who does not bat, but is listed in the batting order, is an out unless the injured player rule or suspended game rules as outlined below apply.
13. No leadoffs, stealing, or bunting is permitted. If a base runner leaves his base before the batter hits the ball, the base runner will be returned to that base with a warning. Each team will be permitted one warning and any base runner on that team who violates the rule afterwards will be called out.
14. Base runners must make an attempt to avoid a collision at the bases/home plate. If any defensive player has the ball in a base line and is about to make a tagging play, the base runner must make an attempt to avoid this collision as well. Runners may not run over/through a defensive player to advance or score. If, in the umpire's judgment, an avoidable collision occurs, the runner will be called out. No head first slides are permitted, except when returning to the previous base.
15. No infield fly rule will be used.
16. At the umpire's discretion, a player will be called out for throwing a bat after his team has been given one warning, whether strike or foul. The defensive team may choose to accept the result of the play or may elect to have the ball be declared dead with no runners advancing.
17. A batter will have 6 pitches. If a batted ball does not go pass the batting arch in front of home plate, it is considered a foul ball. Additional pitches are pitched only if the batter fouls off the sixth and subsequent pitches. The batter will be called out after the sixth pitch.
18. When a batted ball strikes the pitching coach, the ball becomes dead and is considered a "no pitch" to the batter.
19. A batter is out on any fair hit ball when one or both of the batter's feet are entirely outside the lines of the batter's box.
20. When a batter hits the ball and it is being thrown to the pitcher, it is a live ball and the runners may advance at their own risk until any defensive player has control of the ball with at least one foot in any part of the pitcher's circle. Once the pitcher or any defensive player has control of the ball with the intent to stop play, the ball is dead. The umpire will call time and position the base runners according to the position of the hash marks between the bases. Runners who have stepped past the hash mark will be awarded the next base; runners not past the hash mark will be returned to the previous base.
21. If a base runner overruns first base, he may return to first base whether he turns into fair or foul territory. If the runner makes or fakes an advance toward second base, he may be tagged out.
22. On over throws into foul territory past first base, on the first out of a play, the ball is dead. Batter and base runners will advance one base beyond the base made. If an out is made or attempted at any other base, or a fly ball is caught, and then an over throw into foul territory past first base occurs (ie. attempted double plays), the play is live and runners may advance at their own risk.



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BASEBALL

23. The Defensive Pitcher, and coach pitcher, must have one foot within the circle to start play.
24. In the event a runner is injured during the game and is removed from the game, the player who made the last out prior to the injury will be the substitute runner.
25. Injured player rule: Due to the continuous batting order, an injured player must be removed from the game at the time that an injury occurs. If that player is removed from the game at a later time, even if due to an injury received earlier in the game that batter will be scored as an out each time his position in the order is due up. If removed immediately, the injured player will be considered a scratch and no out will be charged.
26. When continuing a suspended game, any player not in the original batting order must be placed at the bottom of the batting order rotation. If the last batter in the original batting order has just batted and the game was suspended, then any new player(s) who participate in the continued portion of the game will bat last after the next full batting cycle has been completed. Any player not present at the resumption of the suspended game and in the suspended game batting order will be considered as a scratch and no out will be charged.
27. Only a team's manager may be permitted to question any umpires. Team managers are responsible for the behavior of not only their coaches and players, but also their **parents'** behavior. At the discretion of the Umpiring Crew assigned to their game, any manager, coach, player, or parent who excessively discusses calls or argues with an umpire will be subject to progressive discipline, defined as follows:
- First Incident: Verbal Warning
 - Second Incident: Their Team will be charged with an out.
 - Third Incident: Forfeiture of the game.
 - Fourth Incident: Their Team's removal from the Tournament
28. Ejections:
- If any manager, coach, player or spectator is ejected from a game for any reason, the ejected individual must immediately leave the park. The game will not resume until the individual complies with the rule. NO EXCEPTIONS.
 - All ejections must be reported to the tournament director (Rich Gunter).
 - If any manager, coach, player or spectator is ejected from a game for any reason, the ejected individual is automatically suspended from the teams' next played tournament game. This individual is not permitted at the park for this game. If this individual comes to the park for this game, his team will automatically forfeit their game. NO EXCEPTIONS.
 - If any manager, coach, player or spectator is ejected from a second game in the tournament, they will no longer be permitted to attend any more games at the tournament. Failure to comply with this rule will result in the automatic removal of the team from the tournament. NO EXCEPTIONS.