

North Delta 8U Tournament Rules 2024

- **TEAM COMPOSITION** - All players on the roster are to bat. There is to be a maximum of 6 infielders including the pitcher and catcher, with a minimum of 8 players and a maximum of 9 players on the field for the defensive team.
- **DEFENSIVE ROTATION** – All players must play at least 2 innings in the infield and 1 inning in the outfield every game. Players can play a maximum of 2 innings in the same position, except for catcher, which may be played a maximum of 3 innings. All players must sit once before another player sits twice.
- **INFIELD FLY**-The infield fly rule does not apply.
- **BATTING** - Bunting and dropped 3rd strike are not permitted. When at bat, any team may pull their catcher off the bases to dress for the next inning when there are 2 outs. The last player out will replace them.
- **PITCHING**-All games will be played with a pitching machine. Pitching machine distance will be approx. 46 feet from the plate. The pitching machine is operated by the team at bat. The pitching machine shall be set at speed level 7. The person operating the pitching machine may move batters verbally within the batter's box to give them the opportunity to succeed in hitting the ball. Coaching the batter in the box with swing fundamentals and slowing the pace of the game will not be allowed.
- **OUTS** – 3 swings without making contact constitutes an “out”. 3 called strikes without swings, as determined by the plate umpire, also constitute an “out”. The umpires will call an errant ball a “no-pitch”, and no runners may steal or advance on bases. It is expected that there will be few no-pitches called as most pitching machines are consistently throwing within the strike zone; however, this allows for an errant ball to be called as such. **No walks are allowed.** (It is recommended that if the pitching machine is throwing consecutive errant balls that ‘time’ is called, and the pitching machine is re-calibrated)
- **BALL** – A regulation Level 5 Pro-9 baseball is used.
- **UMPIRES** – Managers, Coaches, Players and Parents are not allowed to visit the Umpires. Coaches may ask for clarification on a call, but may not dispute calls. No abuse, foul language, or aggressive demeanor towards umpires will be tolerated.
- **DEADBALL** - If the ball hits the pitching machine or the pitching machine operator the batter is awarded first base; the ball is declared dead, runners cannot advance unless there is a force. If, in the judgment of the Umpire, the machine operator intentionally plays or deflects a fair hit ball, the ball is dead, the batter is out and runners cannot advance.
- **BASE RUNNING AND SCORING** - If a base runner stops forward movement, he must return to his previously occupied base when a fielder has control of the ball in the infield and in the judgment of the Umpire, there is no throw or attempt to make a play on any of the base runners. Runners may only advance one base per fielding error, per play. **Additional bases may not be taken on subsequent errors.**
- **OBSTRUCTION** – Obstruction will be called on a defensive player if the bag or plate is not partly exposed. The entire orange portion of the safety base must be entirely exposed. Defensive players may not stand on the baseline without the ball. The runner will be awarded the base if there is obstruction.

- **INTERFERENCE** – Interference will be called on an offensive player if the runner contacts a fielder outside of the straight line between bases.
- **INFIELD ENCROACHMENT** – Players in the pitcher’s position must have at least one foot on the dirt mound and a maximum of one foot on the grass, until the ball is put into play.
- **BATTING ORDER** - All players will be included in the batting order. Players will be listed in the order they are to bat. Players arriving late will be added to the end of the batting order without penalty.
- **LEADOFFS** - Leadoffs are not allowed. The ball must cross home-plate before the base runner(s) can leave the base(s). When a base runner leaves the base before the pitched ball crosses home plate the Umpire shall call “Leadoff”. All base runners and batter will return to their original positions with the count on the batter to remain the same, No outs shall result and no runs shall score.
- **STEALING**-Stealing to 3rd only is allowed at any time during the game, however, the ball must cross home-plate before the runner can attempt a steal and there must be **at least one strike called** on the batter. Stealing home is not permitted on a passed ball or on a missed throw back to the pitcher. Stealing 2nd is not permitted.
- **SLIDE/AVOID** – Slide or avoid rule is in effect. No headfirst slides are allowed. All offending players will be called out.
- **CATCHER INTERFERENCE** - Catcher interference rule is in effect. No-pitch is to be called.
- **TIME LIMIT** - An official game consists of a maximum of 6 completed innings – time permitting. Any inning starting after 1hr 45 mins from the first pitch of the game shall be declared the open inning. No further innings will be played after the open inning is complete. No new inning may start after 2 hours, regardless of whether an open inning has been played or not. Coaches, umpires, and scorekeepers will note the start time of the game. Coaches are asked to be mindful of time limits and have players ready to go, especially catchers geared up in a timely fashion.
- **RUN LIMITS** - 3 outs or 4 runs will complete a half-inning, except for the open inning, which has a run limit of 10. If a team is leading its opponent by at least ten 10 runs after 5 or more innings (or after 4-1/2 innings if the home team has a 10-run lead), the game shall be determined and the team ahead is declared the winner.
- **BC MINOR RULES** - All BC Minor Baseball rules will be in effect but 8U NDBA rules take precedence.
 - ★ **BC Minor Bat Rules**
 - 19.04 - 9U 30 inch, 2 5/8 inch max diameter, unlimited length/weight drop - bats with greater than 2 ¼ in. barrel diameter must be marked “USABB” or stamped with BPF 1.15” (Bat Performance Factor) 10U & 11U 32 inch, 2 3/4

Other Tournament Rules

- **SCORING DURING ROUND ROBIN** – 2 points for a win, 1 point for a tie, 0 points for a loss. Tie Breakers will be settled in the following order: 1) Head to Head record, 2) Runs Against

(Lowest), 3) Runs For (Highest). During the game's final inning, if the home team comes ahead by 1 run before 3 outs, the inning is complete and the game is over.

- **SCORING DURING SEMI FINALS** - In case of a tie in a play-off game, extra innings will be played to break the tie, per international rules (with a base runner starting on 2nd base). Time limit will not apply in the event of a tie.
- **MEDALS** - One MVP will be selected from each team for each game. Any player may only receive one MVP during the tournament. For Championship game, medals are awarded to 1st and 2nd place teams.
- **GAME REPORT** – Home team will be the official score keeper and will use the Tournament Score book provided. At the completion of the game, both teams' coaches will sign off on the final game score using the sheet provided and will hand the score sheet in to the concession.
- **BIRTH CERTIFICATES** – Coaches must keep copies of Birth certificates on hand and must be produced upon request by the tournament director or opposing team.