

SUPER HERO'S 8U TOURNAMENT RULES

1. A regulation team consists of nine players.
2. Teams can use either nine or 10 defensive players. For teams using 10 defensive players, four players must play outfield positions. There are six infielders: first base, second base, shortstop, third base, catcher, and middle infielder. The middle infielder must be inside the pitching circle no closer to home than the pitching rubber. If teams use 10 defensive players, 4 players must play the outfield positions. Outfielders may not begin a play in the infield and infielders may not begin a play in the outfield. Infielders shall begin a play in the generally accepted starting point for their position. In other words, no "infield shift" may be used by locating 1 or more additional infielders to the left or right of 2nd base. Teams using 4 outfielders must position two outfielders to the left and two outfielders to the right of a line extending from home plate through 2nd base to the outfield fence.
3. Teams must have a minimum of eight players to start and finish a game but must take an out for the ninth player. If the lineup drops below eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament or league director. Umpires have no authority to forfeit a game.
4. There is an optional 30-foot safety arc from the back tip of home plate and from the first-base line to the third-base line. If the 30-foot safety arc is not present, fielders must remain behind a line 3 ft in front of the pitching rubber, extending from the 1st base to 3rd base lines
5. Fielders must stay beyond the arc until the ball is hit.
6. There is a pitching plate 40 feet from the tip of home plate from which the coach must pitch. The coach must be in contact with the pitching rubber at the time of release of the pitch. The coach must deliver overhand from a standing position
7. Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play.
8. There are a maximum of seven runs or three outs per inning in inning 1-6. Sixth inning will be unlimited.
9. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, or if the coach pitcher catches the ball, the batter is out, and no runner can advance.
10. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur: a. The lead runner stops attempting to advance. b. The ball is in the possession of a fielder in the infield. c. No defensive play is imminent. Time does not have to be called by the defense for the purpose of this rule.
11. All teams must roster bat for all games.
12. Because teams are roster batting, there is free substitution on defense. The batting order must remain the same.
13. The catcher must be located in the catcher's box, no more than four feet behind home plate. The catcher must be in the catching position and provide a target for the coach pitcher to deliver a pitch. Use of a catcher mitt is not mandatory but is highly recommended. A catcher must be legally and properly equipped to play the catching position. This includes a helmet with full ear and back of head protection, a face mask, chest protector, shin guards and groin protection. It is the manager's responsibility to ensure that any player in the catching position is legally and properly equipped.

14. There are no Base on balls, Base awards for hit by pitcher, Infield fly rule ☹ Base stealing ☹ Bunting (players must take a full swing) ☹ Intentional walks².

15. If a player bunts or takes a half-swing, it is a foul ball. The batter must take a full swing.

16. Runners cannot leave their bases until the pitched ball crosses the front edge of home plate. A runner who leaves early is declared out, and the pitch is declared a no pitch. This is an appeal play

17. A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally. This includes any physical or verbal communication to the batter, any runner or any other coach. If in the umpire's judgement, the coach pitcher is attempting to communicate while in the pitching position, he shall receive 1 warning and any subsequent infraction will result in him being removed as the pitcher for the remainder of the game.

18. Courtesy runners are allowed for the catcher only and is mandatory with 2 outs.

19. Bats marked for T-Ball use are not legal for use in any coach pitch game. Penalty – the bat will be removed from the playing field by the umpire and the manager of the team will be warned against further use. If the illegal bat is discovered after the end of the play, and the play results in the batter/runner safely reaching first base, the batter/runner will be declared out and all runners must return to the last base legally occupied prior to the play. No run may score on this play. Any out that results on the play will stand. On a second offense, the above penalties will apply and the manager of the offending team will be removed from the field and will be prohibited from managing for the remainder of the game

20. The coach pitcher must immediately leave the playing field if the ball is batted into fair territory. The coach pitcher must leave in the opposite direction of which the ball was batted. Failure of the coach pitcher to leave the field of play may result in a call of interference in the judgement of the umpire

Bat rules – USA OR USSSA 1.15 BPF or Equivalent

TIE BREAKERS:

1. Record
2. Head-to-Head if only two teams are tied. Three or more teams tied, head to head is no longer a tie breaker
3. Runs Allowed
4. Run Differential
5. Runs Scored
6. Coin Flip