

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, vaping or alcohol use is allowed in the park during tournament play.
- No Dogs are allowed at the complex
- There will be food trucks on site.

Softball 8U Rules

1. The 8U division will use an 11 inch softball.
2. The 8U division will use a continuous batting order. Every player is listed in the batting line-up, regardless of the number of players on each team.
3. There will be no bunting in the 8U Division
4. The home team in all games will be determined by a coin flip. Home team is the official scorekeeper. Once the seeded tournament starts, the higher seeded team will have the choice.
5. Each batter will be given five (5) pitched balls per at bat. If the batter swings and misses three (3) times prior to the 5th pitched ball, the batter is out. If the batter hits a foul ball on the 5th pitched ball they will be given another until either putting the ball in play or striking out
6. End of play – The ball is in play until the base runner is thrown/tagged out or the ball is in control when a infielder has the ball in the infield and no attempt is being made. The umpire will signal time when the ball is in possession in the infield and no attempt is being made. The umpire will also determine if the player needs to return to the base. There will be a half-way hashed chalk line between the bases. Once the ball is in the infield and in possession the runner must commit to either going forward at their own risk if passed the hash mark or returning to the previous base at their own risk if before the hash mark. This is a judgement call for the umpire and their decision is final.
7. Infield fly rule will not be in effect.
8. **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.**
9. Mercy rule:
 - a. 15 runs after 3 innings
 - b. 10 runs after 4 innings

- c. 8 runs after 5 innings
10. The offense will complete the at-bat when three defensive outs have been made or 5 runs have been scored. More than 5 runs during 1 inning are not possible. There will be no run limit in the 6th inning of bracket play.
 11. A game may end in a tie in pool play. There are no time limits in championship games and can not end in a tie.
 12. A maximum of 10 players may be on the playing field at one time. This allows for 4 outfielders. No Rover. All outfielders must be in the grass to start.
 13. No batters are to be on-deck at any time. No swinging of bats is permitted outside of the playing field
 14. If a batted ball hits the pitching machine and/or operator, the ball becomes dead on contact. All runners including the batter/runner, advance one (1) base only.
 15. Base runners may advance on an overthrow at any base (max 1 base per overthrow). When the ball is in control in the infield the play is ended. There will be no advancement on a second overthrown ball.
 16. The player in the “pitcher” position will stand with at least one foot inside of the circle either to the left or right of the pitching machine. They may not be ahead of the pitching machine. Pitcher MUST wear a face mask.
 17. Speed to be set at 35 MPH, at a distance of 35 feet.
 18. The pitching machine may be adjusted one time per inning with the approval of both coaches and the umpire.
 19. Stealing – No stealing or leading off in the 8U division.
 20. The pitching coach (who is feeding the machine) is allowed to coach batters and runners as necessary, but coaching must not delay at-bat. One (1) warning will be given. Subsequent warnings will result in automatic out.
 21. If a rule has not been stated above, then current edition rules will be followed as stated in the Little League, Inc. rulebook (regular season).

22. Tie Breaker

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.

All other rules will follow the Little League Rule Book.

All umpire decisions are final. There will be NO ARGUING with UMPIRES. Any issues will result in Manager Removal. Managers can and will be removed if teams PARENTS are causing a scene.

Tournament Director will settle any disputes

