 **8u Softball Division Rules**

1. Current year Little League Age Chart will be used as verification of all ages. Copies of **birth certificates** must be available for review at any time throughout the tournament.
2. Unless noted, Little League Rules will apply.
3. All equipment must be Little League approved.
4. The home team in all games will be determined by a coin flip. Home team is the official scorekeeper. Once the seeded tournament starts, the higher seeded team will have the choice.
5. There is a one hour and twenty five minute DROP DEAD time limit on all pool play games. No new inning may start after one hour and fifteen minutes***. NO PLAYER OR COACH MAY INTENTIALLY SLOW DOWN THE GAME, ANY TEAM FOUND TO INTENTIALLY SLOW DOWN THE GAME WILL END UP WITH A FORFEIT***. *Forfeit will be record as a 10-0 score*. If the DROP DEAD time occurs and the inning has not been completed the score will revert back to the last completed inning UNLESS THE HOME TEAM HAS TIED OR HAS TAKEN THE LEAD. In the event the home team is batting when the Drop Dead time occurs and they have tied the game or taken the lead, then the score is final and the result stands. Please watch start times, we need the games to move along on schedule. A game may end in a tie in pool play. Championship games will not be played under a time limit and cannot end in a tie. Championship round games tied after six innings will be completely played out (regulation innings).
6. The batter has five (5) pitches or 3 strikes (swings) whichever occurs first, may continue to foul off 5th pitch until the ball is in play or strike 3.
7. The offensive team’s at-bat is complete after three (3) outs are made or a maximum of **5 runs** are scored. There will be no run limit in the 6th inning of bracket games.
8. Each team must provide their own person to feed the pitching machine. The person **must** limit their interaction with the batter, coaching must not delay the at-bat. One (1) warning will be given; sub sequential warnings will result in an automatic out.
9. The pitching machine speed will be set at ***35 mph***, at a distance of 35 feet. The machine may be adjusted only once (1) during an inning upon the agreement of both coaches.
10. The entire team roster must bat in a consecutive order throughout the game. Any player absent at the start of the game must be listed as a sub and bat at the end of the line-up if they show up.
11. Each team must have at least 8 players to start a game or a forfeit occurs. A forfeit will be recorded as a 10-0 score. A team may play with four outfielders (right field, right/center field, left/center field and left field). No rover is allowed. A maximum of ten (10) players may be on the field at a time. All outfielders must be at least 10 feet from the infield dirt.
12. **The play is dead once an infielder has possession of the ball on the infield and is not attempting to make a play.**
	1. If a runner has not reached the hash mark of the base they must return to that base.
	2. If they have advanced past the hash mark they will be awarded the next base.
	3. This is a judgement call and there will be **no protesting or arguing.**
13. **A play may be made on the runner at any base if the play is not dead.**
	1. A defensive play may be made on any runner and runners may advance at their own risk. Over throw rules still apply. (see rule 14)
14. Over Throws: In the event of an overthrow, runners may attempt **to advance one (1) base** at their own risk. Defense can attempt to make a play on the advancing runner(s); play will be dead after the attempt. *There is* ***NO*** *advancement* on a 2nd over thrown ball.
15. If a batted ball hits the pitching machine and/or operator, the ball becomes dead on contact. All runners including the batter/runner, advance one (1) base only.
16. No infield fly rule, no bunting, no stealing and no lead offs.
17. The player in the pitcher position must remain even with the pitching machine and one foot must be on or in the circle before/prior to the pitch being pitched.
18. Mercy Rule:
	1. 15 runs after 3
	2. 10 runs after 4
	3. 8 runs after 5
19. In case of a tie after the pool play round, the tie breaker will be as follows: 1) head-to –head, 2) Runs Allowed 3) Runs Scored 4) coin flip.
20. **No use of tobacco, cigarettes and alcoholic beverages in any form at the park during tournament play. Little League is a child friendly environment sharing these same values.**
21. Two adult base coaches must be used during your team’s at-bat, plus an adult coach on the bench.
22. Tournament Contact Info:

**Nathan Smith 586-201-6280 | Nick Thomas 810-357-1831**

***\*There will be NO ARGUING with UMPIRES. Any issues will result in Manager Removal. Managers can and will be removed if teams PARENTS are causing a scene.***