**New Haven Rec Ball 8U Tournament Rules**

1. Games are six innings in length. In case of rain, games are official after four innings of play (or 3 ½ if home team is winning). There is a 10-run rule in effect any time after four innings of play (or 3 ½ if home team is winning). No new inning may start after 1:45 after game start. Tournament games have no time limit.
2. Each half inning will consist of 10 batters or 3 outs, whichever comes first. Any time you have less than ten batters, the open spot(s) will constitute an out. Ten players are to be on the field with four outfielders playing normal outfield positions (they cannot play as an extra infielder). Teams may finish with nine players due to injury but the empty batting spot will constitute an out. The last inning of play will be unlimited batter.
3. All players in attendance must be in your batting line-up. Official rosters must be turned in prior to your first game.
4. All players must play defensively in two innings of a five or six inning game or one innings of a four-inning game. Players cannot turn 9 years old prior to May 1st of the current year. 2 player exception of March 1st of the current year. **Coaches-you are advised to have copies of birth certificates available in case of question.** Any player not having proof available if a question arises may be subject to suspension of the remainder of the tournament.
5. The center of the 10-foot radius pitchers circle will be 46 feet from home plate. You may pitch from anywhere inside the pitcher’s circle (one foot must be in the circle). The pitcher’s helper must have one foot inside the circle at the time of the pitch. Bases will be at 60 feet.
6. Play is stopped when the ball is either in possession of the player pitcher in the pitcher’s circle or in the possession of and defensive infield player with the lead base runner no longer making progress to the next base. When play is stopped, the runner who is more than halfway to the next base may advance to that base at their own risk. Any runner not halfway will return to the previous base if not called out on the play. On a batted ball to the pitcher, the pitcher may hold the baseball, but runners will be allowed to advance one base if a play is not made on a base runner.
7. Batters will receive no more than 6 pitches. If a foul is hit on the 6th pitch, batter will continue to bat until a hit or the next pitch that is not a foul ball.
8. If a batter throws their bat, a team warning will be issued on first offense. Any offenses thereafter result in an automatic, dead-ball outs.
9. When the ball is put into play, the adult pitcher must leave the field of play in a direction that least interferes with the play. If the adult pitcher causes interference on the play, the batter and/or any runners may be called out at the discretion of the umpire. If the adult pitcher is contacted by a hit ball from the batter, it is a dead ball. The batter is not charged with the pitch and resumes their at-bat. Adult pitchers may not cohere the opposing team to throwing them the ball to intentionally not catch the ball. Umpires will look to call time as much as possible to also avoid these attempts of poor sportsmanship.
10. If there are two strikes and the batter foul tips a ball into the glove of the catcher, and the catcher retains control of the ball, the batter is out. The ball does not need to be over the head of the batter. Catchers are to wear the normal catcher’s equipment.
11. If an overthrown ball goes into foul territory, runners may advance at their own risk. If the ball goes out of play, the runners will advance one base.
12. No leading off or stealing.
13. During pool play, each team will get 1 home and 1 away game. During tournament play, the higher seed will be awarded home team.
14. 2 ¼” diameter bats allowed for both USA and non-USA stamped bats. 2 5/8” bats allowed but only with a USA stamp. No wooden bats allowed.
15. There will be no infield fly rule.
16. No infield on diamond prior to game. Ground balls may be taken in foul territory or fly balls in outfield.
17. The Avoid Contact Rule applies. Runners do not have to slide, but they must avoid contact. Any aggressive contact may result in a player being called out and possibly being ejected. This rule is at the umpire’s discretion. If there is going to be a play made, the coach should instruct their players to slide.
18. If eligible, players from the same town/district may play up or down respectively on rosters in different age divisions.
19. Tournament seeding will be determined by overall record. In case of ties we will determine the higher seed by: (1) head to head (2) runs allowed (3) runs scored (4) coin flip
20. No protests of calls are allowed. All umpires’ decisions are final.
21. Please respect the umpires and tournament volunteers. Any disrespect towards them will not be tolerated.