A logo of a wolf holding a bat

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**Fort Gratiot**

**Father’s Day Tournament Rules**

The goal of this tournament is to provide a fun, safe, and competitive environment for the players in order

to give them an opportunity to apply the fundamentals they have been taught during the regular season in

a tournament setting. Loud and unruly spectators are NOT welcome. The coaches and league officials are

all VOLUNTEERS. They are here for the betterment of the children and the game of baseball. We thank

you, in advance, for your cooperation and assistance.

● No Smoking

● No Dogs are allowed at the complex

● Please no grills. There is a fully stocked concession stand available throughout the weekend.

**Baseball 8U Rules:**

1. Players must be of little league baseball age 8 or younger. Copies of birth certificates must be

available for review at any time throughout the tournament.

2. **Each game will have a 1 hour and 30 minute drop-dead time limit. Unfinished innings will revert to the final score at the end of the previous inning. No new inning will start after an hour and twenty minutes. No player or coach may intentionally slow down the game or a forfeit will result. Forfeit will be recorded as a 10-0 score.**

3. Each team must provide their own person to feed the pitching machine. The person must remain

silent, no coaching allowed. One (1) warning will be given; sub sequential warnings will result

in an automatic out.

4. All equipment must be **Little League USA approved** . The barrel must be no more than 2 5/8” in

diameter. Game balls will be provided by the tournament host.

5. The pitching machine speed will be set at 40 MPH, at a distance of 46 feet. The machine may be

adjusted only once (1) during an inning upon the agreement of both coaches.

6. The entire team roster must bat in a consecutive order throughout the game. Any player absent at

the start of the game must be listed as a sub and bat at the end of the line-up if they show up.

Must have a least 8 players to start a game.

7. A team must play with four outfields (right, right/center, left/center and left field). No rover is

allowed. Outfields must remain in the outfield and are not permitted to cover a base. Maximum

of ten (10) players may be on the field at a time. If a team has less than 10 players they may

choose to play with less than 4 outfields.

8. Each batter will receive six (6) pitches to hit the ball. No walks and no bunting on purpose. If

the ball is not hit in six pitches the batter will be called out. Three swings and misses will result

in a strike out. A foul ball on the last pitch, and subsequent foul balls, will result in an extra pitch

unless caught by the catcher. The offensive team’s at-bat is complete after three (3) outs are made

or a maximum of 5 runs are scored. There will be no run limit in the 6th inning.

9. Play stops when an infielder on the defensive team has possession of the ball in the infield and

puts their hands up. If the runner is past the hash marks at that time he/she may advance to the

base. If the runner is not past the hash marks he/she must return to the previous base. Using this

rule the umpire will determine whether the runner advances. This is a judgment call so there will

be no protesting or arguing.

10. In the event of an overthrow, runners may attempt to advance one (1) base at their own risk.

Defense can attempt to make a play on the advancing runners(s); play will be dead after the

attempt. There is NO advancement on 2 nd overthrown ball and players cannot advance two bases

on a single overthrow. Hands up/possession of the ball does not apply to overthrows.

11. If a batted ball hits the pitching machine and/or the operator and/or the ball bucket near the

machine, the ball becomes dead on contact. All runners including the batter/runner advance one

(1) base only.

12. Bunting, stealing and advancing on a catcher’s passed ball or overthrows back to the pitcher are

not permitted.

13. The infield fly rule is NOT in effect.

14. On field substitutions are allowed with players already on the field.

15. The player in the pitcher position must stand parallel to the pitching machine as the pitch is

headed towards the batter. Player playing this position must also wear a helmet.

16. Mercy rule:

o 15 runs after 3 innings

o 10 runs after 4 innings

o 8 runs after 5 innings

17. Two adult base coaches must be used during your team’s at bat, plus an adult coach on the bench.

18. Tiebreaker is as follows:

2 team tie-breaker

1) Head to head

2) Runs allowed

3) Run differential (max of 8 per game)

4) Coin toss

In the event of a 3 team tie with head to head not being decisive, the top team will be determined

by runs allowed followed by run differential of the 3 teams versus all opponents. The other 2

seeds will follow the 2-team tiebreaker.

19. If a rule is not stated above, please follow the current edition of the Little League Inc. Rulebook,

Regular Season Edition.

20. Tournament Director will settle any disputes.