



Sandwich Baseball Tournament 8U Rules

General Rules and Field Dimensions

The Tournament rules are based on the Little League rulebook except in the case of the Sandwich Baseball Association "local rules" outlined in this booklet. In the case of a rules conflict, the Sandwich Baseball Association "local rule" will be considered the governing rule.

- 1 – Coach Pitch
- 2 – Base Length: 60 feet
- 3 – Game length: Six Innings, no new inning can start after one hour and 45 minutes (excludes championship)
- 4 – If a game is cancelled due to weather or darkness, it shall be considered a complete game after three innings (2-1/2 innings if the home team is ahead)
- 5 – Large-Lead Rule: 10 runs after four innings (or 3-1/2 innings if the home team is leading)
- 7 - Player age as of May 1
- 8 – All pool-play games will start with a coin flip to determine home team with the coach from the team who travels farthest making the call.
- 9 – The game clock will start when the home team takes the field for inning one
- 10 – A minimum of eight players per team are required to begin a game.
- 11 – Pool play games may end in a tie
- 12 – All players must play at least two innings in the field

A – Batting

- 1) Every player shall bat. Each team will use a complete batting order
- 2) A batter who throws the bat will be automatically out
- 3) A player who arrives after the game begins must bat at the bottom of the batting order
- 4) Each batter is allowed seven (7) pitches. Three strikes during an at bat will be called out. A foul ball hit on the final pitch is not considered an out. Following a foul ball on the seventh pitch, the batter will receive another pitch until the player does not swing, swings and misses, or puts the ball into play. If the player does not swing or swings and misses on the eighth (8) pitch, it is considered an out.
- 5) A hit ball which goes under or bounces over the outfield fence shall be declared a ground-rule double.

6) No bunting is allowed.

7) When a batted ball hits the pitcher (coach), the play is considered dead and the batter is awarded first base. All runners will be allowed to advance one base or to the base they were pursuing when this occurs.

8) Each team can score a maximum of five runs in each of the first five innings. Once a team scores five runs, their turn at bat is considered over and they will immediately take the field. In the sixth inning only (and subsequent innings if needed to break a tie), there is no run limit.

9) All bats must conform to the following rules. All bats must be:

- USSSA 1.15 BPF stamped, 2 3/4" diameter or less, no weight restrictions
- USA Baseball (no weight or barrel restrictions)
- BBCOR
- Wood
- No bat may be longer than 33"

B. Fielding

1) A maximum of 10 defensive players will be on the field, six on the infield and four in the outfield.

2) One coach is allowed on the field while their team is on defense

3) Pitchers must throw overhand from the pitching rubber but may throw from their knees or feet

4) No player will be positioned closer to home than the pitcher.

5) The player playing the position of pitcher must be within the six-foot circle which surrounds the pitching rubber prior to each pitch. It is also recommended that pitchers wear a protective face mask, but not required.

7) A player MUST be wearing a cup to play catcher, no exceptions.

8) There will be no foul-tip outs caught by the catcher unless the ball is hit higher than the batter's head and the catcher catches the ball.

C. Base Running

1) There are no lead-offs.

2) When the ball is possessed in the infield, runners may only advance if they are already half way to the next base. If they are not half way and the ball is possessed on the infield they must go back to the previous base.

3) The Infield Fly Rule does not apply.

4) A runner hit by a batted ball in fair territory is out and the play is considered dead. Remaining runners may advance to the base they were pursuing if they are already half way to the base.

- 5) If the base runner collides with a fielder attempting to make a putout, the runner will be called out.
- 6) Fielders may not obstruct base runners by standing on a base or by standing in the base line when the ball is not being thrown to them for a play. Fielder obstruction will result in the runner being awarded the base he was pursuing.
- 7) Base runners must slide to avoid contact.