



CHAMPAIGN FAMILY YMCA All Star Tournament General Rules

CONDUCT 1. Head coaches will be responsible for the actions and conduct of their spectators, players, and assistant coaches. All players and coaches conduct should be above reproach at all times. There will be no arguing with umpires by any coach, player, or spectator. Only the head coach can address the umpire if there is a question on any ruling. No protests will be permitted under any circumstances. Any coach ejected from a game will be suspended for the next game. A second ejection will result in that coach being suspended from the rest of the tournament.

a. An Umpire may, at his discretion, terminate a game due to unacceptable behavior of coaches, players, or fans. If a game is terminated due to a behavior problem, the team responsible for the behavior will forfeit the game.

2. Use of profanity is prohibited during a CHAMPAIGN FAMILY YMCA activity.

3. Use of tobacco or alcohol is prohibited by any coach or player during games or practices. Alcohol is prohibited on park property at any time.

a. No smoking near ball diamonds or the concession stand. Fans who wish to smoke will need to move well away from these areas. Please be courteous.

GAMEPLAY

4. Playing rules will follow this document and Champaign County League rules. Any rules not otherwise explicitly stated herein will be governed by OHSAA/NFHS rules.

5. A tournament director or coordinator is permitted to manage or coach a team in this tournament.

6. A flip of a coin between the umpire(s) and a manager (or coach) from each team will determine home team for all pool play games. The higher seeded team will be the home team during bracket play games, if that is their choice.

7. Home team is responsible for official scorebook. Home scorekeeper will confirm scores in his/her book with home plate umpire after each inning.

8. Teams should be at their assigned field and ready to play a minimum of 20 minutes prior to their scheduled game time. Games will be 6 innings unless tied, the time limit is reached or the Mercy Rule is in effect.

9. A time limit is in effect for each game, except for Championship game on Sunday. No new inning will be started after 1 hour and 15 minutes at the 8u age division. If an inning is in progress at the 1 hour and 15 minute time limit, the inning will be completed, and the game will be official when completed. If home team is batting and ahead, the game is done.

10. Mercy Rule: The run rule shall apply in all games including championship games. Games shall be considered complete after the trailing team bats.

a. 8u: 12 runs after 4 innings; 10 runs after 5 innings (game is over after trailing team bats)

11. No games will end in a tie in Pool or Bracket Play: If a game is tied after the time limit is exceeded or at the conclusion of 6 innings of play, the sudden death rule will apply:

a. For 8U: Your last out the previous inning will be placed on 2nd base, each batter will have one pitch (treated like the 5th pitch). Foul balls will be given additional pitches per the rules attached

12. Championship Games will not use Sudden Death or be on a time limit

13. The batting lineup will consist of all players present at the start of the game (roster batting). Any player arriving after the start of the game will be placed at the end of the batting order. No other changes to the batting order are permitted once the game begins. All players listed in the batting order must bat before the leadoff man takes his next turn.

14. Runners are responsible for avoiding collisions with the defensive players. If a defensive player without the ball and not in the act of making a play on the ball obstructs a runner, it is a call to be made by the umpire(s) but collisions must still be avoided. If a play on a runner is imminent, the runner must either slide, try to "get around" or surrender to the tag without making physical contact with the defensive player. Failure to comply shall result in the runner being declared "out". Intentional violations shall also result in the runner being ejected from the game. However, there are also instances of incidental contact that are not harmful, not intentional and/or have no impact on the play. All of these circumstances shall be judgment calls by the umpire(s). The intent of this rule is to minimize injuries caused by unnecessary or malicious collisions.

15. The umpire will resolve all protests. The umpire may contact tournament officials, but the umpire makes final rulings. No further protests are permitted.

16. The official score of a forfeited game is 10 - 0.

17. Any player who throws equipment in anger on the playing field or on the sidelines will receive a warning. Upon the second incident that player will be ejected from the game. An ejection for any reason will result in their spot in the batting order being recorded as an out for any subsequent at bats.

18. An injured or ill player can be skipped in the batting order only if the opposing team and umpire are notified prior to the next batter. Upon re-entering, the injured or ill player has to assume their original spot in the batting order, and notification given to the opposing team and umpire.
19. Serious player injury stops play at once. Advancing runners may advance to the next base and no further.
20. If a batter becomes injured and cannot run the bases, only the player who made the last out can enter as a pinch runner. The injured runner may reenter the game at any time.
21. Metal cleats are not permitted
22. Softball bat barrel size may not exceed 2 1/4" in diameter – no stamp required. For 8U baseball, any bat with USA Baseball or USSSA stamp is permitted.
23. Seeding for pools will be determined by the following:
 1. Win – Loss Record
 2. Head-to-Head, when between two teams
 3. Runs Allowed
 4. Run Differential ***The Maximum run differential per game is +/- 10
 5. Coin Toss
25. In the case of inclement weather conditions or unforeseen circumstances, the tournament director reserves the right to alter the tournament schedule (including elimination of and/or shortening of games). In the event of rain delays, the game will be resumed at the point of delay at a time designated by the umpires/tournament director. Refund Policy: If no games are played due to weather or unforeseen circumstances, each team will receive a refund of the entry fee minus a fifty dollar (\$50) administration fee. If one (1) complete game is played, one half (1/2) of the entry fee will be refunded. If two (2) or more games are played, there will be no refunds. Forfeited games count as a game played.

CHAMPAIGN FAMILY YMCA All Star Tournament 8U Division

1. All rules not addressed herein are implied to conform to the Official Little League Rulebook.
2. A team is limited to 7 runs per inning in innings 1 through 5 with the 6th inning being unlimited.
3. Bases are set at 60 feet.
4. Games must be started with a minimum of 8 players. Games are subject to forfeiture and will be so forfeited if a team cannot produce 8 players at the scheduled starting time. If a team starts a game with 8 players, no out shall be recorded for the ninth and tenth positions in the batting order.
5. A defensive team shall consist of ten players. Four outfielders evenly deployed in the outfield grass (umbrella shape). No short fielders are permitted. The balance of the players shall occupy standard positions. The catcher must wear protective equipment while catching and assume the normal catching position.
6. Two (2) coaches will be allowed to coach the outfield from foul territory on either side of the field.
7. An outfielder can only make an unassisted out by catching a fly ball (cannot enter the infield to tag a runner or a base; must throw to an infielder). Outfielders must be positioned at a minimum of 10 feet behind the infield/outfield dividing line.
8. The defensive pitcher must have at least one (1) foot inside the chalk circle until the ball is hit.
9. The pitching coach must stand with at least one foot on the pitching rubber before the pitch is delivered. Underhand pitching is required for softball / overhand for baseball. The pitching coach will not instruct the batter or baserunners once a pitch has been thrown. The first offense for this shall be a warning and all subsequent offenses will result in the leading base runner being declared "out" by the umpire(s).
10. Each batter will be allowed 5 pitches. After the 5th pitch, the batter is out unless the last pitch was fouled off. On subsequent pitches, the batter is out unless he/she fouls the pitch or hits the ball into fair territory. Foul tips, which are caught by the catcher on the 5th or subsequent pitches, cause the batter to be out. Three swinging strikes constitute

an out.

- 11.If a batted ball hits the pitching coach, the ball is a dead ball, and the batter will resume the at bat. If accidental, the pitch does not count as part of the total. Deliberate interference by the pitching coach constitutes a dead ball with the batter being called out and all runners returning to the base they previously occupied.
- 12.Bunting, stealing, leading off, or leaving the base early are not permitted. One verbal warning per team will be issued. Any further violations will result in the runner or batter being called out.
- 13.Baserunners are permitted to continue running once a batted ball is put into the field of play until the ball is controlled by an infielder in the infield and the lead runner is stopped. The lead runner may advance only if he/she has left the base before the Infielder has control of the ball in the infield. The umpire will call "time" when the lead runner has stopped attempting to advance. All overthrows are live balls.
- 14.The infield fly rule does not apply.
- 15.If an infield pop up is caught in the infield, runners may not tag/advance. If a fly ball is caught in the outfield (by an infielder or outfielder), runners may tag/advance.
- 16.Runners may only advance one base on a ground ball that stays in the infield and is controlled by an infielder (no overthrow). For example, a runner on second base could only advance to third base on a ground ball resulting in a throw to first base for an out.
*Note: If the first baseman subsequently overthrows third base attempting to make a play on the lead runner, then all players may advance (All overthrows are live balls.)