



UMAC SCHOOL'S OUT TOURNAMENT- 8U MACHINE PITCH TOURNAMENT RULES

Unless otherwise stated below, the prevailing rule book for the School's Out Tournament will be the Babe Ruth League, Inc. Baseball Rules and Regulations and Official Playing Rules for 2022. Please read and understand these rules before the start of the tournament. Below is a summary of some of the more common questions and clarification of the local rules that are used to supplement the Babe Ruth League Official Playing Rules.

PLAYER ELIGIBILITY

Players are eligible if they are "Baseball 8", meaning they must have been born after April 30, 2013.

ROSTERS

Teams must submit a roster with a minimum of 11 and no more than 15 players. Teams are allowed up to four coaches (one manager, three coaches). Roster updates are allowed up until the team begins its first game. Updates must be submitted on the team's roster form.

COACHES

A first and third base coach are allowed on the field while a team is at bat. All other coaches must remain in the dugout. Coaches are not allowed on the field during their defensive half-inning and must remain in the dugout.

For safety during game play, no coaches may be on the field (e.g., in foul territory) unless they are occupying the first or third base coach box during their team's at-bat. A batting helmet is recommended for coaches on the field.

BASEBALLS AND EQUIPMENT

Official game balls will be provided for all games. Teams are to bring their own practice baseballs. All other baseball and safety equipment is to be provided by each team.

Due to COVID-19 protocols, we recommend that equipment not be shared between players. If there is an unavoidable situation, the equipment should be cleaned/sanitized between uses.

BATS

Wood, USA Baseball and USSSA (BPF 1.15) bats are allowed. No barrel size restrictions. No BBCOR, double-walled or tampered (e.g., rolled) bats allowed. If an illegal bat is discovered during an at-bat, the bat can be removed without penalty and the current count will continue.

If discovered after an at-bat but before the next pitch, the penalty for use of an illegal bat will be as follows: batter is out and any runners return to their previous base(s). Any second or subsequent team offense(s) - player is out and ejected from the game (See Ejection section for more information).

One team warning for a thrown bat (umpire's judgment). Any subsequent infraction by any player on the team

will result in the batter being out. This is a dead ball infraction and all runners will be returned to their positions when the at-bat began.

GAME LENGTH and SPEED UP RULE

The game length for all games is six innings. No new inning will start after 1 hour and 45 minutes. Any inning started must be completed, with the exception of when the home team is leading, and the time limit is reached.

Each coach is encouraged to move the game along and minimize "gamesmanship" to stall or otherwise delay the progress of the game. Umpires may issue penalties in accordance with Cal Ripken rules for any delay of game. Hustle players on and off the field and provide a coach to warm up the pitcher in between innings if the catcher is not ready. The umpires will be encouraged to keep the games moving.

There is no time limit for semi-final or championship games.

Teams must be prepared to play thirty (30) minutes prior to their scheduled game time. Game schedules may be moved up at the discretion of the Tournament Director.

AVOIDING CONTACT

Runners must slide or otherwise attempt to avoid contact with other players in tag-out situations or when a defensive player is making a play on the ball. If the umpire deems a collision is intentional or flagrant, the offending player will be ejected from the game.

BASERUNNING

Bases will be located 60 feet apart. Players may not lead off or steal. Players may not leave the base until the ball is hit. If, in the umpire's judgment, a base runner leaves base prior to the ball being hit, he will be called out (no warnings).

Courtesy runner is allowed for the catcher of record at any time.

BATTING

Each batter will receive a maximum of five (5) pitches. The umpire may declare a "no pitch" if the ball is not hittable and the batter does not swing. In this case, the pitch will not count toward the batter's pitch count. If the ball has not been put into play after 5 pitches, the batter is out unless the 5th pitch is ruled foul, in which case the batter will continue to bat until a pitch is either 1) put into fair play, 2) not swung on and judged a "no pitch" by the umpire, or 3) swung on and missed.

Note: If a batter swings and misses three times, but has not received five pitches as described above, they are allowed to continue the at-bat.

Example - Batter swings and misses at the first three pitches. They will be thrown two more pitches, for a total of five.

BENCHES

Teams will be assigned as Home or Away for the pool play portion of the tournament. The Home team is on the first based side.

During the single-elimination portion of the tournament, the lower seeded numbered team will be the home

team and will fill the 1st base dugout, i.e., 10 vs. 6, team seeded 6 would be home team on first base side.

BUNTING

Bunting is not permitted in the 8U tournament. Batter will be called out for an attempted bunt, or slash bunt/butcher boy (no warnings).

DRESS CODE

Players are required to wear matching hats and uniquely numbered uniforms for game play. Players must wear rubber cleats. Managers and coaches must wear hats and shirts that identify them with their respective teams.

EJECTION

Players or coaches that are ejected from a game will be suspended from participating in their team's next game of the tournament. Ejection from a second game will result in that coach or player to be eliminated from the tournament.

If a player is ejected, his spot in the order will count as an out for the remainder of the game. If a coach is ejected, he is not eligible to coach in the team's next game. If a parent from a team is ejected, then the manager will also be ejected from that game only. Any one ejected must leave the facility.

INFIELD FLY RULE

There is no infield fly rule.

LINE-UPS and INJURIES

A team must begin a game with at least nine players. Games can be completed with eight players (e.g., due to injury or ejection). If a team is unable to field nine uniformed players by the scheduled game start time, the game will be declared a forfeit. The game score will be recorded as 7-0. If a team forfeits a game, they will be ineligible to receive any refund of tournament fees.

Teams must bat the entire available lineup. Free defensive substitution at any time. All players in the line-up must be rostered on your team's registration list that was turned in prior to the start of the team's first game. Each team must provide their own line-up cards that include a player's last name, first initial and number. A copy will be provided to the head umpire (if requested), and the opposing team's manager before the start of the game.

If a player is injured on the field, the injury must be announced at the time of injury. The manager must inform the umpire and opposing manager before their next at-bat that the player is injured and being removed from the game. An out will not be recorded for a player removed due to injury when their turn in the batting order comes up and the injured player cannot return to the game.

Eleven (11) players may be placed on the field defensively, including an extra outfielder and extra infielder. The extra infielder may be placed anywhere in the infield, except pitcher. No player can sit on the bench for more than one (1) consecutive inning. Except in the case of injury, if a player sits out for two (2) consecutive innings, he is considered removed from the game and an out will be recorded for each subsequent time the player would have come to bat.

MERCY RULE

There is no run limit per inning. Mercy Rules apply as follows:

- 15 runs after the third inning
- 10 runs after the fourth inning
- 8 runs after the fifth inning

The home team does not bat if ahead by the mercy rule but does bat if the visiting team goes ahead by the mercy limit in the top of the inning.

PITCHING MACHINE

The pitching machine will be placed 46 feet from home plate and will be set to approximately 40 m.p.h. Adjustments to the machine can be made at the completion of an inning with the agreement of both managers and the umpire. If a batted ball hits any part of the pitching machine (includes cord and generator), it is a dead ball situation, the batter will be awarded first base and all runners will advance one base. If a thrown ball hits the machine or umpire, it is a live ball and play continues.

Because of the consistency of the pitching machine (height of the pitched ball), a player will be allowed to move toward the pitcher or toward the catcher in such a manner that might otherwise cause the hitter to be considered out of the batter's box without penalty.

PROTESTS

There will be no protests. Umpire calls are final.

SLIDING

On any force play, the runner must slide, and slide directly to the base or give themselves up. In addition, the runner cannot interfere with a fielder's ability to throw the ball in any manner.

A runner is out when he does not slide or give himself up, if any illegal contact is made that alters the actions of a fielder in the immediate act of making the force play.

Any runner who, in the umpire's judgment, is involved in contact of a malicious manner is not only out but is immediately ejected from the game. As this is a judgment call, there is no protest allowed

SPORTSMANSHIP

The Tournament Host reserves the right to eject any manager, coach, player, or spectator from the ballpark for unsportsmanlike behavior.

TIME OUTS DURING PLAY

Any defensive player may ask for time out by the umpire as long as they have possession of the ball and are within the baselines in fair territory. Once the umpire has granted time out, any baserunners that have not advanced past the halfway point to the next base will be sent back to the previous base occupied. In the case that the lead runner is sent back, all runners behind him/her will also be sent back respectfully. Placement of the runners will be based on the umpires' judgment and cannot be protested.

TOURNAMENT FORMAT

The tournament will be conducted in a pool play format, followed by a single-elimination playoff.

At the end of pool play, the teams will be seeded and will compete in single-elimination games. The following tiebreakers will be used, if necessary, to determine order of finish following pool play rounds:

1. Win-Loss record
2. Fewest runs allowed
3. Run differential, with a maximum of +/- 10 per game
4. Coin flip

UMPIRES

UMAC will provide experienced and certified umpires. The umpire or UMAC volunteer will operate the pitching machine.

WARM-UPS AND BATTING CAGES

Warm-ups permitted on the outfield only. No warm-ups permitted on the infield or foul ground areas.

Batting cages are first-come, first-served. Only one cage may be used per team. Be respectful and courteous when using the cages so all teams have an opportunity to use them