**8U Memorial Day Classic Rules**

**General**

* Games will be played at Gene Niccum Field at Community Park.
* **No warming up on the foul lines.**
* Unsportsmanlike conduct will not be tolerated. Any player or coach ejected from a game will sit the remainder of that game plus the next game. Managers and coaches are responsible for the behavior of their team as well as their parents. Umpires have the right to remove unruly fans at their discretion. If a fan is ejected, he or she will be banned from park district grounds for the remainder of the tournament.
* **The tournament director reserves the right to alter any schedules or formats at any time in the event of inclement weather or any other circumstance that may arise.**
* **Please be ready to play at least 30 minutes prior to your scheduled game time.**
* Concessions will be available for your convenience. **No outside coolers or grills**.
* Dugouts are not assigned. A coin flip will determine home team during pool play. The higher seeded teams will be the home team during the elimination tournament.
* **The home team will be responsible for keeping the official scorebook. The visiting team will be responsible for running the scoreboard.**
* **April 30th will be the cutoff date to determine a player’s proper age and grouping. Teams caught using illegal players will be automatically removed from the tournament and NO REFUND WILL BE ISSUED. Birth certificates should be available upon request.**
* **Rosters should be submitted to the tournament director 30 minutes prior to your first scheduled game.**

**Game Rules:**

* **Only ALL-NATURAL Wood Bats are allowed. - ABSOLUTELY NO COMPOSITE WOOD, BAMBOO OR HYBRID WOOD BATS ARE ALLOWED.**
	+ **Any player caught using an illegal bat will be an automatic out and the team will receive a warning. A 2nd offense will be an automatic forfeit of that game.**
* The Coach will pitch to the batters and must start with one foot on\in the pitcher circle, unless otherwise agreed upon by both coaches and umpire at the home plate meeting prior to the game starting. Typical Coach Pitch distances are between 35-42ft.
	+ There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
* The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit, and must start with a minimum, one foot in the pitching circle.
* Each batter gets a maximum of six (6) pitches or three (3) strikes to put the ball in play. If sixth pitch is fouled off, they receive another pitch, and so on for each additional foul ball, until the batter either puts the ball in play, or is called out for a swing and miss.
* **NO BUNTING:** Any attempt to bunt will be an out.
* **NO LEADOFFS:** Runner cannot leave a base until the ball is hit. If a runner is caught leaving early, the **runner will be called OUT**. – **NO WARNINGS**
* **NO INFIELD FLY RULE**
* **NO DROPPED 3RD STRIKE -** Batter is out on strike 3 whether ball is caught or not.
* If a **batted ball** hits the coach or umpire in any way, the ball is dead, and a no-pitch is declared.
* To end a play, the ball will need to be thrown to the **kid** pitcher. Overthrows to the pitcher do not stop play and the runners may continue to advance. Hash marks will be placed between each base and if any part of a baserunner has crossed the line when the umpire calls time, the runner is awarded the next base. **All umpire decisions on base advancement are final.**
* Each team can score a maximum of 5 runs an inning for the 1st 5 innings. 6th inning is unlimited runs.
	+ **Mercy rules:** 12 after 3, 10 after 4, 8 after 5.
* 6 innings constitute a full game.
	+ 3 innings constitute a full game in the event of a rain shortened game or 2 1/2 if the home team is ahead.
	+ A new inning shall not be started once the 1:05 mark has been reached. You can tie during pool play. If the game is tied during the elimination tournament, extra innings will be played until a winner is determined (last out of previous inning starts on second base and batters begin with a 1-1 count and 1 out).
* Games will be played with 4 outfielders.
* **Teams MUST bat their entire lineup.** Free substitutions on defense.
	+ Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.
		- A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
* **Courtesy runners can be used for the catcher of record from the previous inning. The runner will be the player that made the last batted out, or if no outs, the player furthest away from the catcher in the batting order.**
* Absolutely no protests. All umpire decisions are final.
* Infield warm-up will not be allowed. Warm-ups must be done outside the playing field to ensure the tournament stays on schedule. Batting cage(s) will be available at the park.
* Slide rule is in effect. Players must slide or attempt to avoid contact on close plays where a tag may occur. A collision between a runner and fielder may be cause for ejection based on umpire’s discretion. Any player ejected for failure to slide/avoid collision will be out for that game only.
* In the event of inclement weather, $225 of entry fee will be refunded if entire tournament is rained out plus you receive the 2 Dinger Bats. $100 if 1 game is played. No refund will be given if 2nd game is started.

**Tournament/Seeding**

* All **12** teams will make the elimination bracket.
* ***Seeding will be determined based on the following:***
	+ Overall Record
	+ Head to Head (If applicable)
	+ Fewest Runs Allowed
	+ Run differential (Maximum of 8 per game)
	+ Coin Flip
	+ There will be no time limit for the championship game.