8U Coach Pitch~ Tourney Guidelines Contacts:

Tournament Director: Philana 505-486-1171 UIC: Albie 505-402-5156

Division Designation

8 years of age- Players cannot turn 9 years old prior to May 1st of the league year.

Time limits/Length of Play

- 1 hour 15 min. The length of the game may also be determined by run rule or in the event that 6 innings of play have been completed.
- No new inning will start with five or less minutes on the clock.
- Finish the inning. If the home team is ahead and up to bat, the game will be called when the time expires.

Mercy Rule

• 12 after 3, 10 after 4, 8 after 5

Zero Tolerance

There will be a zero tolerance for fans or coaches yelling at umpires or tournament officials. The umpire
will eject the manager/coaches from the game for misconduct. It is the coaches/managers' job to control
their fans. Should this become an issue with a team's fans or coaches the umpire in chief will notify the
Tournament Director and UIC. Anyone ejected from a game will be subject to a minimum of a one game
suspension, if not for the entirety of the tournament Equipment

Equipment

• Bats: Bats will be of good quality and should bear a USA bat or USSA official 1.15 stamp. The bat length to weight can be -10, -8, -5, -3 BBCOR or one wood/composite wood stick. Bats can be one- or two-piece construction.

General

- Home/Visitor team designation
 - o Pool coin flip & Bracket higher seed unless equal seeding then coin flip.
- Scorekeeper provided- Lineup must be turned in 15 minutes before game time and include player first/last name and jersey number.
- Game Balls provided.
- Inclement weather- In the event of inclement weather, the tournament director and/or UIC have the authority to speed up the game in order to finish.
- Participation Rule/ Line Up/Game Roster/Substitutions
 - Teams must have 9 players to start a game. They may finish a game with 8 players due to injury or illness. An out will be recorded in the lineup for the injured/ill player.
 - All team members shall bat in the order submitted to the official scorekeeper. All team members present for games shall be placed on the lineup.
 - Each team will have their line up in to the other team and score keeper 15 minutes prior to game time.
 - Substitutions are allowed only at the half inning unless there is an injury.
- An inning will be constituted by 3 outs or 7 runs, whichever is first.
- Speed of Play- Coaches should make every effort to speed up play whenever possible. This means the
 teams should be taking the field quickly. Umpires will also carry ball bags to ensure faster speed of play on
 a passed ball or if a wild pitch is thrown with no runners on first and second. Note: Courtesy runner for
 catchers is allowed with 1 or more outs
- Music: Is permitted, BUT don't abuse it! Must be clean and at a decent level! It cannot cause interference
 with umpire and coach communications. ZERO Tolerance, if we must warn you, you will not be able to play
 music for the remainder of the tournament. Questions regarding this rule contact the tournament director
 directly at 505-486-1171 (Philana)

Game

Batting:

- The batter will receive (5) pitches or (3) swinging strikes, whichever occurs first. Each pitch will count as one of the (5) even if the batter does not swing. If the (5) pitch is hit foul the batter will remain at bat as long as they continue to foul off pitches.
- NO base on balls (Walks) awarded (even if hit by a pitch)
- No bunting
- Infield Fly Rule will be in effect. Players may advance on a dropped infield fly at their own accord. If the ball is caught, runners must tag up prior to advancing.
- If the ball is hit to the outfield and no infielders field the ball, errors omitted, the runner may attempt 2 bases.

Base Running:

- Play is dead if the ball that is overthrown leaves the playing field, enters a dugout, or another player not
 currently involved in the play interferes with play. Each runner shall advance one base beyond the base
 earned prior to stopping the play. It is at the umpire's discretion to the base earned prior to the stoppage
 of the play.
- Lead offs are not permitted.
- No base stealing allowed. If a runner tries to advance before the ball reaches home plate, the following rules apply:
 - o If he arrives safe, he is returned to the original base.
 - o If he is tagged before he arrives at the base, the runner is out.
 - o If at the same time the batter hits a fair ball, the runner is awarded with a single.
- No runner may advance from third to home unless he is batted home. The runner on third cannot advance on an overthrow.
- After a missed third strike, the batter cannot advance to first. Note: Please note that when a player hits the ball, all runners can advance and score. If the hit is in the infield, it shall constitute a single, outfield shall constitute a double.
- A foul tip caught by the catcher on the third strike will constitute an out.
- Tagging up after a caught fly ball or a caught foul ball is allowed. After returning to the base, he or she started the play from, the runner may advance after the ball is caught at their own risk one base.
- If returning the runner to the previous base results in two runners occupying that same base the other runner will be returned to his previous base. PLAY IS DEAD.
- Each base runner shall only be allowed 1 base on overthrow with a live ball in play. Note: If a player is attempting to make a play on a batted ball with a runner running to first base and overthrows the base, the runner is only allowed to proceed to second base. Should an additional overthrow occur that runner is not allowed to advance an additional base.

Coaches:

- Coach pitch only
- The coach must pitch from the pitching rubber.
- The pitching coach must make an effort to avoid interfering with the play. If a coach interferes
 unintentionally with the batted ball and/or defensive play, the ball will be declared dead, and the pitch
 replayed. If a coach interferes intentionally, the lead runner is out, and the play is replayed. If there are no
 runners, the batter is out.
- Additional Coaches: a. In addition to base coaches, only a coach in the pitcher's circle is allowed on the field of play. The coach pitcher must deliver the pitch with one foot in contact with the pitching plate. The pitching coach/machine pitch coach may only coach the batter prior to the pitch. He/she may not coach the batter-runner at ANY time. All remaining coaches are to remain in the dugout.