Cary-Grove Youth Baseball and Softball

Tournament of Stars (TOS)

8U Baseball Rules

The following rules govern all 8U Baseball games played as part of the Cary-Grove Youth Baseball & Softball Tournament of Stars (TOS). These rules are intended to provide a safe, instructional, and enjoyable tournament experience while maintaining consistency with CGYBS in-house recreational baseball rules.

Unless specifically modified herein, umpire judgment shall prevail and all decisions are final.
No Full-Time Travel Teams are allowed. Team rosters must be composed entirely of players that participated on “in-house” teams during the season and were chosen for part-time travel or post-season play.

The current Official High School Rules published by the National Federation of the State High School Associations (Fed. Rules) apply unless specifically stated otherwise herein.

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1. GENERAL RULES & FIELD DIMENSIONS

1.1 **Age Eligibility**

- Players must be 8 years old or younger as of **May 1** of the current season.

1.2 **Playing Field**

- Base paths: **55 feet**
- Pitching distance: **38 feet**
- Defensive players: **9 players** on the field at one time

1.3 **Baseball**

- Tournament-provided baseballs will be used for all games.

1.4 **Minimum Players**

- A minimum of **eight (8) players** is required to begin a game.

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2. GAME LENGTH & TIME LIMITS

2.1 **Game Length**

- Games are scheduled for **six (6) innings**.
- The 6th inning, or any inning prior, may be declared the “final inning” at the **umpire’s discretion**.
- This declaration must occur before the first pitch of that inning.
- Once an inning has been declared the final inning, no new inning may begin, even if the time limit has not yet been reached. *See section 5.3*

2.2 **Time Limit**

- **No new inning may begin after 1 hour and 30 minutes** from the official start time.
- An inning is considered started once the final out of the previous inning is recorded.

2.3 **Championship Games**

- Championship games will have **no time limit**.

2.4 **Called Games**

- A game is considered official after:
    - Three (3) complete innings, or
    - Two and one-half (2½) innings if the home team is ahead.
- If a game is started but suspended before reaching official game status, it will resume from the exact point of interruption. This includes the same inning, number of outs, runners on base, count on the batter, and pitch counts for all pitchers at the time play was halted.

2.5 **Ties**

- Pool-play games may end in a tie.

2.6 **Mercy Rules:**

- 12 runs after 3 innings, 10 runs after 4 innings, 8 after 5 innings. If the home team is winning by mercy rule at the half inning or during the bottom half of the inning the game is over.

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3. PITCHING (HYBRID PLAYER PITCH)

All innings will be played using **Hybrid Player Pitch**.

3.1 **At-Bat Structure**

- Each batter will receive pitches from a player pitcher until:
    - The ball is hit into play, **OR**
    - The batter is called out on three (3) strikes, **OR**
    - The pitch count reaches **four (4) balls**

3.2 **Coach Pitch Transition**

- After four (4) balls, the batting team's coach will enter to complete the at-bat.
- The strike count carries over. Only swung at pitches add to the strike count.
- The coach may throw a maximum of **four (4) pitches**.
- If the batter fouls off the final coach pitch, the batter is awarded one additional pitch each time the batter fouls off the final coach pitch.
- A swing and miss on the final allowed pitch results in an out.
- Coach pitch must occur with at least one foot within a 3 foot circle of the pitchers mound.
- When a batted ball hits the coach pitcher incidentally or umpire (if not positioned behind home plate), the play is considered dead and the batter is awarded first base. All runners will be allowed to advance one base or to the base they were pursuing when this occurs.

3.3 **Walks & Hit Batters**

- There are **no walks**, except when a batter is hit by a player pitcher. Player hit by pitch must be awarded first base.

3.4 **Pitcher Removal**

- A player pitcher must be removed after:
  - **Two (2) hit batters in one inning**, or
  - **Three (3) hit batters in a game**

3.5 **Pitching Limits**

- Maximum of **two (2) innings per game, four (4) innings in a day.**
- Maximum of **ten (10) innings per tournament**
- One (1) pitch thrown constitutes one (1) inning pitched
- Once removed, a pitcher may **not return** to pitch in the same game

3.6 **Pitcher Positioning**

- When the coach is pitching, the player pitcher must stand next to the coach within a reasonable distance to field the player position as a pitcher.

3.7 **Manager Visits**

- A manager is allowed one visit per pitcher per inning. The pitcher must be removed on the second visit. Managers must ask and receive permission from the umpire before entering the field of play & making mound visits.

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4. BATTING & LINEUPS

4.1 **Batting Order**

- All players present will bat using a **continuous batting order**.
- Every eligible player must bat.
- Players arriving late will be added to the bottom of the batting order.

4.2 **Bat Regulations**

- Approved bats:
  - USA Baseball stamped bats
  - USSSA stamped bats with **1.15 BPF**
- Maximum barrel diameter: **2-3/4 inches**
- Illegal bat penalty:
  - Batter is declared out upon discovery of illegal bat use

4.3 **Bat Safety**

- Any batter who throws a bat will be declared **out**.

4.4 **Bunting**

- **No bunting** is allowed.
- Faking a bunt and then pulling back and swinging (slashing) is not allowed.

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5. RUN LIMITS

5.1 **Run Limits**

- Innings 1 through 5: **Four (4) run maximum per inning**
- Once the fourth run scores, the half-inning is over.

5.2 **Home Run Exception**

- If a batter hits an over-the-fence home run with runners on base, all runs will count even if the four-run limit is exceeded.

5.3 **Final Inning**

- No run limit applies
- No batter may bat more than once in the final inning
- The number of players coming to bat in the final inning, for each team, will be the same. (if Team A has 10 players and Team B has 13 players, a maximum of 10 batters can bat in the final inning)

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6. BASERUNNING

6.1 **Stealing & Leads**

- No leadoffs
- Runners may advance on a player pitched ball, but may not advance home on a player pitched ball. A runner may only advance from 3rd on a batted ball or forced walk. Base runners may not leave any base until after the ball has crossed the plate.
    - 1st infraction= a warning, 2nd infraction = an out. The warning applies to the TEAM not the runner. Each successive base runner after a warning that leaves early may be called out.

6.2 **Advancement Rule**

- No runner shall advance to an additional base after the ball is in control of an infielder. The runner shall be able to advance to the base he/she is going to at their own risk.

6.3 **Fly Balls**

- Runners may not advance on a caught fly ball.

6.4 **Overthrows**

- Advancement on overthrows is limited once the ball is returned to the infield on batted balls. Overthrows on throws back to the pitcher are protected and runners may not advance.

6.5 **Infield Fly Rule**

- The Infield Fly Rule does not apply.

6.6 **Courtesy Runners**

- A courtesy runner may be used for the catcher when the catcher is on base with less than two outs. However, with two outs it is **mandatory** that the catcher is run for. The courtesy runner will be the player who made the last batted-out of the inning.

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7. SLIDING & CONTACT

7.1 **Sliding**

- Runners must slide or avoid contact on close plays.
- Head-first slides are **not allowed**, except when returning to a base.

7.2 **Contact**

- Malicious or avoidable contact will result in the runner being declared out and may result in ejection.

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8. FIELDING & COACHING

8.1 **Defensive Alignment**

- Defensive teams may not have coaches on the field of play.

8.2 **Offensive Coaches**

- Up to three (3) offensive coaches are permitted:
    - One pitching coach
    - One first-base coach
    - One third-base coach

8.3 **Catcher Safety**

- All catchers must wear a protective cup.

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9. TOURNAMENT ADMINISTRATION

9.1 **Rosters**

- Rosters are locked at the start of the tournament.
- Birth certificates will only be required if an age challenge is made.
    - If there is a challenge and a team is unable to produce a birth certificate, then that player will be declared illegal and the games he played in will be forfeited.
- Rosters and insurance certificates shall always be on hand with the Team Manager. These documents shall be submitted and checked prior to the first game.
- Line-ups must be exchanged prior to the start of each game.

9.2 **Sportsmanship**

- All managers will be responsible for their teams, including coaches, players, and parents.
- Unsportsmanlike conduct by players, coaches, or spectators will not be tolerated and may result in ejection.
    - Players may not throw bats, helmets or any other equipment to display anger, frustration or displeasure. Violators may be removed from the game, at the discretion of the umpire, for flagrant violations
- Swearing by managers, coaches, players or parents, on and off the field, during games or practices, will be strictly prohibited. Violations during a game will result in immediate ejection. Repeated offenses by a team may result in the manager being removed from the game at the discretion of the umpire.

9.3 **Protests**

- There are no protests. Umpire judgment is final.

9.4 **Dugout Assignment**

- First come, first serve basis

- No postgame meetings in dugout/on field to expedite the start of the next game and stay on schedule for all teams, please clear the dugout ASAP post-game and hold team meetings outside the fenced area.
- Outfield warmup is allowed inside the fences only while the field is being prepared prior to your game. Game times will not be delayed completing any warmups. **No infield warmups are allowed**.

9.5 **Home Team**

- All pool-play games will start with a coin flip with the coach from the team who travels farthest making the call. The coin flip will determine the home team during pool play. The game clock will start when the home team takes the field in inning one. Bracket games will be seeded. Home is decided by a coin flip before the game in pool play only. Bracket play the higher seeded team is the home team for each game. *ex. #1 seed would be home team in every bracket play game*

9.6 **Tie Breakers**

- The seeding will be determined by 1) record; 2) head-to-head competition; 3) least number of runs allowed; 4) pool play run differential; and 5) coin flip.

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10. EMPHASIS

CGYBS Tournament of Stars 8U Baseball is an instructional tournament. Coaches, players, and parents are expected to promote sportsmanship, safety, and positive development at all times.