

Sluggers Softball Tournament Series 2027
Playing Rules & Guidelines
8U Age Group

Pre-game:

- Teams must be ready to play 15 minutes before the scheduled time. If either team is not ready at game time, the team will forfeit the game. No grace period.
- Prior to the start of a game, there will be no defensive practice or extra pitcher warmups.
- Once each team is situated in their dugouts, head coaches are to meet with the umpire to decide Home team/Visitor team and review any field specific rules. The game will start immediately after.
- All 8U games will have one umpire assigned throughout the tournament.

Field Specific:

- The pitching circle will have an 8 ft. radius around pitcher's plate at 35'. The pitching distance is between 27 and 35 ft.
- A 12' dead ball arc in front of home plate.

Roster:

- Each team shall have nine players minimum and ten player maximum on the field.
- Each player eligible for a game will bat even if not playing a position in the field. (Roster bat)
- If a player is deemed ill/injured and cannot finish, that player will not be an automatic out in batting rotation and the game can be finished with eight players.
- Two outfielders are required if a team has only eight eligible players; three outfielders if a team has only nine eligible players; four outfielders if a team has ten or more eligible players.

Coaching Staff:

- In the field there will be: one offensive coach pitcher and two defensive coaches who must be positioned in the outfield grass. The coach pitcher may not coach the runner on the bases.
- The coach pitcher must have one foot in the circle at the time of the release of the pitch. No exceptions. The coach pitcher must make an aggressive attempt to move out of the way of the defensive pitcher when they are making a play.

Defensive Player Positioning:

- One player in the catching position (in full catcher equipment) and a (defensive) pitcher.
- Outfielders must start play in the designated outfield area and cannot be positioned as extra infielders.
- Four outfield players must be at least ten (10) feet behind the base line. An outfielder may move on the field to make a play on the ball but cannot cover a base; the player must throw

the ball to a base or to the defensive pitcher.

Offensive Rules:

- A dead ball is declared if a batted ball contacts the coach/pitcher (hitter stays at bat/no pitch counted).
- Each batter will be allowed six (6) pitches to hit the ball in play. A batted foul ball on the sixth pitch or beyond will result in an additional pitch. Each batter will get either (6) pitches or (3) strikes, whichever comes first.
- There will be no walks or hit batters allotted to any batter.
- The batter must take a full swing at the ball. No bunting.
- Any batting out of order and accepting 1 pitch will constitute an out

Baserunning:

- Base Stealing is NOT permitted. A base runner will be called out for leaving the base prior to the ball being hit. The play will result in a dead ball.
- Runner(s) may advance as many bases until the defensive pitcher has control of the ball in the circle, is not making a play, and the umpire calls "time out." All runners that are in motion when the umpire calls "time out" must be across the halfway mark to advance to the next base. Runners are permitted to advance to bases if would be considered a force situation.
- Sliding is permitted and encouraged to avoid contact. If player doesn't slide at home plate and a play is attempted on that runner, she will be called out.

Defensive Rules:

- The defensive pitcher/player must wear a batting helmet with a facemask and remain within the pitching circle at the time the batter swings.
- The defensive pitcher cannot run the ball to any base unless they field the ball within 5 feet of the base. When the bases are loaded, the pitcher cannot run the ball home for the force out; she must make a throw to home for the out. This is a judgment call from the umpire and cannot be questioned.
- There is no infield fly rule.
- Foul balls caught by a catcher during an at bat must be hit above the batters head for an out.

Game Length and scoring:

- Game is 6 innings or 75 minutes - finish the inning.
- Five-run rule limit per half-inning except for the final (6th) inning, which is unlimited.
- Mercy rules = 12 after 3 innings; 10 after 4 innings; 8 after 5 innings.
- Pool games can end in a tie.

Post Game:

The winning team is responsible for reporting the final score to Bill Amero at 330-501-7506 immediately after the game.

- a) Please report the final score within ten minutes after the conclusion of the game.
- b) You must verify the score with the opposing coach and ensure that it is correct.
- c) This is a big deal because we foresee needing to use several tiebreakers to seed the teams after pool play has concluded.

There will be a \$75.00 “rules” protest fee due, payable in cash at the time of the protest. The fee will be refunded if the protest is ruled in the protesting team’s favor. No protests will be allowed for judgment calls.

A \$5.00 daily entrance fee (per person) will be charged on Friday, Saturday, and Sunday.

- a) Twelve (12) and under are free
- b) Players and coaches listed on the team roster that was submitted by the head coach will be free

All vehicles must OBEY any parking regulations posted or instructions given, or they will be subject to having their vehicle towed.

WEATHER, AND ITS EFFECT ON THE FIELDS, IS BEYOND THE CONTROL OF THE TOURNAMENT COMMITTEE. NO RAIN DATE. Refunds due to weather are as follows:

- 0 games played = \$350
- 1 or 2 games played = \$275
- 3 or more games played = \$0