

## **8U-12U Tournament Rules**

### **Refund Policy**

Any team that cancels its registration less than 30 days prior to the tournament start date will give up their entire entry fee.

- Full refund if no games are played due to weather.
- 1/2 returned if only one game is played due to weather.
- No refund after two games.

GVAA reserves the right to change the tournament format based on weather or other conditions. There will be no refund of entry fees due to changes in the tournament format.

### **Player Age**

- Age cutoff for all divisions is as of April 30 of the current year.
- Copies of birth certificates must accompany team rosters for each player and kept by the coaches. We will not collect the birth certificates.

### **Time Limits and Innings**

8U thru 12U games are designed to go 6 innings, however, no new inning may begin after 1 hour 40 minutes from the start time. The drop-dead time is at 1 hour 55 minutes (time kept by the umpire). Game is official if losing team has batted 4 times. If the drop-dead time is reached and the home team is ahead the game ends with that score recorded as final. If the drop-dead time is reached, and the home team is behind, the game ends with the last completed inning as the final score. If the game is tied after 6 innings AND the time limit has not been reached the game may continue into extra inning(s). However, after playing extra inning(s), if the time limit has been reached, and the game is still tied, no new inning may be started, and the game shall end in a tie. Exception Play In & Championship game – must end with a winner.

### **Playing Rules**

8U, 9U, and 10U: 46/60; 11U-12U: 50/70

Play shall be in accordance with current Cal Ripken/Babe Ruth Tournament Rules with the following changes: Metal cleats not permitted for ages 8-12u. 13u and up they are permitted except on GVAA Babe Ruth turf field. This rule will be strictly enforced by tournament umpires.

### **APPLIES TO 8U KID PITCH ONLY**

- 5 runs per 1/2 inning, unlimited 6th inning (Must be declared by the umpire prior to the start of the inning).
- Runner may **NOT** advance home on wild pitch/passed ball. (Runners may only advance from third on a batted ball, hit by pitch, or bases loaded walk only).
- Stealing is permitted other than home (NO stealing of home). Should an attempted throw from the catcher go into the outfield, the baserunner is permitted to advance to third base however,

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this is a live play and the defense is permitted to make a play in an attempt to create an out. The runner may not advance home on a second errant throw.

- Bunting is allowed at 8A or 8B (NO FAKE BUNTING).
- Pitcher can pitch 2 innings per game max (must be consecutive innings).
- No dropped third strike (catcher does not have to catch a third strike to record the out).
- NO INFIELD FLY.

### **Pitching Restrictions**

A pitcher may not pitch more than six innings in any two consecutive games 6-0-6. i.e Example: Donny Baseball pitches 4 innings in game 1, he may pitch no more than 2 innings in game 2. Donny Baseball can return for game 3. Should Donny Baseball pitch 6 innings in game 1, he would not be eligible to pitch in game 2. FAILURE TO COMPLY WILL RESULT IN A FORFEIT.

Exception: 8U pitchers can pitch no more than 2 innings per game. If a pitcher throws just one pitch in an inning, that is considered an official inning. TEAMS ARE ENCOURAGED TO TRACK THEIR OPPONENTS PITCHERS.

### **Mound Visits**

The pitcher must be removed on the second mound visit in an inning for all age groups.

### **Batting Order**

No maximum player restriction to length of lineup. Teams must bat universal. Meaning every kid bats (all your kids). You cannot sub a kid in and out of lineup for 8u through 12u. Players arriving late may be added to the end of the lineup. This must be discussed during ground rules.

### **Defensive Substitution**

Once a pitcher is removed from the position, he/she is not allowed to return to the game as a pitcher. They may return defensively anywhere else on the field. A pitcher's innings must be consecutive. Defensive substitutions and a courtesy runner are the exception.

### **Courtesy Runner**

A courtesy runner may be used for the catcher with two outs. The courtesy runner will be the player who made the last out.

### **10- Run Mercy Rule**

The 10-run rule takes effect in the fourth inning. If the losing team is losing by ten or more runs after their at bats in the fourth inning the game is over.

### **Over Throw Definition**

Should an errant throw go past a fielder and stay within playable territory, the ball is live and runners are free to advance at will. Example, player rounding second may score on a ball thrown from a position in the infield over another player's head (i.e., throw to first). AN OVERTHROW IS A BALL THAT GOES "OUT OF PLAY" AS DISCUSSED IN THE GROUND RULES.

### **Bat Restrictions**

The bat may not exceed 34" in length, and the bat barrel may not exceed 2 5/8" in diameter. All bats must be certified USA Approved. No other bats will be allowed. Anyone using an illegal bat and reaches base will be recorded as an out, second altercation results in team forfeit. A player may use a wood bat if they choose to do so.

### **Game Start Times**

Games will start at their scheduled times or 10 minutes after the game in front ends if later than the scheduled starting time.

### **Intentional Delaying of Game**

Any attempt to intentionally delay a game by the coach or players may result in a forfeit. It is at the discretion of the Tournament Director to make the determination. The opposing coach may file a protest during or immediately after the game to the Tournament Director for consideration. Examples of intentional delays include but are not limited to: excessive pick off attempts, switching multiple pitchers or catchers in any one given inning, delaying time in between innings. If umpire deems delay of game is intentional, he can add additional time on clock for the delay time.

### **Format**

Tiebreakers, in order, are as follows:

1. Overall record (winning percentage)
2. Head-to-Head
3. Least runs allowed
4. Total Net Run Differential
5. Most Runs Scored
6. Coin Flip

The home and visiting teams, including in championship games, will be determined before each game by a coin flip. The only exception will be the first game played by GVAA they will be the home team for that game, all other games will be determined by coin flip.

\*Depending upon the number of teams in a division it is possible for some teams to play 4 games. Teams that play a fourth game it will not count towards their win percentage only the first 3 games will count. When determining winning percentage, a tie shall count as ½ of a win. For example, a 2-0-1 record is better than a 2-1 record.

### **Code of Conduct**

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Any player or coach ejected from a game will NOT be allowed to play/coach in the next game and must relocate themselves to the outfield away from the game. No further interference will be tolerated. If the same player/coach is ejected twice he/she will not be permitted to play/coach/spectate for the remainder of the tournament and must leave the premises. Failure to do so will result in a team forfeiture. Any parent ejected from a game will not be permitted to return and must vacate the premises for the remainder of the tournament. While we do not anticipate any issues, the police will be called for continued misconduct, threats or excessive behavior that takes place on any of the properties.

Any team or their supporters that initiate, causes, or continue any problems will cause that team to be expelled from the tournament without refund of the entrance fee.