



2020 Shaler Area “Modified-8U” Tournament Rules

September 17-20, 2020 --- Kiwanis Park, Glenshaw, PA 15116

COVID-19 Safety

1. **SOCIAL DISTANCING** – All players, coaches, staff and fans are strongly urged to maintain adequate social distancing of six (6) to eight (8) feet from each other around all fields and facilities.
2. **PPE/MASKS** – Anyone not able to maintain adequate social distancing must wear a mask or face covering over the mouth and nose. This includes pitching coaches and base coaches who may find themselves within proximity of opposing team players.
3. **SYMPTOMS** – Anyone experiencing a fever exceeding 99 degrees F and/or any other flu-like symptoms, or who has experienced these symptoms within 14 days of Sept 17 is encouraged to stay home and not participate in this event unless they have been quarantined or at least 14 days without recurring symptoms.
4. **TEAM SAFETY PERIMETERS** – Only players and coaches are allowed to be in the dugout and in the fenced in area around the backstop, home plate and along the baselines up to 1st and 3rd bases. Spectators are permitted to be along the sidelines at and beyond 1st and 3rd bases, and around the outfield fence.

Rosters & Player Eligibility

5. **ROSTERS DUE** – All team rosters must be submitted prior to the first game to avoid forfeiture. Rosters must include a player’s full name, birth date and uniform number. Rosters can be emailed to crawmk@yahoo.com. Please call Mike Crawford at 412-951-5007 with questions.
6. **ROSTER LIMIT** – Teams may have up to 13 players on their roster.
7. **AGE LIMIT** – Players must be 8 years old or younger on April 30, 2020 for the 8U tournament.

8. PROOF OF AGE – Managers must carry a copy of their players' birth certificates at all times. In the event of an inquiry, failure to show proof of age will result in a forfeit of all games played.

Tournament Format

9. GAMES – Each team will play a total of three (3) seeding games. All teams will participate in the Semifinal playoff games. Each team is guaranteed five (5) games throughout the duration of the tournament, as long as weather permits, including a 1st Place Championship Game and a 3rd Place Bronze Game.
10. AWARDS – Trophies will be awarded for 1st/2nd/3rd Places.
11. TIEBREAKERS – When more than one team finishes with the same record in pool play games, the following tiebreakers will be used to determine seeding order:
- Overall Record/Win Percentage
 - Head to head (*the head to head tiebreaker does not apply if more than two teams have the same record and each team has not played one another; or if three teams are tied and they have won and lost a game against each other*)
 - Total Runs Allowed
 - Run Differential (*maximum of 10 per game*)
 - Coin Toss
12. HOME vs AWAY – For all Pool Play games, the home team will be determined by a coin toss. For all Bracket Round and Championship/Bronze games the home team will be the higher-ranked seed.
13. WEATHER/RAIN DATES – The schedule and format are subject to change in the event of inclement weather. In the event of inclement weather, the tournament director will contact the team managers as soon as possible regarding game status. In the event of a rain delay, please do not take your team home until official notification from the Tournament Director or another league representative. Additional rain dates are reserved on Saturday, September 19 and Sunday, September 20. The Tournament Director will inform all head coaches of any schedule, time, and/or field changes as early as possible.
14. ARRIVAL/GAME TIME – Teams are required to be at the field and prepared to play fifteen (30) minutes prior to their scheduled game time. If there are fewer than nine (9) players at the field and ready to play at the scheduled start of the game, within a 5 minutes grace period (i.e., 6:05 PM), the team will forfeit. A forfeit score of 10-0 will be assumed.

15. COMPLETION DATE – The tournament is scheduled to be completed on Sunday, September 20. However, the tournament may be extended to Monday or even Tuesday based on the weather.

Game Play

16. INFIELD HITS – A runner can only advance one base on a ball that is hit and ultimately controlled by an infielder in the infield dirt. Possession does not need to be established to stop the runners on infield hits.
17. OVERTHROWS BY INFIELERS TO 1ST BASE – Overthrows by infielders to 1st base immediately after a batted ball are declared dead. There is no additional advancement of any baserunner.
18. OVERTHROWS BY INFIELERS TO ANY OTHER BASE – Overthrows by infielders to any other base are considered live and runners may advance at their own risk (maximum of one base).
19. OUTFIELD HITS WITH INFIELD POSSESSION – On a ball hit into the outfield grass, runners may advance at their own risk until infield possession is established by an infielder with two (2) feet in the infield dirt. Once the infielder has possession with two (2) feet in the dirt, he/she may attempt to throw out a runner and no additional bases will be awarded on an overthrow, even if the ball goes out of play.
20. OVERTHROWS BY OUTFIELDERS DIRECT TO ANY BASE – Overthrows from the outfield to ANY base, including first, will be considered a live ball and players can advance at their own risk until the defense establishes infield possession. The ball has to be controlled by an infielder in FAIR TERRITORY with two (2) feet in the infield to be considered infield possession. If an overthrow from the outfield goes out of play, the runners will get the base they were running to if off-base, plus one additional base. If the runner was standing on a base and a ball gets thrown out of play from the outfield, they will only advance to the next base.
21. RUNNER ADVANCEMENT – Runners may advance at their own risk. If the runner has advanced past (has physically departed) the base prior to infield possession, he/she is awarded the next base if they can attain it safely. There will be NO midway chalk lines. If the runner has not advanced past (has not physically departed) the base prior to infield possession, and the runner attains the next base safely, the runner will be sent back to the prior base AFTER the play has concluded. If the runner is thrown/tagged out, regardless of when the runner advanced past the base relative to infield possession, the runner is out.

22. RUNNER ADVANCEMENT ON INFIELD HITS – On a ground ball to the infield where control is established immediately, a runner has the ability to advance to the next base if there is a “baseball play” attempted (as an example, runner on second and ground ball to shortstop, the runner on second can attempt to run to third base once a throw is made by the shortstop). The runner on second does NOT need to have both feet off the base prior to the throw, as long as he/she begins running to third immediately after the throw to first base is made.
23. OUTFIELDERS POSITIONING – Outfielders must be at least fifteen (15) feet into the grass outfield prior to each play.
24. FIELDING POSITIONS – There will be a maximum of ten (10) players in the field, which will consist of four (4) outfielders (LF/LC/RC/RF; no rovers).
25. BATTING LINEUPS – Every rostered player that shows up for a game must be included in the batting order. If a player arrives late he/she may be inserted into the end of the batting order. No player may be added to the order after the team has batted all the way through the order one time. If a player is in the lineup, but is unable to bat, or is not present, the batter will be recorded as an out.
26. INJURED PLAYERS – Injured players can be skipped in the batting order and they will not be recorded as an out. If the injured player feels better later in the game, he/she can re-enter the game and go back into the batting order. **This needs to be addressed with both teams and the Tournament Director prior to doing so. THIS MUST BE DECIDED AND CONVEYED AT THE TOP OF AN INNING PRIOR TO THE START OF THE INNING.**
27. PINCH RUNNERS IN THE EVENT OF INJURY – If a player is injured in the course of a play while running the bases, and AFTER the play has concluded they cannot continue to run, the team may substitute the player who made the last batted out to run in place of the injured player.
28. MODIFIED PLAYER-PITCHING – Batters will be given a maximum of seven (7) pitches by the opposing team’s player pitcher and their own team’s pitching coach combined. The batter will receive pitches first from the opposing team’s player pitcher up to three (3) strikes (batter out), or four (4) balls, whichever occurs first. If the batter is walked with four (4) balls, the team’s pitching coach will complete the at bat by pitching the remaining 1, 2 or 3 pitches to a maximum of seven (7). For example, if a batter is walked with a 4-0 count, the team’s pitching coach will pitch the remaining 3 pitches. If the batter is walked with a 4-2 count, the batter will receive only one final pitch from the team’s pitching coach.

The batter will be declared out if he/she does not successfully reach base safely after seven (7) pitches, or if the batter is out after three (3) strikes, whichever comes first. The batter may not be declared out after three (3) strikes or seven (7) pitches if the third strike or seventh pitch is a foul ball, unless that foul ball is caught in the air by any fielder including the catcher.

29. PITCHING LIMITS – Player pitchers are limited to pitch no more than two (2) innings within one game. There are no day or game limits since the tournament spans only 4 days. Player pitchers may be changed after one or two innings, and also may be changed mid-inning as necessary by the team manager.
30. FOUL TIPS ON 3RD STRIKE – If strike three is a foul tip that is caught and secured by the catcher, the batter will be called out.
31. PITCHERS MOUND – The player pitcher and the pitching coach will be required to start each pitch from forty-six (46) feet from home plate. There will be no pitching circle. All pitches from the team pitching coach must be overhand to the batter. Player pitchers must begin with at least one foot touching the pitcher’s rubber when pitching, or must be no closer to home plate than the pitching coach when not pitching.
32. PITCHING COACH/DEAD BALL – The pitching coach may not interfere with any ball in play. It is encouraged for the pitching coach to get out of the way as soon as possible after the ball is hit. If a batted ball strikes the pitching coach, it will be an immediate dead ball “do-over” and there will be no pitch charged to the batter for pitch count.
33. INFIELD FLY – There is NO infield fly rule.
34. BUNTING – Bunting is not permitted. If a player purposely bunts by “squaring around” to the pitch before the pitch arrives at the plate, the batter will be out.
35. LEADING/STEALING BASES – Leading from an occupied base and stealing bases are not permitted. Players must remain in contact with an occupied base until the batter has made contact with the ball or the ball has crossed home plate. There will be one (1) warning per team for leaving the base early. After the first warning, the runner will be out if he/she leaves the base prior to the ball crossing home plate. If the runner was forcing a lead runner ahead, the lead runner will no longer be forced if the trailing runner is called out for leaving a base early. This will not apply if a runner simply flinches on a swing and a miss and will be enforced at the umpires discretion.

36. OFFICAL GAMES DUE TO WEATHER – All games (except the Championship Game) ended under adverse weather conditions will be declared official if at least four (4) full innings have been played. (3 ½ innings if the home team is leading). The game may be delayed and resumed if it will not interfere with the start time of the next game. Once it is determined by the tournament director that resuming the game will impact the start of the next game, the game will be made official. If a pool play game is ended prior to four (4) full innings being played, we will attempt to resume the game at a later time if the tournament schedule allows. If we are unable to resume and complete at least four (4) full innings, it will be declared a 0-0 tie for pool play and seeding purposes. Elimination bracket games will be resumed and completed if four (4) full innings or 3 ½ inning with home team leading have not been played.
37. PARTIAL COMPLETE GAME – If a pool play game must be cancelled due to weather and a partial 5th or 6th inning has been played, the final score of the game will revert back to the last complete inning (unless the top of an inning has finished and the home team has the lead). The score will be made official and there will be no attempt to finish the game. In Elimination play, the score will NOT revert if we are partway through an inning. We will complete the game at a later time. However, if the top of the 5th inning has finished and the home team has the lead, the game will be made official and there will be no attempt to resume. The Championship and Bronze Games will be played to their conclusion.
38. GAME TIME LIMIT – Pool play games will be subject to a time limit of 2 hours; no inning shall start after 2 hours into the game, but innings that were already started will be completed past that mark. While extra innings can be played in pool play games if the time limit has not been reached, these games can end in a tie if the time limit is reached prior to the start of an inning. Elimination games will continue regardless if the game is tied after the time limit. There is no time limit in effect for the Championship and Bronze Games.
39. MERCY RULE – There will be a fifteen (15) run rule applied after four (4) full innings – a home team with a fifteen (15) run lead after 3 ½ innings need not bat. There will be a ten (10) run rule applied after five (5) full innings – a home team with the ten (10) run lead after 4 ½ innings need not bat. This rule does not apply to the Championship and Bronze Games, as those both will be played to their conclusion.
40. RUN LIMIT PER INNING – A maximum of five (5) runs will be allowed per inning per team for the first five (5) innings. There is no continuation. In the final inning and all extra innings, there is no limit on runs scored.
41. APPEALING PLAYS – Only the team manager can ask the ruling umpire for an appeal. The umpire's ruling is final. Assistant coaches and parents should NOT under any

circumstances be arguing calls or rules with the umpire or opposing coaches. If an assistant coach has a question, he/she should present it to his team manager. The ruling will be discussed between the 2 team managers and the umpire ONLY. The tournament director will be available to help with any rules questions.

42. OFFICIAL SCOREBOOK – The home team scorebook will be the scorebook of record. It is the responsibility of the home plate umpire and both scorekeepers to ensure both scorebooks match at the completion of each ½ inning.
43. BAT THROWING – There will be one (1) warning per team for throwing the bat. After the first warning, the batter, and any subsequent batters from the same team, will be out if he/she throws the bat.
44. SLIDING – No mandatory sliding rule will apply, HOWEVER the player must try and avoid contact if at all possible. If a player does not slide and it is deemed by the umpire that he/she interfered with the play at the base, he/she will be ruled out.

Equipment

45. LEGAL BATS – **USA Stamped Bats ONLY are permitted.** The first violation will be an automatic out. A second violation will be forfeit of the game regardless of inning or score. Third violation will be disqualification from the tournament and all games forfeited with a 10-0 score for the opposing teams. These 1-2-3 violations apply to the course of the entire tournament, not each individual game. **Remove all non-USA bats from dugouts and bat bags in advance. Do not let this happen – THERE WILL BE NO EXCEPTIONS!**
46. UNIFORMS – Full baseball uniforms are required. No metal spikes allowed.

Courtesy

47. SPORTSMANSHIP & CONDUCT – Fair play and good sportsmanship are demanded throughout the duration of the tournament from all persons involved – coaches, players, fans, staff, umpires, etc. The team manager is responsible for the conduct of his team's coaches, players and fans. Inappropriate behavior is not permitted by managers, coaches, players, nor spectators. The tournament director and umpire both have the authority to call a forfeiture of a game, ban an offender from the game or tournament, or take other actions.