

**Quad City Heat Baseball Presents The  
2019 Battle of the Bats Coach Pitch Tournament  
June 8<sup>th</sup> & 9<sup>th</sup>, 2019  
CROW CREEK PARK 4800 N Devils Glen Road Bettendorf, IA**

**7U & 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. 1<sup>st</sup> offense – warning to the team. 2<sup>nd</sup> 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. There will be 5 coaches per team allowed in for free
- ✘ **FORMAT OF THE TOURNAMENT** – Each team will be given 2 pool games Saturday followed by a modified single elimination tournament on Sunday.
- ✘ You will hit your own baseballs. We will have baseballs at the event for sale 3 balls for \$10
- ✘ Fair Ball Arc – There will be a twenty foot (20') arc drawn from 1<sup>st</sup> baseline to 3<sup>rd</sup> 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 twenty foot (20') in diameter circle with the front edge at thirty feet (30') from the back point of home plate.
- ✘ A base runner is out for running 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.
- ✘ 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 9<sup>th</sup> and 10<sup>th</sup> 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.
- ✘ 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 for every 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.
- ⊗ No Intentional walks.
- ⊗ The Infield Fly Rule is never in effect.
- ⊗ A batter shall receive a maximum of six (6) pitches or 3 swinging strikes. 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. 1<sup>st</sup> offense-warning, 2<sup>nd</sup> 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.
- 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 60 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 batters of the previous inning starting on 3<sup>rd</sup> and 2<sup>nd</sup> base with one out. All games will be played to a winner:
- ⊗ Run Rules:      16 or more after 3 innings  
                          12 or more after 4 innings.  
                          8 or more after 5 innings.
- ⊗ USA, 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) or (1-7)
  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 Saturday from 1230pm -7 pm and Sunday from 10 – 12 pm at the cost of \$5 for 1 round or \$10 for 3 rounds. We will be hitting from a designated spot on the front diamond. We will count each hit over the fence as a homerun. Each player gets 10 outs per try. **IF THERE IS A TIE AFTER SATURDAY**, the top scores 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.

Fastest Runner Rules – On any diamond, 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 top 5 kids per age will have a run-off on Sunday.

The kid with the fastest time will be awarded with the trophy. Players can only go 1 time

Fastest Thrower Contest – We will be taking a radar gun game all day Saturday and Sunday. Throws will be 3 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 4PM Sunday. Adults can go too! The fastest 8U kid of all time is 58MPH and the fastest adult is 84MPH

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.