



## **Jericho Baseball – 8's Canada Day Long Weekend Invitational Rules**

**June 29th to July 1st, 2024**

### **ROSTER SIZE & ELIGIBILITY OF PLAYERS**

This is primarily a mixed 7/8 year-old tournament. Players must be born September 1, 2015 or later. Teams shall consist of a maximum of 13 players.

### **LOCATION**

All games will be played at Carnarvon Park. The diamonds are located off West 16<sup>th</sup> Ave between Mackenzie St and Carnarvon St (2900 block of West 16<sup>th</sup> Ave).

### **TOURNAMENT FORMAT/SCHEDULE**

Eight teams, split into two groups (A and B), where each team plays a round robin game against the other three teams in its group on Saturday and Sunday. On Monday teams will play in a consolation game (7<sup>th</sup> & 8<sup>th</sup>), the semi-final game (5<sup>th</sup> & 6<sup>th</sup>), the 3rd place game, and the Championship game.

Scores will be kept awarding 2 points for a win, 1 point for a tie, and 0 points for a loss.

In case of a tie at the end of the round robin, playoff seeding will be determined by the Tie Breaker Rules outlined in section I.

Home team takes the third (3<sup>rd</sup>) base dugout; visiting team takes the first (1<sup>st</sup>) base dugout.

All 2024 Little League Baseball 2024 Rulebook Official Regulations will apply in addition to those listed below. If a situation arises that is not covered in the Little League rules or listed below, the plate umpire will be called upon to make a decision/interpretation.

### **A. GAME DURATION**

- 1) All games will be five innings long.
- 2) 3-3-5-5-Unlimited. A maximum of three (3) runs can be scored in the first and second innings. A maximum of five (5) runs can be scored in each of the third and fourth innings. The fifth inning has unlimited runs and three outs must be made except if the home team is winning.
- 3) Ten (10) run mercy rule applies, after four (4) completed innings.
- 4) Games are not to start a new inning later than 90 minutes after the starting time.

- 5) No sixth inning will be played if at the end of five innings the game is tied.
- 6) If in the Championship or 3rd place game, there is a tie after five innings, then the next inning will be unlimited. The game will continue until there is a winner.

## **B. PITCHING MACHINE**

- 1) The pitching machine, operated by the batting team coach, is to be used for all pitching. Under no circumstances may a child operate the pitching machine.
- 2) The speed on the pitching machine will be set at 6 at the start of the tournament and should not be changed/reset by any team or coach.
- 3) A dead-ball circle is to be painted around the pitching machine.
  - a) A ball hit cleanly through the circle is a fair ball and in play.
  - b) Any ball hitting any object (or coach) in the circle, or coming to rest in the circle is a dead ball with no penalty of a pitch and no runner's advance.
  - c) The "pitcher" must stand outside this area and not nearer than 40 feet from the plate. Pitchers cannot enter the pitching circle at any time during play. If so pitching machine operators should not catch balls thrown to them unless the ball has been declared dead.
- 4) Before feeding the ball into the machine, the coach should hold the ball up in his hand, making sure that the batter is focused on the machine.
- 5) Only one new ball, or its replacement if damaged, should be used for the entire game.

## **C. NUMBER OF PLAYERS AND POSITIONS**

- 1) A minimum of eight (8) players is needed to start a game. If the eight players are not present within five minutes after the start time, the game will be forfeited. The game may be played by either borrowing players or with a lesser number, but the forfeiture will stand even if the necessary players arrive after the forfeit is declared.
- 2) All players will bat in order regardless of whether they are playing in the field.
- 3) If you have a roster of 13 players, every player must be a "Spare" once during a five-inning game. If you have a roster of 12 players or less, no player shall be a spare more than once in a five-inning game unless all players have spared once.
- 4) A maximum of 9 players may play in the field at one time.
- 5) The infield consists of a first, second and third baseman, as well as a pitcher, shortstop and catcher.
- 6) Players may play no more than three innings (out of five) in the infield (excluding the catcher).
- 7) The pitcher, shortstop and first baseman are considered "key" positions. A player may not play a key position two innings in a row and the same key position twice in a game.

## **D. EQUIPMENT**

- 1) Long pants or crop pants with socks must be worn.
- 2) Catchers must wear catcher's equipment and must use a catcher's glove.
- 3) Non-wood and laminated bats shall bear the *USA Baseball* logo signifying that the bat meets the USABat Standard. For a complete list of approved bats, visit [usabat.com](http://usabat.com).
- 4) All USSSA BPF 1.15 bats are prohibited.

## **E. UMPIRES**

- 1) Umpires will be provided by Jericho Baseball.
- 2) Scorekeepers are to be provided by the away/visiting team.
- 3) The Umpire's word is final and no arguments are acceptable on any call.
- 4) The Plate Umpire is to call "Batter Up" before the batter can enter the batting area and "Play Ball" before the batter takes their first swing.
- 5) Only the team batting is permitted to have coaches on the field (First Base Coach, Third Base Coach and Pitching Machine Coach). All other coaches must remain in the dugout. First and Third Base Coaches must be adults.

## **F. THE FIELD**

- 1) Field preparation will be provided by Jericho Baseball.
- 2) A line should be chalked/painted between the bases to mark the half-way point.
- 3) Infielders must be at or close to the base lines before each pitch.
- 4) The three outfielders must be on the outfield grass before each pitch.
- 5) Foul lines will extend from home plate to left and right field.
- 6) The fence line forms the home-run/ground rule double line.

## **G. BATTING**

- 1) Each batter is allowed a maximum of five pitches. If a batter strikes out swinging before receiving the fifth pitch, then they will be called out.
- 2) Foul balls will only count as first and second strikes. A foul ball on the fifth pitch does not result in an out.
- 3) A fair ball that rolls into foul territory in the outfield and crosses the natural extension of the homerun line is called a double.
- 4) A fair ball that rolls into foul territory in the outfield and crosses the natural extension of

the backstop becomes a dead ball. The runner may advance to the next base if they have reached the half-way mark to that base at the time the ball was called dead.

- 5) A ball hit on the ground that rolls under the fence is called a "Ground Rule Double". It is a "Ground Rule Double" even if an outfielder touches it before it crosses the line.
- 6) If, in the umpire's opinion, the outfielder deliberately kicks/knocks the ball over/under the fence to invoke the Ground Rule Double, the runner(s) may be awarded an extra base.
- 7) A ball hit in the air over the fence is a home-run.
- 8) No bunting is permitted.
- 9) A batter will receive a warning if they throw their bat. On the 2<sup>nd</sup> occurrence they will be called out.
- 10) There is no "on-deck" swinging. All batters must wait in the dugout until their turn.

## **H. RUNNING**

- 1) On hits to the outfield, a runner may not advance once the ball has been thrown back into the infield area (being the area inside the proper baselines and the backstop) or if it has been controlled by an infielder, unless the runner has already advanced more than halfway between bases. It is not necessary for the baseman to catch the ball in order to stop the runners, unless he/she is cutting the ball off in the outfield area (well beyond the baselines).
- 2) It is the umpire's decision as to whether the runner had advanced half-way to the next base before the ball had returned to the infield. If the runner has not sufficiently advanced, then he/she must return to the previous base.
- 3) If there is at least one runner on base when a ball is hit to the outfield and the runner(s) is (are) on adjacent bases, then it is the lead runner's position when the ball is thrown back into the infield area which will determine whether runners may or may not advance to the next base. For example, if the batter hits the ball to the outfield and is more than halfway between first and second when the ball is thrown back into the infield, BUT the lead runner who is directly ahead of him (between Second and Third base) is NOT more than halfway between the bases, then both runners must return to the previous base. However, if the only runner is on third and doesn't make it halfway to home, the batter-runner could make it as far as second base.
- 4) A runner may be tagged out for over-running the base on an overthrow (known as "runner's peril").
- 5) Advancing on overthrows
  - a) To First Base – a batter cannot advance to second base on overthrows to first base.
  - b) To Second Base – a runner cannot advance to third base on an overthrow by an infielder to second base, even if the infielder has retrieved the ball in the outfield. However, if a ball is thrown by an outfielder to second base and the ball remains in the

outfield (e.g. it is thrown from left field past second base and into right field) then the runners may continue advancing until the ball is returned to the infield.

- c) To Third Base - no runs can be scored on an overthrow. This is to encourage players fielding ground balls to attempt the out rather than playing it safe.
- d) Runners may continue to advance until the ball is returned to the infield (on balls that remain in play). Under no circumstances may the runner advance beyond this extra base, even in the case of another overthrow.
- e) There are no lead-offs or base stealing. Runners must stay touching the base until the pitched ball crosses home plate.
- f) The infield fly rule is in effect.

## **I. TIEBREAKER RULE**

If two or more teams are tied in the standings at the end of round robin play the standard Little League tie breaker is used. The first tiebreaker is the result of the head-to-head match-up(s) during round robin play. If three or more teams are tied the head to head match up of each of those teams is examined. A team can only advance using this tie-breaker if they have defeated all other teams involved in the tie.

If the results of the head-to-head match-ups during round robin play of the teams that are involved in the tie cannot break the tie, then we use the Runs-Allowed Ratio which is calculated by taking the total number of runs given up in all round robin play games played by that team, divided by the number of half-innings played on defense in round robin play games by that team. The team with the lowest Runs-Allowed-Ratio will advance from the tie-breaker.

## **J. TRADING PINS**

If teams wish to exchange pins at the conclusion of a game, coaches should consult each other to see if the opposing team has pins to trade.

## **K. PLAYER OF GAME AWARDS**

After each game, please have the players from your team line up along the 1st and 3rd baselines facing the infield for player of the game recognition. Coaches will select a player from the opposing team to receive an MVP award and call them forward to offer congratulations, a prize and a handshake. Please consult with the coaches from the opposing team to ensure that a different player is getting the award. For the championship game, please feel free to give the award to the player who displays the most skill and sportsmanship even if they were recognized in a previous game.

## **TOURNAMENT COORDINATOR**

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