



U8 SUMMER MELTDOWN TOURNAMENT RULES (JULY 26 TO 29, 2018)

Welcome to the 2018 U8 Summer Meltdown Tournament!!!

Field Decorum:

1. Coaches are responsible for the behaviour of their team players, fans, parents and guardians during games.
2. Coaches are to ensure that there is no abuse of the equipment.
3. The actions of players, managers, coaches, umpires and League officials must be above reproach.
4. Team Manager (head coach) and Coaches must display leadership and sportsmanlike conduct at all times.
5. The use of tobacco products, including smokeless tobacco, illegal substances and alcoholic beverages in any form, is prohibited on the playing field, benches, dugouts, or any area within the boundaries of the park by players, managers, coaches, umpires or any official. PENALTY: Automatic ejection from the game.
6. Parents, fans, players, managers and coaches while participating in scheduled games or practices are not permitted to:
 - a. Use profanity or gestures which may be considered profane.
 - b. Deliberately harass or direct any discourteous remarks at the umpires, players or any member of the opposing team.
7. Parents, fans, players, managers or coaches engaging or persisting in conduct or actions unfavorable to the spirit, principles and objectives of good sportsmanship shall receive one warning from the umpire. If the offense or offenses continue, offender or offenders will be ejected from the game.

Equipment:

1. All players must wear an athletic support with cup (jock or Jill)
2. Batters, on deck batters, base runners, players used as base coaches or bat boys shall wear double ear flap helmets which gives protection to the temple, ears, base of skull and top of head and must have a chin strap properly attached.
3. It is mandatory that full catcher's helmet with face protector be worn, in addition to a chest protector, shin guards, and athletic support with jock/Jill while catching in practices and games.
4. Running shoes or molded rubber cleats are acceptable foot wear. Metal cleats are not permitted in this division
5. Coaches occupying a coach's box must be identified by, at least, a team cap.
6. Aldergrove will supply the game balls – Pro Nine Level 5.
7. Aldergrove will supply the pitching machine – for example Louisville Slugger UPM45 Blue Flame Pitching Machine.



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General Rules:

1. Full uniform and hats must be worn to all games. Shirts are to be tucked in. Base runners, batter, and on-deck batter must wear double ear flap helmets with chin straps properly attached.
2. No gum, Spitz, etc. allowed anywhere on the field, including the dugout. Each team is responsible to clean up their dugouts after the game.
3. All field prep will be handled by the Aldergrove Dodgers Volunteers.
4. Before a game, each Manager (Head Coach) must give a copy of his/her batting line-up to the opposing team and the home plate Umpire.
5. During a game, Coaches or parents cannot position themselves on the outside of the backstop behind the umpire in order to coach the team. Loss of game can occur if, after a warning, the problem still exists.
6. Coaches are responsible for the behaviour of their team players, fans and parents during games.
7. Games postponed or cancelled due to rain may be rescheduled by the Tournament Coordinator, if there is time available in the schedule.
8. **A "Base Race" will conclude every game.**

Playing Field:

1. Bases shall be 60 feet apart. Bases are to be inserted in the appropriate apparatus embedded in the playing field. The Pitching Machine is to be set up at the pitching rubber.
2. The batter's box is to be 3 feet wide x 6 feet long and the inside line 6" away from the side of the plate. It shall extend 3 feet in front of and 3 feet behind the center of the plate.

Game Rules:

1. **TEAM COMPOSITION** – All players on the roster are to bat. There is to be a maximum of 6 infielders including the pitcher and catcher, with a minimum of 8 players and a maximum of 9 players on the field for the defensive team.
2. **PLAYER DEPLOYMENT** – **All players must play at least 2 innings in the infield and 1 inning in the outfield.**
 - 2.1. **A player is permitted to play the same position for a maximum of 2 innings only. Catcher is permitted for 3 innings.**
 - 2.2. **All players must sit one inning before any player can sit a second inning.**
 - 2.3. **First offence of rule 2 or 2.1 will result in the Head Coach being warned and the player(s) being moved to new position(s) on the field. Second offence of rule 2 or 2.1 will result in the ejection of the head coach from the game. Third offence of rule 2 or 2.1 will result in the team forfeiting their spot in the tournament.**



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3. **INFIELD FLY** – The infield fly rule does not apply.
4. **BATTING** – Bunting and running on dropped 3rd strike are not permitted. If a base runner leads off, all base runners and the batter will return to their original positions with the count on the batter to remain the same. No outs shall result and no runs shall score.
5. **PITCHING** – All games will be played with a pitching machine. Pitching is not allowed in the 8U Summer League games; including tournaments. Pitching machine distance will be approximately 46 feet from the plate (use pitching rubber as a guideline). The pitching machine, must be operated by the team at bat. The pitching machine shall be set a speed level 7.

The person operating the pitching machine may move batters verbally within the batter's box to give them the opportunity to succeed in hitting the ball. Coaching the batter in the box with swing fundamentals and slowing the pace of the game will not be allowed.
6. **UMPIRES** – Head Coaches only are permitted to ask the umpire questions during the game as long as they are done in a polite and calm manner. **Any coach using abusive language or yelling at an umpire will be immediately ejected from the game and the tournament.**
7. **DEAD BALL** – If the ball hits the pitching machine or the pitching machine operator, the batter is awarded first base and it is treated as a walk. If, in the judgment of the Umpire, the machine operator intentionally plays or deflects a fair hit ball, the ball is dead, the batter is out and runners cannot advance. No walks are allowed.
8. **BASE RUNNING AND SCORING** – If a base runner stops forward movement, he must return to his previously occupied base when a defensive player has control of the ball in the infield and in the judgement of the Umpires, there is no throw or attempt to make a play on any of the base runners. Runners may only advance one base per fielding error. Additional bases may not be taken on subsequent errors. A runner on 2nd can't score on an error made on a hit ball that stays in the infield.
9. **OBSTRUCTION** – Obstruction will be called on a defensive player if the bag or plate is not partly exposed. The entire orange portion of the safety base must be entirely exposed. Defensive players may not stand on the baseline without the ball. The runner will be awarded the base.
10. **INTERFERENCE** – Interference will be called on an offensive player if the runner contacts a fielder outside of the straight line between bases.
11. **BATTING ORDER** – All players will be included in the batting order. Player will be listed in the order they are to bat. Players arriving late will be added to the end of the batting order without penalty.
12. **LEADOFFS** – Leadoffs are not allowed. The ball must cross home plate before the base runner(s) can leave the base(s). When a base runner leaves the base before the pitched ball crosses home plate, the Umpire shall call "Leadoff". All base runners and batter will return to their original positions with the count on the batter to remain the same. No outs shall result and no runs shall score.



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13. **STEALING** – Stealing to 3rd is allowed at any time during the game, however, the ball must cross home plate before the runner can attempt a steal. Stealing home is not permitted.
14. **OVERTHROWS** – Base runners may advance one base on a clear overthrow. If the fielding player makes contact with the ball in any way the play is considered dead and the base runner will not be allowed to advance. This applies to overthrows at first and second base only. Runners must be hit home.
15. **FIELDER CONTROL** – Once an infield player has clear control of the ball, runners are not allowed to advance. Players already between bases are fair game, fielding players are free to try and get them out.
16. **SLIDE/AVOID** – Slide or avoid rule is in effect. No headfirst slides are allowed. All offending players will be called out.
17. **CATCHER INTERFERENCE** – Catcher interference rule is in effect. No pitch is to be called.
18. **TIME LIMITS** – An official game consists of 6 completed innings – time permitting. A new inning should not begin once 1 hour 45 minutes has passed after the scheduled start time of the game.
19. **RUN LIMITS** – 3 outs or 4 runs will constitute an inning. The opening inning will have a 10 run limit. If a team is leading its opponent by at least ten (10) runs after four (4) or more equal innings have been played, or after 3½ innings if the team second at bat should have a ten (10) run lead at the end of its fourth inning, or before the completion of its fourth inning, the game shall be determined and the team in front declared the winner.
20. **BC MINOR RULES** – All BC Minor Baseball rules will be in effect but these 8U Summer Meltdown Tournament Rules take precedence.

Tournament Rules:

1. In case of a tie after the round robin, refer to section **29.01 Tiebreaker** of the BC Minor Baseball rules book.
2. In case of a tie in a play-off game, extra innings will be played to break the tie.