



Rally In The Valley

8's Invitational

Tournament Play Format
and Rules July 13th – 23rd, 2023



Tournament Play Format and Rules

NOTE: Anything not covered in these rules is governed by the Official Regulations and Playing Rules of Little League Baseball.

GAME PRELIMINARIES

- 1) Each team will play all teams within their pool for the round robin. Awarding 2 points for a win; 1 point for a tie and 0 points for a loss.
- 2) In case of a tie at the end of the round robin, playoff seeding will be determined Per all steps in LL Tournament rules but using total Defensive Runs Allowed per Defensive Innings played not the 6 innings as stated in the rule book.
- 3) Home and Visitors will be determined by the schedule. Home team takes the third (3rd) base dugout.
- 4) Each team must have a minimum of 9 players. If less than 9 are available rule 4.04 applies. (If unavailable by the start, the director must approve the game to start with 8 and an out will be called. If the player becomes ill or injured during the game no out will be called.)
- 5) Teams must have only (1) manager as well as a minimum of (2) coaches. Teams can also have a pitching machine operator who can be a coach or parent making maximum 4 coaches.
- 6) Offensive coaches will be positioned as follows: 1st Base, 3rd Base, In Dugout, and at pitching machine. Defensively no coaches on field- All coaches must remain in or in front of the dugout.
- 7) All players on the roster will bat in rotation and nine (9) will be on the field defensively each inning. A maximum of six (6) infielders, including pitcher and catcher. Outfielders must be behind the fair play line/cones when the ball is hit.
- 8) A player may not sit out a second inning, until all other players in the game have sat out one (1) complete inning. All players are required to play in both the infield and outfield at least 1 inning every game even if the game ends early due to mercy. Since this is a developmental age, the same player cannot play the same position for more than 3 (3) innings total and no more than 2 (2) consecutive innings at the same position. It is strongly recommended that managers keep a written record of defensive positioning. If a player arrives late they may be entered only at the bottom of the order regardless of where the order is at that time.
- 9) Three (3) outs for each team constitute an inning.
- 10) For the round robin rounds:
 - i) No new inning will start after two (2) hours of play. New inning starts at the last out of the previous inning.
 - ii) There is a three (3) run limit (or enough to tie) in the first 4 innings. Then 5 (5) runs (or enough to tie) in the 5th and 6th inning. There are no open innings.
 - iii) Ten (10) run mercy rule applies, after four (4) completed innings.

- 11) For the playoff rounds:
 - i) No time limit.
 - ii) There is a four (4) run limit in the first 5 innings. Last Inning is open.
 - iii) Ten (10) run mercy rule applies, after four (4) completed innings. Home team does not take their fourth (4th) at bat if up by ten (10) at the bottom of the fourth (4th) inning.
 - iv) Extra innings in the event of a tie. The extra innings will have no run limit.
- 12) The pitching machine/sling operators will be from the team that is on offence. They will set the height of the pitches at the beginning of each game together, along with the umpire and tournament coordinator or his/her representative. The pitching machine will be positioned at 40 feet from home plate and the speed will be set to 36 mph (Pin #7). Adjustments, if required, will be made collaboratively between innings after both teams have hit. The plate umpire shall authorize any adjustments throughout the game as required. Final call on pitching machine changes will fall to the Coordinator or his/her representative. Every effort will be made to maintain consistent speed throughout the tournament. The sling operator may adjust the micro-adjustment thumb screw as they please. If it is determined that the machine operator is deliberately trying to induce a passed ball it will be called 'no pitch' and runners may not advance.
- 13) The pitching (sling) machine operator will be from the team that is on offence. The ball used will be a "Level 5" type ball. The pitching (sling) machine operator must be attentive to throws coming from the 3rd base side of the circle to 1st base, moving out of the way or ducking to avoid interference. The sling operator is not allowed to communicate with any batter-runners or runners and may only communicate with the batter in the batter's box (adjusting position, etc).
- 14) There will be a chalked lines extending from the front of the pitching machine determined by the tournament coordinator. The pitcher player must stand behind these lines before the ball is pitched and not nearer than 40 feet from the plate.
- 15) Any batted ball that hits the pitching (sling) machine or pitching (sling) machine operator will be called dead. The batter will be awarded first base and only runners forced to advance will do so.
- 16) Pitching machine operators should not catch balls thrown to them unless time is called or the ball has been declared dead.
- 17) The catcher must wear full gear when catching. A fielder's glove, 1st baseman's glove or catcher's glove may be used by the catcher. Catcher's can not discard helmets any time during play.
- 18) Both teams will be prepared to be responsible to keep score for their games and each team manager will be required to email their final score to tournaments@whalleylittleleague.com . In the event of a discrepancy home team is official scorebook. All scores and results will be posted on the Tournaments APP. Tournament may provide scorekeepers for all or some games depending on resources.
- 19) After handshakes, teams will line the baselines to award 1 'MVP' award to a player on the opposing team at the end of each Round Robin game. To recognize the varying strengths and weaknesses of players at this age, we suggest no player receive more than one MVP award during the tournament. An MVP may be awarded for a 2nd time in the playoff round.

DECORUM

- 20) There is zero tolerance for disrespectful actions directed toward the umpires. Proper field decorum shall be observed when communicating with the umpires. (Example: no expressing disagreement from the dugout area.) If there is need for an interpretation discussion it will be done by approaching with permission and talking to the umpire who made the call to clarify what they saw and their interpretation of the rule.
- 21) Only the Manager will address the umpires on rule interpretation. There can be no comment or discussion on judgment calls. In the event of a dispute or confusion of rule interpretation, and the

manager is certain of an error, it is encouraged to pause the game to refer to the rule book or a higher authority (as per LL international process). There are no “playing under protest” on game rules, only player eligibility, substitutions etc. Any rule call is final once another pitch takes place.

- 22) Incidences of disrespect to an umpire will result in any of: loss of the 4th coach, coach confinement to the dugout, suspension, and or ejection from the Tournament. Managers are responsible for the actions of their players, team parents and visitors in this regard and are subject to the same discipline for the actions of parents (per LL rules).
- 23) Players must remain in the dug-out while their team is hitting. There is no “on deck” circle – batters are to remain in the dugout. All equipment must also be inside of dugout during games.
- 24) Jocks and Jill’s are mandatory. Players are not permitted to participate in the games if they are not wearing protective gear.
- 25) Batting helmets must be worn while at bat and on the bases. Chin straps are required if the player is not wearing a compression style helmet.
- 26) Coaches must have players completed medical forms with them during games.
- 27) Zero tolerance for bullying and name calling to any player on your team or any opposing team including young umpires. Any player found bullying or disrespecting umpires will be removed from the game.
- 28) Managers are responsible for their dugouts and bleachers. All garbage must be picked up at the end of each game.

PLAYING RULES

- 29) If there is a play at any base including home, there is no “must slide” rule in baseball. LL rule 7.08 applies, runner is out if they do not slide or avoid a player in possession of the ball waiting to make a tag.
- 30) Batters will receive three (3) swinging strikes or a 5-pitch max per at bat unless a pitch is declared “No Pitch/Dead Ball” by the umpire. There are no walks. If 5th pitch is fouled, the at bat continues per regular baseball rules.
- 31) Batters must drop their bats in a manner which does not endanger the catcher or umpire. Batters who throw their bats in a dangerous fashion (umpire judgement) will be subject to the following consequences:
 - i) *First occurrence in the game: the batter will be given a warning
 - ii) *Second occurrence in the game: The ball is dead, the batter is out, and the runners return.
- 32) A tip ball caught by the catcher on the third (3rd) strike is an out, regardless of the height of the ball.
- 33) There is no bunting.
- 34) Infield fly rule does not apply.
- 35) Stealing is allowed from second to third, and third to home. The baserunner may not advance until the pitched ball arrives at the batter. If it is determined that the runner left before the ball arrives at the batter and they are put out the play stands. If safe, they will be returned to their original base. There are no leadoffs allowed at any time from any base. Once a play is made on a steal attempt a call will be made and the ball will be dead. If there is steal attempt at home and a runner at 2nd has not attempted to steal 3rd at the same time they will not be allowed to advance to 3rd after the play at the home. Once a runner attempting to steal moves back toward their original base they must return to that base and not advance further.

- 36) Overthrows: An overthrow may come from the outfield or infield (ball must clearly pass the intended fielder). It is only considered an overthrow when it is clear the intention was to put out a runner at the base rather than returning the ball to the infield. Runners may attempt only one extra base (at their own risk) on the overthrow. If a play is made on a runner at the extra base, a safe or out call will be made and the ball will be dead. Under no circumstances may the runner advance beyond this extra base, even in the case of another overthrow. There is no advancing from 3rd to home on any overthrow under any circumstances.**
- 37) When a ball in play hit past the infield dirt is thrown back and crosses the plane where the infield dirt meets the outfield grass, runners may no longer advance beyond the base they are actively advancing to. There is NO requirement of the ball being in the infielders possession.**
- 38) When a batted ball rolls under the outfield temporary fence it will be ruled a double. Please instruct the outfielders to raise both of their arms in the air if that occurs to signal that the ball is dead and out of play.**

Revised July 5 10am - Nate M