

**Quad City Heat Baseball Presents The
2017 Battle of the Bats Coach Pitch Tournament
July 15th & 16th – JUNGE PARK DAVENPORT, IA
32nd and Western Avenue in Davenport, IA**

8U RULES FOR THE TOURNAMENT

- ✘ This is a fundraiser for the Quad City Heat (501c3 Non-profit organization)
- ✘ **COACHES, please remind your parents that we will have a full concession stand and to please not bring any food or drinks into the park. Concessions keep costs of the tournament down. 1st offense – warning to the team. 2nd offense – team will not be allowed to make it into the tournament bracket on Sunday's games. THIS WILL BE ENFORCED. Only player and team water jugs will be allowed.**
- ✘ There will be a gate fee of \$5 per adult (16 years or older) per day.
- ✘ **FORMAT OF THE TOURNAMENT** - We will have 3 pools of 4 teams. The top 8 teams will move on to a modified double elimination championship bracket that will start Sunday. The bottom 4 teams will play in a winner take all bracket with a 3rd/4th place consolation game.
- ✘ You will hit your own baseballs.
- ✘ Fair Ball Arc – There will be a twenty foot (20') arc drawn from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be fair. The arc is to be treated as a foul line.
- ✘ Players must remain relatively 10 feet away from the fair ball arc.
- ✘ Pitching Circle – There will be a fifteen foot (15') in diameter circle with the front edge at thirty feet (35') from the back point of home plate.
- ✘ A base runner is out for leaving the base before the ball is hit or reaches home plate. NO WARNINGS!! Stealing is not allowed.
- ✘ Ten (10) defensive players will play in the field with four (4) outfielders. The fourth (4th) outfielder may not be allowed to assume an infield position. All outfielders must stay behind the white line that is in the outfield until the ball is hit.
- ✘ A batter that bats out of order is only out if the opposing team makes point of the fact after the at bat has taken place. Otherwise, the correct batter may replace the incorrect batter and only receive the pitches that are left.
- ✘ Teams may start and finish the game with 8 or 9 players. If a team drops below 8, they must forfeit. The 9th and 10th spot in the lineup will be outs when it is their turn to come to bat.
- ✘ The catcher must receive the pitch in the batters box in a normal manner. If in the umpire's discretion, the catcher is not receiving the ball in a normal manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.
- ✘ The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- ✘ A maximum of seven runs may be scored per inning.

- ✘ Teams may use free substitution on defense but all the players MUST bat.
- ✘ No bunting, if a player bunts the ball he will be declared as an out.
- ✘ 2 defensive coaches are allowed in the outfield, out of the “fair” area of play. They will also help assist the umpire whether balls are fair or foul.
- ✘ Umpires will call “time” after every play and declare the ball dead. “Time” should be called as soon as all runners are not attempting to advance. “Time” shall not have to be called by the participants for the purpose of this rule.
- ✘ No base runners may advance once the pitcher has control of the ball in the circle around the pitcher’s mound. Once control in the circle is established, play is stopped.
- ✘ If base runner is **completely** past the mid-line, runner is awarded base going to; if not completely past the mid-line, runner must return to the base he or she came from.
- ✘ A player can only be intentionally walked one (1) time per game.
- ✘ The Infield Fly Rule is never in effect.
- ✘ A batter shall receive a maximum of six (6) pitches. A foul ball on the 6th is still an out.
- ✘ The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit. If this happens, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch and play over. 1st offense-warning, 2nd offense removal from pitching position.
- ✘ A courtesy runner for the catcher shall be used. The courtesy runner must be the player that made the last out. If no outs have been recorded the courtesy runner will be the previous batter not on base.
- ✘ When a batted ball hits the Pitching Coach, the following rules shall apply:
 - ✘ If in the umpire’s judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
 - ✘ If in the umpire’s judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no pitch is declared.
- ✘ The pitching coach must keep one foot on or in the pitcher’s circle.
 - ✘ The pitching coach may not coach the runners ever. As soon as the ball is hit, it is the coaches responsibility to remove the bat away from home plate. If a coach impedes a players ability to make a play after the ball is hit, then obstruction will be called.
- ✘ Each game has a time limit of 70 minutes. A new inning may not start after the time limit unless the game is tied. If the game is tied, then every new inning will be played with the last two outs of the previous inning starting on 3rd and 2nd base with one out. All games will be played to a winner:
- ✘ Run Rules: 12 or more after 4 innings.
 8 or more after 5 innings.
- ✘ USSSA, Coach Pitch / Junior Big Barrel, & Little League bats only.
- ✘ Automatic appeals by the head coach on non-judgment calls and missed bases are allowed. There are no appeals on judgment calls.
- ✘ Have your team at the park and ready to go at least ½ hour before game time.
- ✘ No infield allowed on the field before the game.

- ✘ Dugouts are not assigned.
- ✘ In the pool play round a flip before the game will determine home/visitor. In the Championship and Consolation round the higher seed is the home team.
- ✘ The home team will have the official book. Each team's scorekeeper should check with the other to confirm the score at the end of every inning.
- ✘ Each team is responsible for making sure the game report form is accurate and signed before it is handed in to the tournament director after your game. The score, runs allowed, and each coach's signature need to be on the form. Please hand in to the Tournament Director at the end of your game.
- ✘ Pool play standings and Tournament Round Seeding will be based on the following criteria.
 1. Pool winners will be awarded the top seeds (1-3)
 2. Record
 3. Head to head
 4. Total runs allowed through whole game
 5. Net Difference (Total of runs scored minus total of runs allowed) for the whole game.
 6. Coin Flip

Homerun Derby Rules – We will be accepting individuals who would like to enter the Homerun Derby on Friday and Saturday from 12 – 4pm and Sunday from 9AM to 12PM at the cost of \$5 for 1 round or \$10 for 3 rounds. We will be hitting from a designated spot on Diamond 3. We will count each hit over the fence as a homerun. Each player gets 8 outs the first round. The top 2*** will go to the championship round on Sunday where they will receive 10 outs but they will start over on their total. The individual with the most at the end is the winner and will receive the HUGE trophy. *** In case of ties, we will accept all with the total of the 2nd highest into the championship round. Players can only enter 1 time.

Fastest Runner Rules – We will start each kid at home plate and have them run an inside the park homerun. We will start the clock as soon as they take their first step. The kid with the fastest time will be awarded with the trophy. Players can only go 1 time and this is free to all players.

Fastest Thrower Contest – We will be taking a radar gun game all day Saturday and Sunday. Throws will be 4 throws for \$1. Records of the fastest throwers will also be taken. All kids can participate but only the tournament players can win the trophy for the fastest pitcher. Players may go as many times as they would like. Fastest Thrower will be awarded at 1pm Sunday.

REFUND POLICY - We will do our best to get games in. We will not be able to return any entry fees if we can't get games in due to weather.