

# Greenville 7U/8U Summer Blast-Off

## GREENVILLE YOUTH SPORTS MACHINE PITCH TOURNAMENT RULES

2 pools of 3 teams. Top 2 from each pool advance to bracket play. The 3 seeds will play for 5<sup>th</sup> place.

Tie breakers for seeding pool play into bracket play will be as follows:

- 1) Best Record
- 2) Least runs allowed (through 3 innings)
- 3) Most runs scored (through 3 innings)
- 4) Coin Flip

Awards will be given to the 1<sup>st</sup> and 2<sup>nd</sup> place teams based on a 6 team field.

### Player Eligibility

1. May 1<sup>st</sup> will be the cutoff date used
2. **Birth certificates must be available if requested by the tournament director.**
3. Teams are limited to **12** players who compete in the same program.
4. Final rosters must be turned prior to your first game.
5. Games in which an ineligible player is used will be declared a forfeit. Forfeited games will be scored 5 – 0.

### Game and Length

1. Games will be 6 innings.
2. The time limit, per game, will be 1:10. No new inning can start after 70 minutes. Inning ends with the 3<sup>rd</sup> out. Official start time will be kept by the home plate umpire.
3. 6 run rule per inning, except the 6th inning, which is unlimited.
4. Pool Games: Mercy run limit as follows: 15-run rule after 3 innings and a 12-run rule after 4 innings. If a game ends in a tie due to 6 innings being completed, the game will be recorded as a tie.  
Bracket Games: Mercy run limit will be enforced and the time limit still applies. Games cannot end in a tie.  
Championship Game: Mercy run limit will be in effect but no time limit will apply.

### Pitching Machine and Batting

1. Pitching will be done by a spring-release pitching machine (Louisville Slugger Blue Flame) set on Speed = 4. The pitching machine will be set up at (approximately 40'). Batting team coach releasing the pitch must ensure everyone is ready before starting the ball in play.
2. The pitching coach cannot field the ball, **but if the coach or machine is hit by the ball the play is dead and is counted as a single base hit. Runners may advance 1 base if they are forced to do so.**
3. Batters will receive 5 pitches, unless he/she strikes out swinging. **NO TEES WILL BE USED.** If after 5 pitches the batter has not hit the ball, he/she will be considered out.
4. If the batter fouls off the 5<sup>th</sup> pitch it will be considered a foul ball and he/she will get another pitch from the machine. If the batter hits a foul ball on the 3<sup>rd</sup> swing or 5<sup>th</sup> pitch, it will not be considered a strikeout. **The batter will get an additional pitch until either the ball is put in play, or the batter swings and misses. The batter must swing at all pitches after the 5<sup>th</sup> pitch.**
5. All players on the roster will bat in the lineup, with late arrivals being added to the bottom of the lineup.
6. One warning for a thrown bat, a second thrown bat by any other teammate will result in an out.
7. Helmets must be worn from the time a player leaves the dugout until they return.
8. **Bunting will not be allowed.**
9. USSSA or USABaseball bats are approved for play

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## Base-runners

1. Sliding is required **when the runner is being played on**. The **umpire's judgment** will determine if a slide is needed.
2. A runner that does not slide when deemed necessary will be called out. No head first sliding unless diving back to the base that has already been earned.
3. Runners may advance as many bases as they can at their own risk on an overthrow. If an overthrow leaves the playing field runners will get one base.
4. **NO STEALING! NO LEADING OFF UNTIL BALL CROSSES THE PLATE**, runners leaving early will be called out! (This is a judgment call by the umpire not the opposing team.)
5. No runner may advance when the pitcher has control of the ball inside the baseline. The pitcher is defined as A Player not the Pitching Coach. "Time" may be called by an infielder when he has possession of the ball and inside the baseline **and the umpire acknowledges it. Any runners between bases will be awarded the closest base (umpires judgement).**
6. Runners interfering with a fielder will be called out.
7. A courtesy runner may be used if there are 2 outs and the catcher is on base to speed up the game. A courtesy runner is allowed for any injured player, the courtesy runner will be the player who made the last out.

## Substitutions and Defense

1. Maximum of 10 players on the field. Games may be played with 8 players with the 9<sup>th</sup> and 10<sup>th</sup> spot in the order being an out.
2. All players must play at least 2 innings in the field.
3. Players must stay in the same position for the entire inning.
4. The pitcher must stay even with the pitching machine and within 5 ft. to the left or right of the machine.
5. The infield needs to be in regular fielding positions at 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and shortstop . Players may not play in front of the baseline.
6. The outfield (4 players) must be on the outfield grass or beyond a designated area predetermined by the umpire.
7. **Catchers must be equipped with full catching gear.**
8. 1 coach will be allowed on the field for defense in the outfield for 8U, 2 coaches for 7U.

## Additional Rules

1. The tournament committee will determine if the weather conditions warrant a stoppage of play. If the game is stopped and continued at a later time, the game will resume from the exact point it was stopped. During inclement weather 3 innings will count as a complete game.
2. There will be no protests. The umpire's decision will be final.
3. Please keep games moving. Stalling, as deemed by the umpire may result in the forfeiture of the game.
4. No abusive or profane language, no misuse of equipment or unsportsmanlike conduct by anyone will be tolerated. The umpire in charge has the power to eject any offender without warning. Tobacco or alcohol in any form is **prohibited** in any playing area.
5. Coaches and players are responsible for cleanup of the dugout after their games.
6. Weather permitting, each team is guaranteed 3 games. We will do whatever we can to safely get all games completed. If weather does not allow your team to play 3 games, the following rules will apply in refunding your team:  
0 games played – full refund due;  
1 game played – ½ of the entry fee refund due  
2 or more games played – no refund due
7. Any rules not covered will be governed by the Official Little League Rules and can be changed by the tournament director at any time.

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8. Home team (determined by a coin flip in pool play and the higher seed in bracket play) will be the official score-book. Both head coaches need to verify the score before it is reported by signing the score sheet.

9. INJURY WAIVER Baseball involves an element of risk and/or danger for all participants and may cause serious injury, death, or property loss. Greenville Youth does not provide medical or hospital insurance for participants in this event. All persons participating in this GYS event must provide their own insurance and assume risk of all injuries. Limited medical treatment may be administered as the result of an injury. GYS, its employees and agents shall be held harmless and indemnified from any and all losses, claims, costs, expenses and/or judgments arising in any matter from the participation in this GYS event.

## **NO CARRY-INS WILL BE ALLOWED**

**FOOD AND BEVERAGES WILL BE AVAILABLE ON THE GROUNDS!!**

**THIS IS A PRIMARY SOURCE OF INCOME FOR OUR PROGRAM.**

**PLEASE ENCOURAGE YOUR PARENTS TO OBSERVE THIS RULE.**

**REMEMBER... THE GAMES ARE FOR THE KIDS TO HAVE FUN, LEARN FUNDAMENTALS AND DISPLAY SPORTSMANSHIP AT ALL TIMES.**

**GREENVILLE YOUTH SPORTS THANKS YOU FOR YOUR PARTICIPATION AND SUPPORT!**