



Abbotsford Minor Baseball Association

Mid-Summer Classic

8U Tournament Rules

[Rules will follow section 31.03 and 31.04 of the BC Minor Rule Book. The rules below are overrides and/or additional rules and/or reminders for the purposes of the tournament]

General Rules

- 1) ***All players bat. Fair play rule strictly enforced - BC Minor Rule Book Rule 25***
- 2) The BC Minor Code of Conduct applies. BC Minor updates 2024 Rules 13.6 and 13.7 applies
[*Click here for the content of 13.6 and 13.7 BC Minor Rule*](#)
- 3) All players must sit once before any player sits twice.
- 4) No player(s) to play more than 2 innings in one position with the exception of the catcher who can play a maximum of 3 innings per game.
- 5) All players must play the infield for a minimum of 2 innings and the outfield for a minimum of 1 inning per game.
- 6) Fair play rules for # of times in a position will not apply in extra-innings. However, even in extra innings, players may not sit two innings in a row.
- 7) If a player cannot play defensively he/she must come out of the game.
- 8) Courtesy runners will be permitted ONLY for the next ½ inning's catcher when 2 out. Courtesy runner must be the last "out".
- 9) Batters will receive 3 pitches from the machine. If in the umpire's judgment the pitch is wild (machine or operator error) the umpire can declare no pitch, dead ball - no runners may advance, and they can redo the pitch. There are no walks.
- 10) Base stealing is allowed. Runners may advance if there is an attempt to throw out a runner, the play is live until the pitcher has possession of the ball in the infield. A runner at third must be hit home to score.

[This rule in the BC Minor Tadpole Summer rules appears to be a bit vague and poorly worded. We are going to interpret it to mean that a runner can never go home based on a throw during an attempted stolen base attempt. Base runners may only score when the ball is initially hit into play.]
- 11) No stealing home on a pass ball or on a missed throw back to the pitcher.
- 12) Base runners must stop running once the infield has possession of the ball.



Abbotsford Minor Baseball Association

Mid-Summer Classic

8U Tournament Rules

- 13) Any runner that stops advancing to a base, when the infield has possession of the ball in the infield, the runner must return to the base he/she came from.
- 14) Any base runner that overruns another base runner is declared out.
- 15) Leadoffs are not allowed. The ball must cross home plate before any runner(s) can leave the base(s).
- 16) Batter cannot run on a third strike dropped by the catcher.
- 17) Catcher interference rule is in effect. No pitch is to be called. One warning is to be issued to the catcher and if interference occurs again the batter will be awarded 1st base (per batter).
- 18) BC Minor slide or avoid rule 26.01 is in effect. No head first sliding, runner will be called out.
- 19) The umpire will call obstruction on a defensive player if the bag or plate is not partly exposed. The runner will be awarded the base.
- 20) Players will be called out for throwing their bat.
- 21) If a player leaves a game because of an injury or an emergency, that player will be scratched from the line-up and the team will not be penalized.
- 22) Players who arrive late will be added to the line-up.
- 23) Tie games will stand in round robin play (1 point for a tie) but not in semi-finals or finals.
- 24) Home and Away team will be pre-assigned for round robin play with 2 home and 2 away games
- 25) Tie games will stand in round robin play (1 point for a tie) but not in semi-finals or finals.
- 26) In semi-final games, the home team is the team with the higher standing after round robin play.
- 27) In final games the home team is determined by a coin toss.
- 28) Home team will not bat if they are leading in the last inning.
- 29) 10 run mercy rule is in effect after 4 or more innings (3 ½ innings if home team is leading).
- 30) There will be a 4 run limit per inning, in all games except the final inning which will have an “open” 10 run limit.
- 31) No infield warm-up prior to games.



Abbotsford Minor Baseball Association

Mid-Summer Classic

8U Tournament Rules

32) All coaches in uniform (no shorts). If not in uniform, coaches are not allowed on the field of play. BCMBA Rule 19.06.

33) All BC Minor Summer 9U rules will be in effect, unless otherwise noted.

34) Bat sizes and material type as per BCMBA Rule 19.04. 30 inch, 2 5/8 inch max diameter, unlimited length/weight drop – bats with greater than 2 ¼ in. barrel diameter must be marked “USABB or stamped with BPF 1.15” (Bat Performance Factor)

35) Chin straps required as per BCMBA Rule 19.02.

Tie breaking Rules

Tie breaking format for advancement to semi-finals if teams are tied in points after round robin play:

- a) Head to head (not valid if 3 or more teams tied such as A beats B, B beats C, C beats A)
 - If team A and team B both have the same amount of points but team A defeated team B in round robin play then team A will advance to the semi-finals ahead of team B
- b) Ratio of number of runs allowed per defensive inning against tied teams (lowest ratio advances):
 - Team A had 32 runs against in 21 innings: $32/21 = 1.524$ runs per inning
 - Team B had 30 runs against in 20 innings: $30/20 = 1.5$ runs per inning
 - Team C had 30 runs against in 21 innings: $30/21 = 1.429$ runs per inning
 - Team C advances to the semi-finals because of their lower ratio
 - Statistics are calculated based on ALL games played during round robin play
- c) Ratio of number of runs scored per offensive inning against tied teams (highest ratio advances):
 - calculated in similar manner as #2
 - runs for divided by total offensive innings played
 - statistics are calculated based on ALL games played during round robin play
- d) Ratio of number of runs allowed per defensive inning during round robin (lowest ratio advances).
- e) Ratio of number of runs scored per offensive inning during round robin (highest ratio advances).
- f) Coin toss.



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8U Tournament Rules

Awards

- a) Medals awarded to 1st, 2nd & 3rd place teams.
- b) MVP awards awarded to 1 player from each team per game.

- c) Coaches will decide which player from the opposing team will be awarded the MVP medal.
- d) It is recommended that a player may not receive more than 1 MVP award per tournament. Try to spread it around.

Pitching (Pitching Machine)

- a) A regulation Level 5 Pro-9 baseball is used.
- b) Base paths are set at 60 feet.
- c) The Pitching Machine shall be from 46 feet (The back end rests in front of the 46' pitching rubber). The speed setting is #7.

Note: If the settings of the pitching machine is changed due to pitching to fast or too slow at the setting #7 it must be agreed by coaches of both teams.

1. Official Score Keepers

- a) The home team's scorekeeper will be considered the official scorekeeper.
- b) The official scorekeeper will be responsible for reporting the final score to the designated scoring official. Be sure to confirm the final score with the opposing team.
- c) A team shall be awarded 2 points for a win and 1 point for a tie.

2. Inclement Weather & Time Limit

- a) Teams are to show up for their scheduled time in the event of rain unless notified of a change.
- b) Games that are not important to the final standings may be canceled if necessary.
- c) No new innings will be started after 2 hours of play in round robin. Coaches and umpires will please note the start time of the game.
- d) Semi-finals and Finals will have no time limit.



Abbotsford Minor Baseball Association

Mid-Summer Classic

8U Tournament Rules

- e) In round robin games, after any complete inning, if the game is within 20 minutes of the time limit (2 hours) the umpires will declare the next inning to be an open inning. If the open inning finishes before the time limit expires, then an additional open inning shall be played. There is no guarantee of an opening inning however, if no open inning was declared and the time limit has expired, the game is over.
- f) The tournament director retains the right to reduce/adjust the time limit if necessary, but this would be declared before the start of the game.

3. Protests

- a) Protests are not allowed. PERIOD. The tournament director and/or the Umpire-In-Chief have the final say and any disputed situation must be dealt with before the game continues. If the tournament director or the Umpire-In-Chief is not available at that time then the plate umpire has final say on a disputed situation. No IF's/AND's OR BUT's. All umpire decisions are final.
- b) Should a player or coach be ejected from the game for any reason, they shall sit the remainder of the game being played plus the next game. They will remove themselves from the dugout and must sit in an area designated by the umpire. They must not disrupt the game in any manner.

BC Minor Rule Book: [Click Here](#)