

# INGOMAR FRANKLIN PARK ATHLETIC ASSOCIATION

## 2004 Eight (8) & Under Tournament Rules

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1. Players must be 8 years of age or younger on July 31, 2004. If the eligibility of a player is challenged by an opposing manager, a birth certificate must be provided within 24 hours. A game played with a player subsequently found to be ineligible is forfeited.
2. A maximum of 10 players in the field with 4 outfielders positioned in an arc at least 20 feet behind the baselines. No rover is permitted.
3. All rostered players (15 maximum) in attendance must bat in consecutive order.
4. A team may play with a minimum of 8 players. Less than 8 constitutes a forfeit.
5. All rostered players in attendance are not required to play in the field.
6. Only the Manager of a team can ask the ruling umpire for an appeal. If the manager is not present, a coach may be designated as the manager. It is the decision of the ruling umpire to grant the appeal.
7. Protests may only be made on matters of rule interpretation and all protests shall be made to the Tournament Director or his designated representative when the Tournament Director is not present.
8. The Pitcher's circle shall be defined by a chalk line with a diameter of twelve (12) feet.
9. The pitching coach or Manager will pitch from the center of the circle (marked by chalk) at a distance of 40 feet. All pitching must be overhand. The adult pitcher should not coach the batters or runners. One team warning will be given. The second warning will result in that player being called out.
10. Chalk lines will be drawn halfway between all bases with the exception of home plate and first base.
11. Outfield coaches are not allowed.
12. If a batted ball strikes the pitching coach or Manager doing the pitching, the ball is dead and ruled a dead ball and does not count against the total pitch count of balls and strikes.
13. Each batter will get three (3) strikes or eight pitches, whichever comes first. If a player fouls off the eighth pitch or any pitches thereafter, that batter will continue to bat until he or she puts the ball into play, strikes out or is called out on pitches.
14. Interference by the base coach or the person doing the pitching to assist or restrain baserunners while the ball is alive, shall result in the runner being called out.
15. No bunting, no walks, no leading, no stealing and no infield fly rule.
16. Runners cannot leave the base before contact is made by the bat. One team warning will be given. All subsequent violations will result in that runner being called out.
17. One team warning will be given for the first player throwing a bat. Second and consecutive bat throwers will be out.

18. The fielder playing the pitching position must wear a batting helmet and must be in the pitching circle until the ball is hit.
19. The pitching coach or manager doing the pitching must immediately leave the pitching circle and move toward the baseline in the opposite direction to where the ball is hit. If the pitching coach intentionally interferes with a defensive player or his throw in the opinion of the umpire, then the batter is out and all runners return to the base where they were before the hit.
20. The play stops when the pitcher has control of the ball with at least one (1) foot inside the pitchers circle. Pitcher may make an immediate play after fielding a batted ball. If he does not and instead holds the ball, runners advance one base if forced.
21. When play stops, if a baserunner is past the halfway line (more than halfway to the next base), he or she is awarded that base. If the baserunner has not passed the line, he or she returns to the base that he last touched. One full foot must be past the line.
22. If a baserunner gets hurt and has to leave the game, the previous out replaces him as a baserunner.
23. Unlimited re-entry but no substitutes in the middle of a half inning unless for injury.
24. Each team is permitted a maximum of two time outs per inning.
25. Each team is limited to a Manager, pitching coach, scorekeeper and two coaches.
26. There will be a 6 run limit per half inning, except the 6th inning and any extra inning. In the 6th inning and extra innings, three outs must be recorded. In the 1st through 5th innings, runs will count until the play that scores the 6th run is complete. Hence the maximum possible runs per inning for the 1st through 5th innings is 9.
27. Games will be 6 innings. A game shall be deemed official after 4 innings are completed and the losing team has batted in the 4th inning. If play is halted in the 5th inning or later due to weather or otherwise and the teams are not tied at the time of suspension of play, then the final score shall be the score after the previous inning. If the score is tied in the 5th inning or later when play is halted, then the game shall resume from the point at which it was halted on another day and time. The ten (10) run rule will apply after 4 or more complete innings.
28. A minimum of 24 hours notice must be given to the Tournament Director to change a scheduled game. One change is permitted per team per tournament.
29. A maximum grace period of thirty (30) minutes will be given to all teams if the Tournament Director is notified 30 minutes before game time. Any team failing to meet the time limits will forfeit that game.
30. First round will consist of 4-team divisions with round-robin play. Four teams will advance from the first round to the championship round. For 8 team brackets, the top two teams from each four-team division advance (chosen using tiebreakers within that division). Top seed in first division plays second seed in second division and vice versa. Winners play for 1<sup>st</sup>. For 12 team brackets, the top team in each division advances (chosen using tiebreakers within that division, if necessary) and then one wild-card team is chosen either if it alone has the best remaining record or using tiebreakers among all teams from both divisions that are tied with that record. Wild-card team is seeded 4<sup>th</sup>, seeding among division winners

determined by overall record and then tiebreakers.

### 31. Round-Robin Tiebreakers

- 1) Head-to-head
- 2) Fewest runs allowed for all games
- 3) Fewest runs allowed in games between all tied teams
- 4) Coin flip

-if at any step the number of teams remaining tied is the same as the number of teams to select for advancement, those advance and coin flip used to determine which has higher seed

-if at any step the number of teams remaining tied is more than the number of teams to select for advancement, continue with the next tiebreaker for only the teams remaining tied after the previous tiebreaker

-if at any step one team wins, advance that team (giving it the highest remaining seed) and if necessary start again from tiebreaker 1 to select another team from the remaining teams

#### Examples

A, B, C all tied at 2-1, D lost all games. A beat B 7-5, B beat C 6-4, C beat A 5-4. A and B both beat D 10-1, C beat D 16-2.

A allowed 11  
B allowed 12  
C allowed 12

A advances on tiebreaker #2. If needed, B then advances on tiebreaker #1

A, B, C all tied at 2-1, D lost all games. A beat B 7-6, B beat C 6-4, C beat A 5-4. A and B both beat D 10-1, C beat D 16-2.

A allowed 12 (11 against tied teams)  
B allowed 12 (11 against tied teams)  
C allowed 12 (10 against tied teams)

C advances on tiebreaker #3. If needed, A then advances on tiebreaker #1.

A, B, C all tied at 2-1, D lost all games. A beat B 7-5, B beat C 6-3, C beat A 5-4. A and B both beat D 10-1, C beat D 16-2.

A allowed 11  
B allowed 11  
C allowed 12

If two teams are to advance, A and B both advance on tiebreaker #2.

If only one team is to advance, flip coin between A and B (even though C would have won tiebreaker #3 since it lost tiebreaker #2)