



## 7U & 8U All Star Tournament Rules

Teams must have insurance and rosters on file in the NCS system by the posted deadlines.

### Rules for 7U & 8U

1. Official Team Check-In is done once BOTH the Roster and Insurance are completed in the NCS system by the posted deadlines. *(There is no need to bring paper copies to the tournament!)*
2. Each team must provide game balls for each game.
  - a. Minimum of 3 balls per team.
  - b. Any major manufacturer is acceptable (*Wilson, Rawlings, Diamond, etc. Example: Rawlings R200USSSA, or Wilson 1030A, or Wilson WTA1030BUSSSA, etc.*)
3. Length of Game: 1 hour and 15 minute or 6 innings (whichever comes first).
  - a. NO NEW INNING MAY START WITH FIVE (5) MINUTES OR LESS LEFT ON UMPIRES OFFICIAL GAME CLOCK (except for Championship Game).
  - b. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the game is over.
4. Offensive team may score a maximum of 5 runs per half inning.
5. The base path is 60'. The Pitchers Plate is 40'.
6. Run rule in effect:
  - 15 after 3<sup>rd</sup> inning
  - 10 after 4<sup>th</sup> inning
  - 6 after 5<sup>th</sup> inning
7. Bat the Full Roster. (If a rostered player is there {in uniform} they bat in continual order.)
8. Ten (10) players maximum on the field defensively.
  - a. The 4 outfielders must remain in the outfield and cannot play in the infield.
  - b. Rovers or "stacking players" is not allowed.
  - c. If a player is removed by injury, simply compress the lineup, no automatic out.
  - d. If a team starts a game with eight (8) plyers, then an automatic out is assessed each time the 9<sup>th</sup> scheduled batter is due up. (9<sup>th</sup> batter only)
  - e. If a player is removed by ejection, then an automatic out is assessed each time the ejected player is scheduled to bat.

- i. REGARDING EJECTIONS: if a coach is removed by ejection, he is to leave the facility and it is an automatic “plus 1”; meaning ejected for the current game plus the next game. (Coaches, do NOT put yourself in a position to be ejected.)
        - f. Late arriving players go to the end of the lineup if their turn at the plate has already passed.
  9. A team may start with eight (8) players, but cannot finish with less. If the roster drops below eight (8) players, due to either injury or ejection, the game shall be forfeited.
  10. Championship games are also subject to time limit and run rules.
  11. Pool play games may end in a tie. All Bracket play games MUST have a winner
    - a. Texas Tie Breaker rules (bases loaded with 1 out)
      - i. Tie Breaker used in bracket play is the Texas Tie Breaker = Bases Loaded with one (1) out and the three previous batters to the scheduled batter are placed on the bases (*they are placed on the bases as if they had been walked; e.g., if the 4 hole is due up then the leadoff batter would be placed on 3B, the second batter placed on 2B and the third hole placed on 1B*). After the runners are assigned to their bases, ONE (1) OUT is declared, and “Play Ball”. Each team does this until we have a winner.
12. The player pitcher must keep one foot near the pitching circle and must be behind the pitcher’s plate until the ball is hit. PENALTY: First offense warning by umpire; additional offenses the batter shall be awarded an additional pitch or first base in the event the batter hits a fair ball.
13. Batters shall receive 6 pitches or three strikes, whichever comes first. A foul ball (not caught) on the 6<sup>th</sup> pitch, shall be counted. The batter will continue to bat on a 6<sup>th</sup> pitch foul ball until such time that the ball is put into play, or the batter swings and misses. The batter will be declared out on a foul tip that is caught by the catcher for “strike three”. The batter will be declared out on any foul ball that is caught.
14. There will be **NO**: Base on Balls, Base Awards for Hit by Pitch, Infield Fly Rule, Lead-offs, Base Stealing, Slashing, or Bunting.
  - a. Players must take a full swing.
  - b. The bat must strike the ball before the baserunners can leave the base.
15. A batted ball that strikes the coach pitcher shall be considered an immediate “Dead Ball.” That pitch shall count as a foul/dead ball strike.
  - a. If a coach pitcher intentionally interferes with a batted ball, the ball is “Dead” and the batter shall be declared out.
  - b. In either case, no baserunners shall advance.
16. A courtesy runner will be allowed for the catcher. The player eligible as the courtesy runner shall be the last batted out. You may use a courtesy runner for the catcher at any time.
17. The Coach Pitcher must pitch from a standing position and must remain on the pitcher’s plate with one foot in contact with the pitcher’s plate. Once a player hits the baseball, the coach pitcher **MUST LEAVE THE PLAYING FIELD** until play has stopped and time is called. AND MAY NOT COACH THE BASERUNNER(S). PENALTY: First offense = warning by umpire; Second offense = the Coach Pitcher must be replaced.
18. **Stoppage of Play** – The umpire shall declare “TIME” when the following conditions — in his/her mind — have been satisfied: the ball is returned to the infield; the ball is in control of an infielder; the lead runner has stopped running, hesitated, or broken stride. **RUNNERS ARE NOT ALLOWED TO BAIT FIELDERS INTO RUNNING AT THEM OR THROWING BEHIND THEM.**
19. All bats must be labeled with either the USSSA 1.15 BPF stamp or the new USA Baseball stamp. Per our rules, either is acceptable for game use.
20. Pool Play: Coin flip to determine home team for each game. Pool games can end in a tie.
  - a. Coin Flip may be replaced with “Rock/Paper/Scissors” at plate meeting.
21. Bracket Play: Home team is higher seed.
22. Dugouts are first come, first serve.
  - a. Home team will be the official scorekeeper.
  - b. Visiting team works the scoreboard.
23. Games may start up to 15 minutes early if the previous game is done and coaches and umpires are ready.
24. No HEAD FIRST slides at Home Plate. If a player attempts a HEAD FIRST SLIDE to home plate during a play at

home plate, the runner shall be called out.

25. No defensive coaches are permitted on the field at any time; furthermore, defensive coaches must remain in the dugout area.

- a. If the umpires deem the defensive coaches as interfering with the game, they can confine the defensive coaches inside the dugout.

26. **SPECIAL NOTES:**

- a. Coaches shall confine themselves to the dugout area (this is the area immediately in front of the dugouts). The exceptions are of course the First Base Coach and Third Base Coach, and Coach Pitcher.
  - i. ROAMING UP AND DOWN THE FOUL LINES IS NOT ALLOWED (neither by offense or defense).
- b. **SPORTSMANSHIP.** Coaches are responsible for the conduct of their coaching staff, their players, and their parents/relatives/fans. Unsportsmanlike conduct is NOT allowed. The umpire shall give one warning for unsportsmanlike conduct. After one warning, the offending coach, player, fan shall be ejected. (As a reminder, ejections are PLUS one, and if involving an adult, the adult must leave the facility.) All ejections are immediately reported to the TD and UIC.
- c. Coaches & Umpires. We have two Umpires and two Head Coaches on each field. If any issue arises where the Head Coach and Umpires need to talk, then it's ONLY the Head Coach and the Umpires. Assistant Coaches are NOT to interact with the umpires.

27. Follow all other [National Federation High School](#) rules.

<h2>Game Details</h2>	
<b>Roster</b>	<ul style="list-style-type: none"><li>• All Rosters are submitted online are locked at the roster cutoff date.</li><li>• Only rostered players may participate in game play.</li></ul>
<b>Pitching</b>	<ul style="list-style-type: none"><li>• A batter shall be declared out after 3 strikes (swing/miss, or foul-tip ball caught on 3rd strike) or 6 pitches, whichever comes first. If the batter fouls off the 6th pitch, the batter will continue to receive pitches until there is a swing and a miss or the ball is put into fair territory or a foul ball is caught, or a foul tip is caught.</li><li>• The player pitcher will take his position to the left or right of the coach pitcher and must keep one foot in the dirt portion of the mound until the ball is hit. The defensive player may not be positioned in front of or behind the coach pitcher.</li><li>• The Home Association determines what protective gear the player pitcher is required to wear. I.E., a chest protector, or face protection, etc.</li></ul>
<b>Coach Pitcher</b>	<ul style="list-style-type: none"><li>• Must pitch from the pitching rubber and keep one foot in contact with the rubber until the ball is thrown. Must pitch from a standing position, and must throw overhand.</li><li>• May not coach the players at any time while performing his coach pitcher responsibilities, including coaching of the player at bat and coaching while play is in progress.</li><li>• Must leave the field of play immediately after the ball is batted. The coach pitcher must remain in foul territory on either the first base or third base side until the play is over. The coach pitcher may not be behind the plate in foul territory.</li><li>• Anyone who intentionally interferes with the fielding or throwing of a ball in fair or foul territory, shall be called for interference and the batter will be called out.</li></ul>

<p style="text-align: center;"><b>A Batted Ball</b></p>	<ul style="list-style-type: none"> <li>• A batted ball that strikes the coach pitcher is an immediate dead ball and is treated as a foul ball (strike) and as a counted pitch for the batter.</li> <li>• A ball that strikes the coach pitcher and is the final allowed pitch to the batter: If the umpire determines that the coach pitcher could have gotten out of the way, the batter is out. If the umpire determines that the coach pitcher could not have gotten out of the way, it is an immediate dead ball, and the batter shall be treated as a foul ball and the batter shall receive another pitch.</li> <li>• A ball that settles in fair territory is considered a fair ball. No need for ball to reach grass.</li> </ul>
<p style="text-align: center;"><b>Game Play</b></p>	<ul style="list-style-type: none"> <li>• On overthrows, baserunners may advance at their own risk.</li> <li>• Play stops when ball crosses base path on throw-ins from the outfield and is in control of the defense. <u>Defense must control the lead runner.</u> At this point, the umpire shall call TIME. Trailing runners may not advance when the lead runner has broken full stride.</li> <li>• Play stoppage is at umpire's discretion and is <b>not</b> subject to appeal.</li> <li>• Obstruction: Fielders, when not in motion to field the ball, shall not block the base paths or base. Any runner interfered with while running shall be awarded the next base, if determined by the umpire, that he would have safely obtained that base had the obstruction not occurred.</li> <li>• Base Runners shall not leave the base before the ball is hit in play. Coach can appeal to the home plate umpire after a pitch, who upon seeing a base runner not on the base, can call him out.</li> <li>• Outfielders must be no closer than the edge of the grass. In the event there is no dirt infield then umpires will decide the separation distance of infields and outfielders.</li> <li>• Any offensive player outside the dugout, must wear a helmet. This includes: batters, baserunners, on-deck batters, bat boys, etc.</li> </ul>
<p style="text-align: center;"><b>Additional Resources</b></p>	<ul style="list-style-type: none"> <li>• Unless specified here, all other rules shall follow <a href="#">National Federation High School</a> rules.</li> </ul>