

2022 OYO David Manlove Memorial Tournament

8U Baseball Division | Roster Eligibility/General and Age-Specific Tournament Rules

| Team and Player Eligibility | |
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| Age Cut Off | Age cut-off date is May 1, 2022. <u>8U</u> : Players must be 8 years old or younger as of April 30, 2022. |
| Roster Information | Coaches are required to carry at all times birth certificate copies as proof of age in the event of challenge during tournament. |
| Insurance Requirements | Each team must provide insurance or signed waiver before their first game. No team will be allowed to play their first game until insurance or the waiver form is received. |
| Number of Players | Teams must consist of no more than (13) players. |
| Sportsmanship and Park Policies | |
| Team & Fan Conduct | The team manager is responsible for the conduct of his coaches, players and fans. Foul language by players, coaches, or fans will not be tolerated. Good sportsmanship must be displayed at all times. A warning will be given for any inappropriate behavior. In conjunction with a warning, an umpire or tournament representative has the discretion to remove one or more individuals (coaches, players, and fans) from the grounds. A team may be forced to forfeit a game and/or the tournament for repeated violations of conduct. |
| Park Policies | <ul style="list-style-type: none"> ✓ There is no smoking on the diamonds or in the dugouts, or anywhere in the park. ✓ No pets are allowed in the park. ✓ No alcoholic beverages are permitted in the park. |
| Game Preliminaries | |
| Rules | Cal Ripken rules and regulations apply. However, exceptions have been noted below. Be sure to consult rule deviations notated in this document. |
| Home Team Designation | <u>For Pool Play games</u> : Home team designation will be determined by the flip of a coin. <u>For Tournament games</u> : Home team designation is awarded to the team with the higher seed. |
| Field Dimensions | Bases are to be sixty (60) feet apart. Infield is sixty (60) feet square. The pitcher's mound rubber is to be 35 feet to the back edge of home plate with a 16' diameter pitcher's circle. |
| Time Limit | A 1 hour 30 minute time limit is in effect for all games except the championship game. A 2 hour time limit is in effect for the championship game. A new inning cannot start after the time limit has expired. |
| Game Starting Times/Grace Period | <ul style="list-style-type: none"> ✓ Home team designation will be determined by the flip of a coin before each game. To ensure games start on time, teams should be at the diamonds at least thirty (30) minutes prior to the scheduled game time. No grace period will be extended after the scheduled start of the game. If, after this period of time has expired, a team has not shown itself ready to play, then the game will be forfeited. ✓ Home team keeps the official scorebook for the game. Please note the game start time called out by the umpire. ✓ In the event of forfeiture, the official recorded score will be 6 to 0. |
| Uniform Requirements | Each player must wear a numbered uniform. Every batter MUST wear a helmet. |
| Cleats & Attire | Metal spikes are not permitted. No jewelry or earrings may be worn during any game. |
| Playing Time Requirement | All players, except in the case of injury, must play a minimum of two (2) innings in a six (6) inning game. The team will bat the entire roster. Free defensive substitution is allowed. |

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| Team Protocol | When a team is at bat, all players are to be in the dugout except the batter at the plate and the on-deck batter. |
| Bat Size Requirements | Teams are entitled to use the bats of their choice. |
| Mercy Rule | A complete game will consist of six (6) innings. However, a mercy rule consisting of 15 runs after three (3) innings or 10 runs after four (4) will apply, and the team that is leading will be declared the winner. |
| Game Completion Requirements | <ul style="list-style-type: none"> ✓ A minimum of four (4) innings played, (3-1/2 if the home team is ahead) will constitute a complete game. If a game is stopped before three (3) innings have been completed, the tournament director reserves the right to award a winner or suspend the game and continue at a later time. If a game is suspended and played later or on another day, the game will be continued from where it left off when play is resumed, even if the game is resumed on a different day. ✓ If a game is suspended in the middle of an inning due to weather or darkness and has completed the minimum number of innings to constitute it as a complete game, then the final result of that game will revert back to the previous full inning played unless the home team is ahead and batting. This suspension will be made, if necessary, by the plate umpire, OYO Advisor on Duty, and/or the Tournament Director. |
| Judgment Calls/ No Protested Games | All judgment calls by an umpire may not be protested or argued. Umpires have the final say. Rules protests can be made to the Tournament Director. All rulings by the Tournament Director are final. Rules interpretation may be discussed as soon as the dispute arises. The umpire and/or Tournament Director will resolve the dispute before play resumes. All decisions are final. |
| Tie Game in Pool Play | If a pool game is tied and they are still under the time limit, play continues. If it is a tie and the time limit has passed, the game is recorded as a tie. Championship games will be played until a winner is determined. If the seven-inning game is completed and the score is tied, then the California tie breaker rule will apply. Each team will start their at bat with no outs and a runner on 2nd base. The runner on 2nd base will be the player who was the last batted out. For the championship game, no special rules or time limits. Play until a winner is determined. |
| Tie Breaker | <p>Tie breaker is broken down as follows:</p> <ol style="list-style-type: none"> 1. Record 2. Head to Head 3. Fewest runs allowed 4. Runs differential 5. Run scored 6. Coin toss |

Hitting & Runners Rules

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| Coach Pitching | <p>A coach or co-coach will pitch while his/her team is at bat. The coach/pitcher must pitch overhand from within the pitcher circle. Both of the pitcher's feet must stay within the circle until the pitch is delivered.</p> <p>If a batter hits the pitch and the ball hits the coach/pitcher, the play will be called dead and the pitch will not count. The batter will resume his/her position at the plate and will continue his/her at bat with the count as it was before the play. Base runners may not advance on the play and must return to the base they occupied prior to the coach/pitcher being hit.</p> <p>If the pitcher inadvertently contacts a thrown ball prior to time being called, the ball is dead and all runners must return to their previous base. If the pitcher intentionally interferes with a thrown ball, the ball is dead, the batter shall be out, and all runners must return to their previous base. A second offense of intentional interference will result in ejection of the pitcher. If a player intentionally throws the ball to the pitcher, prior to time being called and the pitcher catches or contacts the thrown ball, it shall be considered inadvertent contact</p> |
| Pitches Per Batter | Each batter will receive a maximum of 6 pitches or three (3) strikes in order to put the ball in play. If the 6th, 7th or any subsequent pitch is fouled, the batter gets an additional pitch. No walks. |
| Runners Leaving the Base | A runner may leave the base when the ball is hit and put in play or at the time the ball crosses the plate when the batter swings. If the umpire determines that a base runner leaves early, the team will be given a warning. Any additional occurrences will result in the base runner being called OUT. |
| Leadoffs & Steals | Leadoffs and steals will not apply for 8U. |
| Infield Fly | Infield fly rule will not apply to games played for 8U. |
| Dropped 3rd Strike | The dropped third strike will not apply to games played for 8U. |
| Automatic Outs | Coaches may not touch or assist a player between the bases during a play. This is an automatic out. |
| Head-First Slides | Head first slides will be prohibited, unless the runner is returning to a base. This will result in an automatic out. |
| Courtesy Runner | A team may substitute a courtesy runner for the catcher on base with two outs. This applies to the catcher who will play the position in the following inning. The catcher must catch the entire inning. |
| Overthrows | Overthrows that land in out of play territory shall result in the base runner(s) advancing two (2) bases from the time the ball was thrown. |
| Close Plays | On close plays at any base, the runner must avoid contact. |
| Extra Innings | California Rules apply. The last available batter starts at 2nd Base with no outs. |
| Injured Baserunner | Any runner sustaining an injury while running will be replaced on base by the last available batter. |
| Minimum Number of Players | The minimum number of players to start and finish a game is eight (8). There will be an automatic out in the ninth batting position. |
| Player Injury | Any player that is removed from the game, for any reason, will not have his/her place in the batting order result in an automatic out, unless this leaves the team with less than nine (9) players. Each batter following a removed player will move up in the batting order. All players present shall be in the batting order and must bat in order for that game. |
| Injured Baserunner | Pinch runners are allowed when replacing a player who has left the field due to injury or illness. A player removed from the game due to illness may not re-enter the game. A player removed from the game due to an injury may re-enter the game. The courtesy runner must be the player in the dugout who batted last. |

Rule Deviations for 8U

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| Maximum Run Rule | A team may score a maximum of six (6) runs per inning, excluding inning six (6) or subsequent innings. In inning six (6) or beyond, a team can score an unlimited number of runs. A game will be called if a team is ahead by 15 runs at the completion of 3 innings or ten (10) or more runs at the completion of four (4) or more innings. |
| Defensive Positions | <ul style="list-style-type: none"> ✓ Each team will use ten (10) defensive players: one (1) pitcher's helper, one (1) catcher, four (4) infielders, and four (4) outfielders. ✓ The pitcher's helper must wear a helmet with a face mask and a heart guard. ✓ All four (4) outfielders must be positioned on the outfield grass until the ball is hit. |
| Stopping the Lead Runner | Play will continue until the UMPIRE calls timeout. Defensive players will not be able to call timeout to stop the progress of the base runners. Until the umpire calls timeout, all base runners may still advance. The umpire will call timeout, when the forward progress of the lead runner is halted by the actions of a defensive player that has possession of the ball, and the defense is not attempting to make a play on the base runner. This does not require a step back to the base. Once the forward progress of the lead runner is halted and the umpire calls timeout, all base runners that are not at least halfway to the next base, must return to the previous base. |
| Interference | <ul style="list-style-type: none"> ✓ Base runners who intentionally interfere with the defensive player will be called out. ✓ Defensive players must remain out of the base paths and not block bases or home plate unless they are fielding a batted ball or have the ball in their possession. If a Defensive player interferes with the base runner or intentionally blocks a base or home plate, the player is automatically awarded the base he was heading towards. |
| Home Team Ahead | <ul style="list-style-type: none"> ✓ If the home team is ahead going into the bottom of the 6th inning, the home team will not bat (even though the tie breaker includes runs scored and runs against). |