



7U & 8U Kaukauna Tournaments will be governed by the following rules:

**PLAYER ELIGIBILITY:**

1. Team rosters will consist of no more than 15 players.
2. Players can only be rostered on one team for the tournament.
3. Players cannot reach the age of 9 prior to May 1st for 8U teams; or reach the age of 8 prior to May 1st for 7U teams.
4. Team rosters with uniform numbers & birth dates must be turned in to the tournament committee at least ½ hour prior to your first game.

**PLAYING RULES:**

1. Games will be 6 innings in length; 10 players on the field with 4 outfielders (no rovers) and 2 coaches allowed in the field of play to assist on defense. No new inning will start after 70 minutes (1 hour and 10 minutes). No time limit for the championship game.
2. A coin flip will be used in pool play; the winner of the coin flip gets the choice of home or away. The team traveling the farthest shall have the honor of calling the flip. The higher seed (e.g. #1 seed is the highest seed) will be the home team in bracket play; if there is no seed or teams are the same seed in bracket play a coin flip will occur. The HOME team is the official scorekeeper and will be responsible for operating the scoreboard.
3. There is a maximum of five (5) runs per inning except for whatever inning the umpire deems the last inning (last inning is unlimited runs for both teams). In the event of an out of the park home run all runs will be recorded regardless if it is over the 5 run limit for the inning.
4. Due to the number of games, a game tied after 6 innings in pool play games will be considered complete and each team will be awarded ½ win and ½ loss. Bracket games will use International rules if there is a tie after 6 innings. The last player out the previous inning begins the inning on second base - no outs to start the inning.
5. In case of rain, 4 innings constitutes a complete game. 3 ½ if the home team is ahead.
6. Mercy rules is as follows:
  - a. 15 runs after 3 innings
  - b. 10 runs after 4 innings
  - c. 8 runs after 5 innings
  - d. Mercy rule applies to all games including the championship.

7. The infield fly and dropped third strike rule will not be used.
8. Teams must use a continuous batting order of the entire roster in uniform.
9. Each batter is given a maximum of six (6) pitches (if they do not swing at the sixth pitch it is recorded as an out). If the sixth pitch is fouled off, the batter will be given another pitch.
10. No bunting allowed. No stealing allowed.
11. The defensive pitcher must start with one foot inside the pitching circle.
12. A baserunner can continue to advance at their own risk until a defensive player playing an infield position calls "time". The defensive player must be on the infield dirt, in fair territory, and have control of the baseball to call "time". At the call of "time", the umpire will determine whether the baserunner is awarded the next base or has to go back as determined by where the runner is in reference to the halfway line. If a play is made on an advancing runner and no "time" is called, the play is live.
13. If a runner does not slide as a play is being made on a base, the runner will be called out (this is strictly for safety reasons). No head first sliding unless back to a base.
14. Any forfeited game will result in a score of 6-0.
15. All calls by the umpire are final, no protests.
16. No games will be postponed, except for weather related conditions. Please have your team report not less than 30 minutes before your game starts. If a game must be canceled, tournament officials will make every effort to notify the head coach.
17. No batting practice of any kind can be taken on the field and no hitting into fences with hardballs. Please use the batting cages for warming up.

### **PITCHING:**

1. Batting team coach pitches to his/her own players and cannot field the ball.
2. The pitching coach must start the pitch with one foot inside the designated pitching area or teams may opt to use the supplied pitching machine.
3. Pitching machine settings cannot be changed. Coaches may use the micro adjustment knob.
4. The pitching coach must finish the inning using whatever pitching method was chosen to start the inning. The pitching coach who started the inning must also finish the inning.
5. If the pitching coach or the pitching machine/sandbags are hit by a batted ball, the ball is dead but all players will advance one base with the batter being awarded first base. Pitching coaches must make a reasonable effort to avoid being hit by a batted ball.

### **ADDITIONAL RULES:**

1. Coaches will exchange batting orders before the start of each game.
2. No metal cleats allowed.
3. USA and USSSA bats allowed; all barrel sizes.

4. Walk up music and music played in between innings is permitted. **However, if a tournament director or umpire deems that the music distracts from gameplay, pace of game, or is otherwise being used inappropriately, all teams in the tournament will lose privileges. This will be communicated by a tournament director to all head coaches and umpires.**
5. Use of noise making devices such as air horns or cow bells is prohibited.
6. All offensive players must wear helmets while on the field. The first incident will result in a warning from the umpire. After a warning has been issued, the offending player may be called out.
7. Poor sportsmanship (including abusive language) by managers, coaches, players, and fans will not be tolerated. There will be no yelling at or harassing of opposing players, managers coaches or umpires during or after the game.
8. A manager or coach may not leave the bench area except to coach bases/field or to confer with one of his players or an umpire. This must be done only when time is called. Limit of timeouts shall be governed by the umpire-in-chief.
9. No misuse of league equipment or unsportsmanlike conduct will be tolerated. Flagrant throwing of bats, gloves, helmets, or other equipment will result in immediate ejection. Verbal warning will not be given.
10. The tournament officials reserve the right to change the tournament format in case of inclement weather. This may come in the form of lesser game time limits, fewer innings, or seed/bracket advancement to complete the tournament. Coaches and players accept these conditions when entering the tournament.

**Bracket play seeding will be determined as follows:**

1. Wins
2. Head to head
3. Least total runs allowed
4. Most total runs scored
5. Coin flip

**LET'S REMEMBER TO MAKE THIS A FUN TOURNAMENT FOR ALL INVOLVED!**

**NO CARRY INS – PLEASE SUPPORT OUR ORGANIZATION**