

2008 Gary Bowen Tournament Rules

Age 8

(revised 1/1/08)

General Tournament Rules

1. To play in the 8 year old division, all players on a team must be no older than 8 years old on 4/30/08.
2. No player is allowed to be on more than one team roster submitted to this tournament.
3. Each team will field 10 players, including 4 outfielders. When the pitch is thrown all outfielders must be positioned on the outfield grass.
4. Games are 6 innings long. There will be a 2-hour time limit on Saturday games only. A game is considered official after 2 hours. No full inning shall begin after 2 hours unless there is a tie. At the 2-hour time limit, you will complete the half inning started. If you finish the top half of an inning and the home team is leading, the game is official with the home team winning. If the home team is behind, you will play the bottom half of the inning and which ever team is ahead at the end of the bottom half of the inning will be the winner. In the event of darkness or inclement weather, a game is considered official if 5 complete innings have been played or the home team is leading after 4 1/2 innings or the 2-hour time limit has been reached. Any game in progress but not official at the time of postponement will be resumed at a later date at the point where the game was stopped.
5. In the event of identical records within flight play and for selection of the wildcard team, the first tiebreaker is head-to-head play. The second tiebreaker is least runs given up for all flight play games, excluding extra innings. The third tiebreaker, if necessary, is run differential (total runs scored - total runs given up). The fourth tiebreaker is a coin toss.
6. Each team can only score 6 runs maximum per inning, except the last inning. There is no limit to the number of runs that can be scored in the sixth inning.
7. There is a 13 run mercy rule after 4 complete innings.
8. A minimum of 8 players is required to play a game or the game is a forfeit.
9. Forfeits will be recorded 1-0.

General Playing Rules

10. The catcher must wear equipment which includes a chest protector, helmet, facemask, shin guards, glove, and protective cup.
11. All teams must be ready to play 1/2 hour before game time. If your team is not ready to play when the umpire declares "play ball", you will forfeit the game.
12. The home team will be determined by coin toss prior to each game.
13. No infield practice in fair territory is allowed during the tournament. Teams may take grounders in foul territory next to their dugout.
14. A hard, Little League regulation baseball will be used in the tournament.
15. No metal spikes are permitted.

16. There is no infield fly rule.
17. Any player can be removed from the game as a result of injury at any time. If the player was batting, the new batting inherits the count. Any runners will return to the base they started at the time of injury.
18. Except for the coach pitcher, no coaches are allowed in fair territory.
19. There are no player rotation rules. For example, the same player can play 1st base the entire game.
20. There are no protests.

Batting Rules

21. Bats must be Little League approved. Size is restricted to bats with barrels 2 ¼" in diameter.
22. Every player at the game bats in the batting order.
23. A batted ball must travel outside the 4 foot circle around home plate. A ball that stops inside the circle is considered a foul ball.
24. No bunting is permitted. A batter that bunts is considered an out.
25. The batter gets 3 swings or 6 pitches. If a player fouls the last pitch, the batter bats until a pitch is not fouled.
26. Any player throwing the bat will receive one team warning. Any additional offenses will result in the batter being called out.
27. Batting helmets must be worn while batting and running the bases. If a batter or runner is not wearing a helmet, the player is out.

Base Running Rules

28. Players may advance on the bases until the ball is in possession by a player in the pitching circle. Ball is dead once in possession within the circle. Any runner not more than half way to the next base must return to previous base. If more than one runner in a force situation on the bases then when lead runner is not more than half way all runners must return to previous base.
29. On a batted ball back to the pitcher within the circle the ball is not dead. The pitcher may make a play on the batter or any base runners.
30. No stealing or leading off. No advancing on pitched past balls or wild pitches.
31. A batter is awarded bases on plays where the ball goes out of play in accordance with baseball rules (that is, the base they are going to plus one).
32. A courtesy runner may be inserted into the game for the catcher when he is batting and reaches a base safely. This is to help speed up games so he is fully dressed and ready at the start of the next inning. The courtesy runner must be the last player to make an out.

Pitching Rules

33. The coach of the team at bat will pitch to his own team, overhand only.

34. The coach pitcher and the player pitcher must reside inside the pitching circle when the coach delivers the pitch.

35. A coach touching a thrown or hit ball, immediately stops play with all runners returning to the base behind them.