

# GFABSA Tournaments

## 8u Kid Pitch General Rules:

1. **IF Necessary:** GFABSA Tournament Directors may amend any rule, schedule, diamond location, game format, or combine age brackets as they deem necessary.
2. **Home Team:** The home team is determined by a coin toss during pool play. Once your team is seeded, the higher seed is the home team during bracket play. This also includes Championship Games.
1. **Time Limits:** 8u = No new inning after 1 hour 30 minutes.
2. **Innings Played:** Will consist of 6 innings.
3. **Pitching Distance Base Lengths:** Pitching at 40' – Bases at 60'
4. **Malicious contact:** At any base is forbidden (umpire's discretion).
5. **Mercy Rules:** 12 after 4 Innings, 10 runs after 5 innings (Home Team Bats if Behind).
6. **Bat Rules:** 1.15 BPF USSSA and USA Bats are allowed.
7. **Cleats:** Plastic or rubber cleats only.
8. **Courtesy Runner:** You may use a courtesy runner for catcher any time. This must be someone from your bench. OR if you're roster batting it would be your last recorded out.
9. **Reporting Scores:** Each coach is required to bring a signed scorecard to the designated location at the end of each game, within 10 minutes of game completion. Score discrepancies will revert to the scorebook of the home team. It is your scorekeeper's responsibility to ensure accurate scores are kept on an inning by inning basis.
10. **Batting Order and Extra Players:** Teams have the following three options for the batting lineup:
  - a. 9 players in the batting order. DH or a straight 9 is allowed. All other players are subs.
  - b. 10 players in the batting order. The use of an EH with or without a DH. All other players are substitutes (the EH is a free sub but all players must remain in the same spot in the batting order unless substituted out by someone other than the EH).
  - c. A continuous batting order. All players on the lineup card are in the batting order. If a player arrives late, he will be added to the bottom of the lineup.
11. **Pitching Limitations:** Pitchers are allowed to pitch 3 innings per game and a maximum of 8 innings for the tournament.
12. **Completed Game:** For inclement weather purposes a game is complete after 3 innings.

**13. Pregame Warm-Up:** All pregame warm up is to take place off the field. No pregame warm-up is allowed on the infield. Teams will forfeit the game if caught. **Teams must ready to take the field 15 minutes before their scheduled start.**

**14. Point System for Tournament:** (2) points for a win, one (1) point for a tie. Tie Breakers;

- Wins-Loss Record
- Head to Head
- Fewest Runs Allowed
- Highest Total Run Differential (max of 8 runs)
- Coin Flip

**15. 8u Player Pitch Specific Rules:**

- **Outfield:** Teams shall play 3 or 4 players in the outfield. The outfield is designated by the grass line.
- **Modified Base running:** Runners are not allowed to lead off. Runners may steal after the ball crosses home plate. Runner on 3<sup>rd</sup> base may advance home only on a batted ball or defensive play at 3<sup>rd</sup> base.
- **No Bunting is allowed**
- **Runs Limit Per Inning:** Teams may only score 8 runs per inning; however, in the last inning of the game there is NO LIMIT on runs. The umpire will try to determine the “last inning” based on time. Umpire will not be held liable if he is unable to determine “last inning” before the time limit reaches.
- **Substitution:** If roster batting you can freely substitute. If not roster batting, once removed you cannot re-enter game.
- Team can play with as few as 8 players without taking an automatic out in the batting order. Anything lower than 8 is an automatic out in the batting order.

**TOURNAMENTS**

**Eligible Age of Players**

- May 1