



8U NIT Fargo Youth Baseball Rules

- All coaches need to check in with the tournament director prior to playing their first game of the tournament. Coaches will receive their tournament packet.
- Each team will supply one new baseball per game. Cal Ripken Rules and Regulations along with official playing rules will be used unless specifically addressed below. **Specific rules that may be different than other youth leagues are the bat rules, interference rules, obstruction rules and contact rules.** Each individual team is responsible for understanding all rules. If clarification is needed on rules, please contact the tournament director. **Official bat rules can be found at:**
<https://www.fargoareasports.com/rules>
- All games will be 6 innings (exception – time limit).
- Time limit will be enforced. No new inning will start after 1 hour and 30 minutes. The umpire will have the official time. 1st place game will not use a time limit.
- All divisions can play the field with 10 players, requiring 4 to be in the outfield. All outfielders must be positioned starting in the grass. Normal substitution and re-entry rules apply if batting 10. You are allowed to use the continuous batting order option if you would like to choose this option. In a continuous batting order, you may not change the order that your players bat once it is set prior to the game. However, if a player would become ineligible to bat, they would be considered an out for only the first time through the order. After that, they're removed from the batting order and will not be considered an automatic out. With CBO, the defense is allowed "free substitution" meaning players can be entered or removed as desired.
- In the event of an injury to a player, a substitute runner may be used. The runner must be the last recorded out. No changes to the official scorebook have to be made for the substitute runner. If that injured player would become ineligible to bat, they would be considered an out for only the first time through the order.
- You must have a minimum of 8 players to start the game. An automatic out will be given to the 9th batter the first time the 9th spot in the order comes up. After that, the 9th spot will be passed over with no out.

NO HEAD FIRST SLIDES! Exception, head first slides are legal if going back to a base.

- Each player is allowed three swinging strikes and if the ball is not put in play, the batter is out. If there's a fall ball with two strikes, they will have another opportunity to swing again just like normal baseball.
- No bunting. After one warning, an attempt to bunt on the second pitch results in the batter being declared out.
- Base stealing and leading off is not allowed.
- Coach-Pitch base runners will not advance on a wild pitch or passed ball.
- There is no advancing on overthrows. For example, if a ball is hit to the SS, and they throw it to 1st, this runner CANNOT advance to second. Another example, if an outfielder throws a ball to a base, they CANNOT advance on that overthrow either.
- Pitchers: Managers or coaches will pitch to their own team, and lower their level to assist the player's ability to hit the ball, and avoid play when the ball is hit. The ninth player for a team shall be beside the adult pitcher, and have full view of the play. The Coaches should KNEEL approximately 30'-40' away from home plate. Bases are 60'. Coach-Pitch shall not include walks. Players will be called out on the bases when a correct out is made.

- 15 run rule after 3 innings and 10 run rule after 4 innings.
 - A half-inning ends when any of the following occur: 3 outs are recorded, 5 runs have been scored, or all hitters in the line-up have batted once.
 - No infield will be allowed prior to any games. Teams are asked to complete the majority of their warm ups using the green space outside of the fields.
 - Tie-Breaker System: If a game is tied after regulation innings have been completed during pool play or straight bracket play, the "California" tie breaker rule will go into effect. The last out in the previous inning will begin on 2nd base and there will be one (1) out. This will continue until a winner is declared or the time limit has been reached (where applicable)
 - Ejection Rule- Minimum of 1 game suspension, also subject to be suspended from the tournament. When a manager, player or coach is ejected from a game, he shall leave the field immediately and take no further part in that game. He shall leave the park or take a seat in the grandstand well removed from the vicinity of his team's bench or bullpen. If a manager, coach or player is under suspension he may not be in the dugout or press box during the course of a game. If a parent is ejected, they will be removed from the remainder of the tournament.
 - Pool Play and Bracket Seeding Tie Breakers will be broken with the following format:
 - a. Record
 - b. Results of the head to head competition
 - c. Run differential in Total Pool Play (maximum 8 plus/minus per game)
 - d. Least number of runs allowed in Total Pool Play
 - e. Most total runs scored in Total Pool Play
 - f. Coin Flip
- **** For a three-way tie, first break the three-way tie by these rules and then start all over with the two remaining teams

ADDITIONAL INFO

1. All pool play games will have a coin flip to determine the home team. When brackets with seeding are used the team with the highest seed will be the home team (unless same seed, then coin flip will determine home team).
2. Batting cages are available for all teams to use. Please be considerate when using the batting cage and work with other teams to ensure all teams have an opportunity to use the batting cage. Teams are able to use the ATTIC (indoor facility). Please contact the tournament director to schedule a time. No cleats, no seeds, and no gum while in the ATTIC. \$100 fine will be enforced.
3. Concessions will be available.
4. Gate fees will be charged for anyone 7th grade and older. Gate fees will be \$5 per day.
5. Please be on your best behavior and HAVE FUN.