

## East Meadow Baseball / Softball Association 2019 8U Fall Classic Tournament

We would like to cordially welcome your organization to 2019 8U Futures Tournament. Thank you for making East Meadow the first stop in your summer tournament schedule. In order to conduct an enjoyable tournament, we ask that you abide by a few basic rules:

4 coach max per team

1. We ask that teams please assist in keeping the dugout, bleacher, and the pathway areas clean by placing food and beverage containers in the trashcans located in these areas.

2. East Meadow Baseball/Softball Association has a **ZERO TOLERANCE POLICY** for unsportsmanlike conduct of any kind.

a. Managers and coaches will be held accountable for the behavior of their players and respective fans.

b. There will be **no** singing, chanting or dancing by either players or fans once the coach is ready to feed the ball into the pitching machine so as not to distract the batter. These practices are often unnerving to the opposing players, especially in the younger divisions. Please let the game be decided by the girls, first and foremost, on the field of play.

c. Berating or negative talk towards any player or the umpire will not be tolerated.

3. The scheduling of games will be the direct responsibility of the tournament committee. Last minute attempts to switch games will be denied. As this is a one weekend tournament, blackout dates will not be considered.

4. Teams are to warm up in the outfield areas only. There is to be no infield practice anywhere on the dirt infield between the foul lines.

5. There are no hitting balls of any kind into any fence or backstop area.

6. The decisions of the field umpire will be final and protests will not be entertained.

7. Games may be rescheduled for rainouts only. If you do not hear from a director assume your game is on and come to the field ready to play.

8. All scores should be given to the umpire at the completion of each half inning and the final scores are to be emailed by both managers to [coachlippy1520@gmail.com](mailto:coachlippy1520@gmail.com) .

9. All games are subject to rescheduling due to inclement weather. Cancellations will be posted on the East Meadow Baseball Softball Association website ([www.eastmeadowbaseballsoftball.com](http://www.eastmeadowbaseballsoftball.com) )

10. Standings will be determined using the following criteria:

a. Winning Percentage

b. Head to Head Record

c. Runs Against

d. Runs For

e. Coin Toss

# Remember it's all about the KIDS!

> East Meadow Baseball Softball

## 2019 Fall Classic Tournament Rules of Play

|                                  |   |
|----------------------------------|---|
| <b>Innings</b>                   | Each game will consist of a maximum of six innings (time permitting) with each half inning ending after either three outs or four runners crossing home plate, there is no limit to the number of runs scored in the sixth inning.  |
| <b>Official Game</b>             | A game is official after four complete innings. No new inning may begin after 1 hour 40 minutes and the game will end promptly at 1 hour 50 minutes from the scheduled starting time. In the event that the time limit expires prior to the completion of the sixth inning, the score will revert back to the last complete inning; if the home team is leading and the time limit expires in the bottom of an inning, then the score will not revert back.   |
| <b>Umpires</b>                   | The 8U division utilizes youth umpires. The decision of the umpire is final. Once the umpire makes a call it may not be reversed. <b>In the event the umpire requires a clarification of a rule, it must come from the director on duty.</b>  |
| <b>Unsportsmanlike Conduct</b>   | It is the responsibility of the managers to control not only their players and coaches but their spectators as well; <i>any unsportsmanlike conduct directed at the umpires</i> will result in one warning from the umpire, a second offense will result in a forfeit by the offending team.  |
| <b>Bases</b>                     | Bases are 60' apart.  |
| <b>Balls</b>                     | 11" pitching machine balls are used.  |
| <b>Uniforms</b>                  | Players are to be in matching uniforms with no duplicate numbers. Check to make sure that no players are wearing watches, rings, pins, jewelry, earrings, or other metallic objects. (exception: jewelry that alerts medical personnel to a specific condition is permissible and it must be taped in place)  |
| <b>Minimum Number of Players</b> | Eight players constitute a legal lineup. If a team can not field a legal lineup at the scheduled start time, then that team will forfeit the game. A forfeit will be recorded as a score of 6-0.  |
| <b>Home Team</b>                 | The home team will be decided by a coin toss prior to the start of the game.  |
| <b>Pitching</b>                  | There is no pitching in this division. Pitching machines are set up approximately 35 feet away from home plate and each batter is given 5 pitches at approximately 35 MPH. If after the 5th pitch the ball is not put in play the batter is out. A ball may be considered a "no pitch" if in the sole discretion of the umpire the pitch is either too high or too low. For safety please keep the girls away from all pitching machines. A coach from the batting team will feed the pitching machine. In order to keep the game at a constant pace, the pitching machine should not be adjusted for each batter, but may be adjusted if in the opinion of the umpire if the pitches become erratic. |
| <b>Batting Equipment</b>         | For the safety of the players, <u>all batters and base runners must wear batting helmets with face masks and chin straps.</u>   |
| <b>Batting</b>                   | A Universal Batting Order is used in the 8U Division. Each player present at the game gets a chance to bat. Because of the length of each half inning as described in "scoring", each player may not bat every inning but no player will be permitted to bat twice until every player has batted at least once. Batting out of order constitutes an automatic out. Bunting is not permitted.  |
| <b>Dead Ball</b>                 | If a batted ball hits either the pitching machine or the coach feeding the machine, each runner automatically advances one base. If there is no force then the runner shall not advance.  |

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|---------------------------|--|
| <b>Running Bases</b>      | <p>A base runner is permitted to advance a maximum of two bases from where she started during that play (i.e. a batter may only advance as far as second base, a runner who started at first base may only advance as far as third base and a base runner who started at second base may reach home plate). All base runners are in jeopardy as they advance from one base to the next, the only exception is in the case of a "Dead Ball". A player is in jeopardy if attempting to advance on an overthrow. A play at the bases requires that the runner to slide at the plate, elect not to slide but must avoid contact, or give herself up and be called out. If a player leaves the base before the ball is put in play she could be called out by the umpire. This is a judgement call by the umpire. If a player goes more than 2 bases she is a live runner when trying to return back to the base she was not allowed to advance from</p> <p>You may not leave the base until the ball is put in play by the hitter. There is no stealing. Leaving the base prior to contact will result in a OUT. Umpire discretion</p> |
| <b>Speed Up Rule</b>      | Coaches are expected to keep the game moving quickly. To minimize down time between innings, catchers should put on their equipment before the last out is recorded. Coaches are strongly encouraged to pull their catcher from a base when there are two outs so she can put on her equipment. The last player to make an out will be the substitute runner.  |
| <b>Scoring</b>            | In order to avoid scoring discrepancies, both managers should compare scores at the completion of the half inning and report the score to the umpire. The umpires scorecard will be given to the tournament director, and the manager of the winning team will be responsible to email the final score to <a href="mailto:coachlippy1520@gmail.com">coachlippy1520@gmail.com</a>   |
| <b>Mercy Rule</b>         | The mercy rule will be in effect if one team is leading by twelve runs after the completion of the fourth inning, or ten runs after the completion of the fifth inning.  |
| <b>Fielding Positions</b> | A maximum of ten defensive players will be allowed on the field, with the tenth player residing in the outfield  |
| <b>Defensive Coach</b>    | There will be a maximum of two defensive coaches in the outfield when the coach's team is on the field. The coach can instruct and position players at any time during play but cannot touch any player while play is alive.   |
| <b>Blood Rule</b>         | The league blood rule is enforced. A player with visible blood on herself or her uniform will not be permitted to play until the bleeding is stopped and any visible blood is covered with bandages or tape.   |

\*\*\*\*Time Out Rule\*\*\*\*

Just a reminder here is how the time out rule works. If the umpire grants time before a player is in motion for the next base the player must stay at the base they were on. If time is not granted in time and the player has already started her motion to the next base she is entitled to try and advance to that next base. If the fielder decides to try and get the runner out since time was not granted in time then time is no longer in play and if any other runner is on base they are also able to advance to the next base if time is not recalled. Time is solely granted by the umpire and they will do their best to watch all baserunners. The granting of time is a umpire judgement call and should not be argued by managers, coaches and especially not fans.

Coaching\*\*\* There is a max of 4 coaches allowed in the dugout during games. Please keep all siblings and parents out of the dugouts as well.

During pool play if after 6 full innings the game is tied it ends in a tie. No extra innings during pool play.