

2019 CIT Diamond Days Rules - 8U

CODE OF CONDUCT

1. Managers shall be responsible for their players, coaches and fans. The umpires are instructed to warn the manager one (1) time concerning abuse and misconduct. If not controlled the game could be forfeited to the opposing team.
2. Only the manager may question a call or make a formal protest. (Managers may not dispute a judgment call). Any coach who disputes or argues with an umpire over a call may be ejected from the game.
3. Protests may be made by the team manager (or acting manager) to the umpire at the time of the incident. No protests, other than those pertaining to the playing rules, can be made after the first pitched ball following the incident which may result in a protest. All protests will be decided by the tournament director or tournament representative.
4. If the manager objects to a field call, he must be able to cite a particular tournament rule or the Little League Baseball Rule Book. No judgment calls may be challenged.
5. Any player or coach throwing equipment in anger is subject to ejection from the game at the discretion of the umpire.
6. Obscene or abusive language or behavior will not be tolerated. Any violation of this rule will result in removal from the field and stands. This rule is in effect for players, coaches, and spectators. The player, coach, or spectator removed for obscene or abusive language or behavior will be subject to rule #7 below.
7. If a manager, coach, player, or spectator is ejected from a tournament game, they shall take no further part in that game. They may not sit in the stands and may not be recalled. They shall immediately leave the vicinity of the field. The ejected person(s) will have no communication with the players, the manager, or coaches for the remainder of the game. Violation of this rule will result in an immediate forfeit.

Anyone ejected from a game will also serve an automatic one (1) game suspension in the team's next scheduled game, and they may not attend the next game as a spectator or communicate with the manager, coaches, or players during the game(s) of their suspension. A second ejection in the tournament will result in that team being removed from the tournament and tournament entry fees will NOT be reimbursed to the team removed.

GENERAL RULES

1. Each Team shall provide their own liability insurance. C.I.T. shall not be responsible for any injuries occurring before, during, or after any game to any person or persons connected to the team.
 2. No player may be older than 8 years old at April 30, 2019. Upon request, a birth certificate must be provided within 24 hours. We will make exceptions if your league used the new 8/31 cut off date. Expectation is the players play in the same age group that they played during the regular season.
 3. A player cannot play for more than one (1) team in the tournament.
 4. A team roster must be presented with the name, shirt number, date of birth and age before the first game and may not be altered after the first game.
 5. All players must wear uniforms. All shirts must have numbers on the back. No metal spikes are permitted.
 6. The home team is designated as the official scorekeeper for the game. This official scorebook will be the only record accepted by the tournament director. The score book must be signed by both managers and the umpire after the game. The score must be reported to the Concession Stand. Home Team and Visitors will confirm the score with the umpire at the end of each half-inning.
 7. Team roster will have a maximum of fifteen (15) players.
 8. During pool play, any game suspended (by weather or the 10-run-rule) after the losing team has batted four (4) complete innings is a complete game. If the game is not a complete game, it will be resumed at the exact point of interruption. Only the Umpires, Tournament Director or Tournament Representative can call a game.
 9. During bracket play, any game suspended (by weather or the 10-run-rule) after the losing team has batted four (4) complete innings is a complete game. If the game is not a complete game, it will be resumed at the exact point of interruption. Only the Umpires, Tournament Director or Tournament Representative can call a game. A game is official after 3 1/2 innings with home team winning or 4 innings with visitor team winning.
- Championship games will be played in their entirety unless the 10 run rule comes into effect.
10. The in-field fly rule is not in effect.
 11. All tournament games will be played at Meyer & Middleton Park field complex.

12. The home team will be decided by a coin toss prior to the game. The team traveling the furthest will call the coin toss. If it is not agreeable on furthest distance, then the Tournament Director or tournament representative will decide who calls the coin toss. In the playoff round, the higher seeded team will be the home team.

13. Teams should be warmed up and ready to report 15 minutes prior to the scheduled starting time. Any team that is going to be late for a scheduled game must notify the tournament director at least 60 minutes in advance of the scheduled start time.

14. Every attempt will be made to adhere to the starting time for each game. However, teams will be given a fifteen (15) minute grace period after the scheduled starting time. After the 15 minute grace period has elapsed, the tournament director or tournament representative may declare a forfeit. Every reasonable attempt will be made to avoid forfeits. All forfeit scores will be 6-0.

15. Due to limitations related to field availability and other team's commitments, scheduling changes will be considered by the tournament director only in emergencies and on a case by case basis. When possible, the tournament director will attempt to assist teams in resolving schedule conflicts because of other tournaments. Decisions of the tournament director will be final.

16. Ground rules will be discussed prior to the start of each game.

17. Games are 6 innings or have a 1:45 hour time limit; a new inning cannot be started after 1 hour and 30 minutes has elapsed from the start of the game. Once started an inning must finish. The start time will be noted in the official scorebook

18. In pool play a game can end in a tie. In bracket play if at the end of the time limit of play, both teams are tied, the following will occur until a winner is determined after the Home team has batted. The visitor will place the player that made the last out in the previous inning on second base, and each thereafter, and each batter will begin with a pitch count of (0) balls and (0) strikes on him and NO OUTS.

19. If a team is winning by 15 runs or more after 4 innings (3 1/2 innings if the home team is ahead) the game will end. If a team is winning by 10 runs or more after 5 innings (4 1/2 innings if the home team is ahead) the game will end. The home team does get their chance to bat if they are the team that is behind.

20. Official USA Bats only

GAME PLAY

Official Little League Baseball rules will be in effect except as written in these rules.

1. The adult pitcher will pitch from the pitching area, which will be 38 feet from the front of home plate. The fielding pitcher from the defensive team must start the play with at least one foot in the pitching circle which will be drawn around the mound.
2. Each team must have 10 players to start every game, pitcher, catcher, four infielders and four outfielders. A team may finish with 9 players, due to injury illness or ejection, but cannot finish a game with fewer than 9 players.
3. All pitching must be overhand.
4. Each batter will get three (3) strikes or seven (7) pitches, whichever comes first. If a player fouls off the seventh pitch or any pitches thereafter, that batter will continue to bat until the batter puts the ball into play, strikes out or is called out on pitches. There are no walks.
5. If a batted ball strikes the adult pitcher, the ball is dead and ruled a dead ball. Pitch is played over and the pitch does not count against the total pitch count of balls and strikes.
6. The adult pitcher must immediately leave the pitching area and move toward the baseline in the opposite direction to where the ball is hit. If the pitching coach intentionally interferes with a defensive player or his throw in the opinion of the umpire, then the batter is OUT and all runners return to the base where they were before the hit.
7. The Adult pitcher may coach the players prior to the pitch however once the ball is put in play the Adult pitcher may no longer coach the runners.
8. Two defensive coaches will be permitted in the outfield outside the foul lines during the game.

Batting/Base Running:

1. The batting order may not be changed once the game begins unless there is an injury or the game is started without all players. Players arriving after the start of the game will be placed at the end of the batting order in order of their appearance.
2. The entire roster shall bat continuously.
3. There is no bunting or slash bunting – the batter will be called OUT. Runners will return to the base they were on prior to that pitch. The defensive team has the option to waive this call (example - player hits into a double play).

4. BAT THROWING: The umpire will issue one game warning per team; thereafter the batter will be called OUT.

5. Runners cannot leave the base before contact is made by the bat. One team warning will be given. All subsequent violations will result in any runner leaving early being called OUT. Runners will return to the base they were on prior to that pitch. The defensive team has the option to waive this call.

6. When there is close play being made at any base other than first, the base-runner must slide or avoid contact or that runner will be called out.

- Head first sliding is not permitted unless the player is returning to a base. The consequence is that the player will be called OUT.
- A runner must avoid contact on a play at a base or the runner will be called out. The runner may do this by sliding, stopping or stepping around the fielder. This is considered a judgment call and not subject to protest.
- There is no sliding into first base. The consequence is that the player will be called OUT

7. **Catcher Courtesy Rule (Speed Up): With two outs the catcher (of the previous half inning) can be replaced on the bases with a pinch runner to allow the catcher to get his equipment on. The pinch runner will be the last player batted out.

8. No stealing is allowed.

9. Managers may appeal (directly to the umpire) a runner missing a base or leaving early when tagging up after a fly ball out. An appeal must be made before the next pitch is made. A team must appeal the missed base or leaving early issue by throwing or walking the ball over and touching the base. If the appeal is upheld, the runner will be called out

10. All base coaches must stay behind the coaching line. Touching a runner when the ball is in play will be considered interference and the runner will be called out.

11. Blocking Bases – Coaches should remind their players not to stand on the bases when runners are trying to advance to the next base. Defensive players standing on bases (including home plate) and blocking base paths will result in interference being called. If interference is called, the runner will be awarded the base he is going to. If the defender knocks down the base runner, one (1) additional base will be awarded. The discretion of the umpire will prevail.

12. Ten (10) players will be used on the field with four (4) outfielders (No Rovers). Outfielders must start the play fifteen (15) feet from behind the infielders. It is required that all players at the game play a MINIMUM of 2 defensive innings in the field, unless the game is shortened.

13. Team forfeits with less than nine players unless an injury occurs during the game. Team must forfeit if it has less than eight players on the field after the injuries. If playing with less than 10, an out is recorded for the batting position of the missing player(s). Teams are encouraged to start with 10 players. The tournament director will deal with issues regarding the roster and players available on a game by game basis.

14. On any ball hit inside lines, for play to stop, time must be called by any infielder with possession of the ball on the infield dirt. In order for runners to advance they must have gained the three quarter line at the time the umpire calls time. If runners have not gained the three quarter line they will return to the base they last reached. Any and all baseball plays will stand if time is not called by umpire. Umpire must grant time in order for play to halt.

a. No automatic advances are given on an overthrow (ball goes into foul territory) to first from an infield or outfield position when playing on the batter. This includes double play attempts on ground balls.

b. One additional base is awarded to each base runner if the overthrow occurs from the outfield or infield to first base and the ball goes out of bounds (out of play).

c. Balls thrown to first base from any infield position, which remain in play, are considered live balls. Advance at own risk.

d. Overthrows to 2nd, 3rd or home base which remain in play are live balls until an infielder has possession in the infield (on the dirt) and calls time out.

e. Overthrows to first base when attempting a rundown or double play off of a caught fly ball are considered live balls.

15. The distance between the bases is sixty (60) feet. A chalk line will be placed $\frac{3}{4}$ the distance (45 ft) between 1st and 2nd, 2nd and 3rd and 3rd and home. A pitcher's circle measuring 15 feet in diameter will be centered at 38 feet from the back tip of home plate. A pitcher must pitch from with-in that pitchers circle (both feet in the circle).

17. If there is more than one base runner on the base paths, the position of the furthest base runner at the time of infielder control will determine if they can advance.

18. There are free substitutions allowed for all positions. There are to be no fielding substitutions during an inning unless for injury.

19. In the 1st through 5th innings, each team is limited to ten (10) batters per inning except in the sixth (6th) inning where the defensive team must get three (3) outs to end the inning. In the 6th inning and extra innings, runs and batters are unlimited ~ three outs must be recorded.

UMPIRE'S DUTIES

1. Umpires have the right to eject any player, coach, manager, spectator or team for using profane or abusive language, unsportsmanlike conduct, or badgering. Offenders must leave the field and spectator area prior to play resuming.
2. Judgment calls by the umpire are final

SPORTSMANSHIP

1. No smoking, abusive behavior, abusive language, or profanity is to take place on the field, dugout or the stands by any player, coach or fan. The manager of each team is responsible for the conduct of their coaches, players and fans. Throwing of equipment of any kind will not be tolerated. The umpires have the power to eject any player, coach or fan who violates these policies. The Tournament Director reserves the right to ban any coach, player or fan from the tournament and fields if any of these policies are violated.
2. The manager and only the manager may calmly request explanations of umpire rulings, but may not argue judgments calls. The Tournament Director reserves the right to make changes to the above rule as deemed necessary. These rules are as complete and accurate as possible. However, when situations arise that are not specifically covered by the Little League rules or our special rules, the umpire will use his/her discretion. The tournament director should be consulted on all differences of opinion.
3. No coolers are permitted in the stands. Personal coolers are permitted for the team/players. We have a full service concession stand, we welcome and appreciate your business.

All teams will be seeded via computer based on:

A=Against Score | AA=Against Average Score | F=For Score | AF=Average For Score | DIFF=Difference