

8<sup>th</sup> Annual  
**Caldecott Cup**  
**8U Tournament Rules**

**General Information**

1. All teams are required to submit a player roster and waiver to tournament director prior to the tournament. Roster should include each player's uniform number. Only players on the roster will be eligible to play in the tournament.
2. Team managers must carry proof of age of players (i.e., copy of birth certificate or passport) and insurance. Both may be checked if there is a challenge from a team or if requested by tournament director.
3. Tournament is pool play format (three-game minimum) with a Championship Game for the top two seeded teams on Sunday.
4. Tie-breaker rules to determine final seeding following pool play are as follows:
  - a. Head to head record (if three teams are tied, any team that has defeated the other two is the top seed, and the remaining two teams that are tied will go through these tie breaker rules, i.e., head to head, fewest runs allowed, etc. If no team has defeated the other two, then proceed to next tie-breaker rule.)
  - b. Fewest runs allowed
  - c. Run differential
  - d. Coin toss
5. Bats: **USA stamped, maximum 2 5/8 barrel bat sizes are allowed.** If an illegal bat is noticed, the umpire shall remove it from the game. If an illegal

bat is used and a ball is put in play, the batter shall be declared out; runners may not advance.

6. There is to be no food, drinks (other than water bottles), personal BBQ's, gum, seeds or other food items in the dugouts before, during or after the game. Our event permit requires us to strictly adhere to this and other rules and to keep the park clean.
7. No amplified music or noisemakers are allowed.
8. No dogs allowed.
9. Alcohol is prohibited. Smoking and use of tobacco products is not permitted.

## General Rules

1. Games will be scheduled for six (6) innings. The time limit for each game shall be one hour and thirty (1:30) minutes. No new inning may start after the time limit. The exception will be in the event of a tie score. In all extra-inning games, the international rule will be in effect (the last player to complete an at-bat in the previous inning will be placed on second base to start the extra inning) until one team is declared the winner. (Note: The time limit does not apply to the Championship Game.)
2. Ten (10) players are allowed on the field for defense, including four outfielders. The rover position is not permitted. All outfielders must be positioned in standard four-player outfield positions (i.e., no shifts) on the outfield grass at the time a pitch is delivered. **Free substitution on defense is allowed.**
3. Roster sizes should be a minimum of 9 and a maximum of 15 players. **Teams must bat all players who are present.** The number of batters in the batting order shall be maintained throughout the game.
4. A team may play with eight players (i.e., two outfielders) but will take an automatic out in the ninth position in the batting order each time through the order. If the minimum number of players (eight) is not present at the scheduled game start time, game will be declared a forfeit. If the number of players falls below eight during a game, the game will be a forfeit.
5. Each team's starting lineup, as well as substitutes, along with all uniform numbers, must be presented to the opposing manager and/or scorekeeper 15 minutes before game time.

6. The home team will be the team that wins the coin toss prior to the game. In the Championship Game, the higher seed will be the home team.
7. For Saturday games, the third base dugout will be used by the team that has traveled from a greater distance, among the two teams playing, to attend the tournament. For Sunday games, the third base dugout will be used by the team that has traveled from a shorter distance, among the two teams playing, to attend the tournament. In the Championship Game, the home team (higher seed) will select its dugout.
8. Teams will have a 30-minute period during which to warm up. Each team will have a maximum of 10 minutes to take infield (if time permits).
9. A maximum of four adult coaches will be allowed for each team in the dugout.
10. Ground rules will be discussed prior to the game with the umpires. Only the head coach may go onto the field in the event it becomes necessary to discuss an umpire's call with the umpire.
11. Coaches are not allowed on field of play to coach the defense.
12. Any player, coach, manager or spectator who acts in an unsportsmanlike manner will be warned once by the umpire or tournament official. The second time, that person will be asked to leave the playing field. If, in the judgment of the umpire or tournament official, the offense is serious enough, that person may be ejected without warning. There will be a zero-tolerance policy regarding abusive, profane or otherwise inappropriate conduct directed toward umpires.
13. Any player, coach, manager or spectator ejected from a game may also be suspended for the remainder of the tournament. This is subject to the discretion of the tournament director.
14. Each manager is responsible for the conduct of their team and its supporters.
15. Home team shall keep the official scorebook.
16. The tournament director will decide protests on the spot. That decision will be final. No game shall be played under protest.

### **Specific Playing Rules**

1. Bases are 60 feet apart. Pitching rubber is approximately 38 feet (second black dot in front of the rubber).

2. All pitches to the batter must be delivered by the coach/pitcher from pitching rubber (black dot) inside the pitching circle. Balls hitting the coach will be declared "dead" and one base will be awarded, the batter/runner and each preceding runner.
3. Catchers must be fully equipped and play in the normal catcher's position.
4. Batters are limited to six pitches. If the ball is not in play or a strikeout occurs before the sixth pitch, the batter will be out. The batter, however, will not be called out if he or she fouls off the sixth (or later) pitch.
5. Bunting is not allowed.
6. No stealing or leading is allowed. A runner may leave a base only after the batter hits the ball. If a runner leaves too soon, play will be called dead and the runner will be called out.
7. Batters or runners may not advance on a dropped third strike.
8. The infield fly rule is not in effect.
9. No more than five runs may be scored in an offensive inning, except in the sixth or last inning, when there is no run limit.
10. Play shall continue until a defensive player has control of the ball with both feet inside of the pitching circle. Runners who have not crossed the marked halfway line at that time will be returned to the previously touched base. Fielding pitcher (pitcher's assistant) must start play with at least one foot inside the circle.
11. Metal cleats are not allowed. (Note: Hampton Field consists of an artificial turf infield and grass outfield.)
12. You can pinch run for the catcher with 2 outs. The runner must be the 2<sup>nd</sup> out of the inning.