



## **Canton Bulldogs 8U Baseball Tournament**

1. Little League Rules apply except where noted differently below.
2. Coin-flip for home team. Team traveling the furthest will call the flip. Home team keeps the official book.
3. Infield Dead Ball Rule in effect. Infielder must raise ball overhead, in fair territory, for play to be considered dead. Runners at that point past the Hash mark will advance to next base. Runners behind hash mark will return to previous base. Play is not dead until an infielder raises the ball over his head in the field of play. Play may be made on runners at any time unless ball is raised overhead by an infielder in fair territory.
4. Runners may advance on over throws that go out of play, except to 1st base! Overthrows to 3rd that end up out of play – each runner advances 1 base.
5. Field set up: 10ft circle centered 42 feet from home plate. Hash marks half way between bases. Coach Pitcher must have one foot inside of circle at time of Pitch. There will also be an arc in front of the plate. The ball must pass the line in order to be fair. Any ball within the arc or that land on the chalk line is considered a foul ball and counts as a strike.
6. Ball is dead if Coach Pitcher is unintentionally hit by the ball. Batter must hit again. If Coach intentionally comes into contact with the ball (other than to protect player pitcher), then batter is out and all base runners return to previous base.
7. Continuous Batting Order is Mandatory with free player substitution, but the batting order must remain the same.
8. All players must play at least 2 defensive innings, unless the game ends in a Mercy Rule or time expires.
9. 6 inning game. 80 Minute time limits. \*8U Shootout Rules if regulation game ends in a tie.
10. Bat Restrictions: Little League Approved Bats only. No Big Barrels. See website for a list of approved bats: [http://www.littleleague.org/Assets/forms\\_pubs/2013LicensedBatList.pdf](http://www.littleleague.org/Assets/forms_pubs/2013LicensedBatList.pdf)
11. Run limit per inning = 5, except the last inning is 10.
12. Mercy Rule: If the game is not mathematically winnable the umpire reserves the right to stop the game.
13. Batter may receive up to 7 pitches to get the ball into play or get out. 3 strikes = out. No called strikes. No Walks. Batter is out if batter does not swing or swings and misses on the 7th pitch. If batter fouls off the 7th pitch, the at bat will remain alive until the batter, does not swing, swings and misses, or puts the ball into play.



14. Defensive Player designated as Pitcher is not permitted to leave the Pitcher's Circle until the ball is hit. 1st offense = warning. 2nd offense = player is to be removed from pitcher for the remainder of that game. One foot inside the circle is considered inside the circle for both player pitcher and Coach Pitcher.
15. 1 adult is permitted in the outfield when on defense.
16. No stealing. No lead offs. No bunts. Umpire will call batter out if bunted ball.
17. No infield fly rule
18. Runners may not leave the base until the ball is hit. 1st offense = team warning. 2nd offense = runner is out.
19. Defense will consist of 10 players, 4 of which must be in the outfield if playing with 10 players.
20. Pool play consists of 3 games. Pool record will determine seeding.
21. Bracket seeding will be determined in this order:
  - a. W-L record
  - b. Head to Head
  - c. Highest run differential (Max of 10 per game)
  - d. Coin Flip
22. Single elimination in bracket play. Home team is higher seed.
23. Any player, Coach, or Fan ejected from the game will NOT be permitted to be present at the team's next game. This is non-negotiable. If player, Coach, or Fan is found on premise after being ejected, then that team will be forced to forfeit that game.
24. Coaches must have completed rosters & waivers available upon request.
25. Have fun!

\*8U Shootout Rules: Hitting team starts inning with the player who was their last out (previous inning) on 2nd base. Each Batter gets one pitch (such as the 7th pitch in regulation innings) until 3 outs. Home team then bats with same rules. Game continues until inning ends with a winner. This does NOT apply