



Valley Christians Patriot Games
8 Year Olds and Younger DIVISION RULES
Updated 6/7/18

Tournament play will be in accordance with official playing rules section of the Official Rules and Regulations of Pony League with the following exceptions:

The Tournament reserves the right to disqualify any player, coach, manager, and/or team deemed to be a detriment to the tournament. **NO ALCOHOLIC BEVERAGES** are permitted.

_____ **1) TEAM ROSTER** _____

- a) Teams may consist of up to (14) players, (1) manager, and (2) adult coaches.
- b) Official team rosters must be presented to the Tournament Director prior to the first game. Only players on this roster are eligible to play/participate in any game of the tournament.
- c) Changes to the roster can only be made with the Tournament Directors approval.
- d) **All** players on the roster may be league age eight (8).

_____ **2) PLAYER ELIGIBILITY** _____

- a) Any player who was not the age of nine (9) before August 31, 2018, shall be eligible to compete.

_____ **3) PLAYER VERIFICATION** _____

At checkin, A team official must show valid insurance and be registered online in at vcaa.org, and has a tax identification number. Birth certificates will be required if any player's age is challenged. All proof must be provided to a tournament official **before the next game**. Violation of this rule is grounds for forfeiture and/or disqualification.

_____ **4) GAME FORMAT** _____

- a) Games are conducted on a pool play basis with ALL teams advancing to single elimination.
- b) Multiple games per day for each team are scheduled throughout the tournament.
- c) The starting time will be adhered to, and in some cases, games may begin early. Because of this, teams should arrive one hour before the scheduled starting time.
- d) Ten (10) minutes after the scheduled starting time for the game, a team will forfeit if they are not ready to begin the game. A forfeit score will be the average pool score.

—————**Game Format continues 8 year olds and under division**—————

- e) A flip of the coin will be made by a tournament official prior to the start of the game, and will be made in the presence of a representative (does not have to be the manager) from both teams before each game to determine the home team. During single elimination, best seed will have choice. Home dug-outs are on the FIRST BASE side (matching the score-board).
- f) First THREE innings will be limited to a maximum of 5 runs. Limitless runs in the last 3 innings.
- g) Games in the 8u Division will be limited to whichever comes first; six (6) innings, or the first completed inning after the 1 hour and 40 minutes of play. Games can end in TIES during pool play. If time remains and if tied after six completed innings, all additional innings will be played by using the California Tie-Breaker method (all innings will begin with the player who recorded the last out of the previous inning as the runner on second base). No California Tie-Breaker during championship games.
NOTE: If the game is shortened by any reason, an official game is four complete innings, or three and one half (3 1/2) innings if the home team is ahead. In the event of a shortened game and the game is tied at the end of the last completed inning, the team with the most runners left on base for the entire game will be declared the winner.
- h) If THREE innings or more have been played, and a team has a 10 run lead, the game will be called and considered a completed game (2 1/2 innings if the home team is ahead). Home team will bat if behind. **ANY TIME** after three innings have been played, and a team has a 15 run lead, the game will be called **immediately** (the home team might not get their final turn at bat).
- i) Teams must have nine players to start a game (forfeited score is the pool average). Any time after the start of the game, the game will continue even if a team is down to only eight players (an automatic out will be recorded when this player comes to bat for the first time after leaving the game). If the game has started and a team is unable to field eight players, the game will end and the official score will be the current score (unless the non-forfeiting team is behind, the team will be rewarded enough runs to win by one).

————— **5) SUBSTITUTIONS** —————

- a) **If you bat round robin** (everyone batting), you will be allowed FREE substitution throughout the game (no defensive requirements). If during the game a batter is not able to take his turn at bat, an automatic out will be recorded but only for the first occurrence of that batter. **EXCEPTION:** No automatic out will be recorded if an obvious injury has taken place on the playing field, and that player is not able to continue to play.
- b) **If you bat nine**, all players are required to play six defensive outs and bat once (exceptions are any games shorted by mercy rules, weather, etc.) All subs must enter by the 4th inning. Any player not meeting these minimum playing requirements, must play the entire next game. A player in the starting line-up may re-enter in his SAME batting position only after his substitute has met the minimum playing requirements (6 defensive outs and one at bat). Any substitute (a player that was not in the starting line-up) can not re-enter the game if removed (exception if no eligible subs remain; see “D” below).
- c) A pitcher may not re-enter the game as a pitcher.
- d) No pinch or courtesy runners are allowed, including the runner in Tie-Breaker situations. In the event of injury or sickness, and no eligible substitutes remain, the OPPOSING team’s manager shall select the runner (can not be current batter, or batter on deck). Players replaced in this manner, can not re-enter.

————— **6) PITCHING RULES** —————

- a) Any player on the roster may pitch.
- b) A player once removed as a pitcher may not pitch again in the same game.
- c) There are NO limits on the number of pitchers a team can use in one game.
- d) Managers or coaches may warm-up the pitchers. Players must wear a catcher’s helmet and mask.

—————**PITCHING RULES continues 8 year olds and under division**—————

- e) There are no limits on pitches or innings a player can pitch. This will be up to the manager.
- f) No BALKS will be called.
- g) Visits by the manager or coach may be at the mound and can include the catcher, pitcher and infielders.
- h) Once the game begins, any visit will be considered a trip.
- i) Two trips per inning or three trips per game will be allowed for EACH pitcher. Any additional trips in an inning or game will require the removal of the pitcher. This player may remain in the game and play any other position.

————— **7) BASE RUNNERS** —————

- a) No pinch or courtesy runners are allowed, including the runner in Tie-Breaker situations.
- b) Base runners can slide head or feet first at any base at any time.
- c) Base runners will NOT advance on a drop third strike.
- d) NO LEAD OFFS. Base runners can not leave the base until the pitch reaches the batter. If runner leaves early, the defense will get an attempt to record an out. If the out is called, the out stands. If no out is called, the runner will return to the base he started from or the first open base if the ball was hit in play.
- e) Runners can steal more than one base but can NOT steal home. Runners advancing home must be because of a batted ball only.

————— **8) PLAYING EQUIPMENT** —————

- a) All players must wear approved helmets when batting, running, on deck, or base-coaching.
- b) Catchers must wear a full helmet, chest protector, shin guards, and a supporter with a cup .
- c) Catchers must wear a helmet and mask during pitcher warm-ups, & infield practice.
- d) All players' uniforms must have numbers on their jerseys.
- e) Shoes with metal cleats or spikes are not be worn by anyone.
- f) VCAA has adopted the new USA Baseball bat standard (USABat) maximum bat dia. 2-5/8"
- g) Batting donuts or sleeves are not permitted.
- h) Bases are at 60 feet apart. The mound is 40' from home plate.

————— **9) FIELD DECORUM** —————

- a) Only uniformed players, managers, coaches, and umpires are permitted within the confines of the playing field prior to, during, and after the game.
- b) Managers, coaches and players not on the field or in the coach's or batter's boxes, are to remain behind the protective fence surrounding the dugouts.
- c) Teams may have three adults (a manager and two coaches) who are restricted to the dugouts or coaching boxes.
- d) Two adult base coaches are allowed as long as one adult remains in the dugout at all times. Adult base coaches must remain at one location for the duration of the team's time at bat for that inning. Coaches shall be at their chosen box prior to the first batter entering the batter's box or remain in the dugout until there is a break in the action. If adults are not available, base coaches can be uniformed players wearing approved helmets.
- e) Game participants are not permitted to mingle with the spectators nor sit in the stands during the game in which they are participating in.
- f) Each manager is responsible for the behavior of himself, his team, coaches, and SPECTATORS.
- g) The use of any artificial noise makers is prohibited.

—————**FIELD DECORUM continues 8 year olds and under division**—————

- h) There will be no harassment or taunting by teams or fans. This includes calling opposing players by name, or making derogatory remarks. After a warning by the umpire, if the guilty team fails to comply, the manager will be ejected from the game. Rooting in unison or chanting as a group is permissible at any time prior to the pitcher becoming set to start the delivery of the pitch.
- i) Only the manager or coach from either team may enter the playing field during time outs. The defense may call time-out to talk with the pitcher, catcher, and infielders. The offense may call only one time-out per inning to talk with in batter.
- j) Discussions with an umpire will be conducted in an orderly manner and ONLY by the manager.
- k) Any manager, coach, or player ejected from the game by an umpire must leave the playing field, and can remain only as a spectator in the bleachers. Any further disruption by the party will require ejection from the complex. Additionally, any manager or coach who is ejected after the start of the fourth inning, will also be suspended from the next game and can not be in the complex. Any person ejected for a second time, will not be allowed back.
- l) After each game, players will congratulate each other by line-up at home plate along their respective base lines and walk by each other with the coaches' supervision.
- m) It is a manager's responsibility to inform the umpire that a player is batting out of turn. This is **NOT** the responsibility of the official scorer's. Coaches should always get and report lineup changes at the scorer's table but off the fields.
- n) No batting practice is permitted on the fields. Baseballs can not be hit against any fence in the complex. Soft toss into collapsible nets done safely is permissible.
- o) Head first slides at any base, going forwards or backwards, are permissible.
- p) On deck batters are NOT allowed. Warm-up areas are the fenced in area beside each dugout.

————— **10) PROTEST BOARD** —————

A protest board, consisting of tournament officials, will be provided and will decide all protests before play will be permitted to continue. Rulings will be made in the best interests of baseball and players at the time of the infraction.

————— **11) AWARDS** —————

Awards, when applicable, will be presented immediately following the games.

Field maintenance between games will be performed by the tournament committee. Please treat the facilities with respect. We do not allow soft toss with hardballs against any of the fences, digging of the grass or infield with spikes, or other destructive activities.

Please clean out and vacate the dugout immediately after your game if other games follow.

Pool Play Tie Breakers...

After two games are played each team will be ranked by recorded.

Pool winners will be top seeds.

Team Seeds Tie-Breakers

- 1) Pool Record
- 2) Head to Head Play (ONLY in incomplete pools)
- 2) Fewest Runs Allowed
- 3) Run Differential +7 per game max; no limit on negative run differential