

# 2018 Top Gun Baseball Rules

## 8U Coach Pitch, Machine Pitch and Hybrid Rules

General Rules are posted on the Top Gun Website. Rules not covered with the 8U Division will refer to the General Rules.

Each Tournament may have exceptions to these rules to best serve different regions of play. Please check with your Tournament Director for any exceptions.

**The Below Rules will be used for National Championships and World Series Play.**

1. National Federation rules apply with the following Top Gun rule exceptions for 8U Machine Pitch along with Top Gun General Rules on [www.playtopgunsports.com](http://www.playtopgunsports.com) website.
2. Age Cutoff:
  - A. Age 8 and Under. Cutoff date is May 1<sup>st</sup>. A player must not turn 9 before May 1<sup>st</sup> of the current season.
  - B. Please have Birth Certificates or copies available for inspection at check-in before each tournament if requested.
3. The Top Gun approved Baseball must be used for all Top Gun Tournaments. This is a hard-regular baseball and must be used in all Play Top Gun Sports sanctioned tournaments.
4. Roster size will be a minimum of 10 players and a maximum of 15 players. A minimum of two (2) Coaches and a maximum of four (4) Coaches per roster. A bat person is also permitted under the age of 18 years old. A bat boy will be allowed in the dugout. The bat boy must wear his helmet anytime that he comes onto the playing field.
5. On-Line Rosters: Please make sure that your rosters are up to date and on-line with Top Gun Sports for this event. We will be using this for all home runs, wins and losses. All teams should make sure you have this done before playing your first game. Coaches, please be sure to have your on-line roster, birth certificates and team insurance naming Top Gun as an additional insured on your policy with you at all times. If we have a protest on the field and you cannot produce these items, this could result in a forfeit. Please be sure to have your certificate of insurance. If you are using another brand of insurance, Top Gun must be added as an additionally insured.
6. **PENALTY FOR NOT HAVING PLAYERS ON THE ON-LINE ROSTER**  
**A Protest must be filed when a team discovers that another team does not have a player on their On-Line Roster as being Active.**

**When discovered, the Ineligible Player will be Ejected from the Game at that time. Ejected Players spot would be an OUT in the Batting Order and Remain an OUT for the remainder of the game.**

**No Substitutions will be allowed for the Ineligible Player that has been Ejected.**

**The Head Coach will also be Ejected for that game and carry an Additional One (1) Game Penalty as all Top Gun Ejections Carry.**

**The Ineligible Players may be added to the Team's Roster at the Completion of That Team's Game. That player WOULD BE ALLOWED to play in his teams next game if properly added.**

**The intent of this Rules is not to Eject the Entire Team or Players from tournaments.**

**This error is a Coaching or Administrative Error and not a Player Error.**

7. Regulation Game is Six (6) Innings
  - A. Time Limits for Regular Tournament play games are One (1) hour and fifteen minutes. Championship games are One (1) hour and thirty minutes.
  - B. Time Limits for Super Saver Tournament Games are One (1) hour and fifteen minutes.
  - C. When time limit expires, the inning that you are currently playing is the last inning.
  - D. The ITB International Tie Breaker Rules will be used when the time limit has expired and both teams are now going into a new inning.**
  - E. The ITB Inning allows teams to score unlimited number of runs just as the six innings does.**
  - F. Home Team: All pool games will be determined by a coin toss and will be the Official Scorebook. If there is any discrepancy in the score, the umpires will gather scorebooks along with the scorecard to determine the correct score.
  - G. Highest seed will have the choice to be home or visitor team in all bracket games.
8. If a team drops below 8 players for any reason, the game is ruled a forfeit by the site director.
9. **International Tie Breaker Rule: At the end of regulation or when the Time Limit has expired, teams will place the last three hitters for the previous inning to load the bases to start a new inning. The last hitter from the previous inning goes to 1<sup>st</sup> base, the hitter before him goes to 2<sup>nd</sup> base and the hitter before that goes to 3<sup>rd</sup> base. There will be One (1) Out and each team will bat until a winner has been determined. There will be No Courtesy Runners for Pitcher or Catcher with this Rule. Only Eligible Substitutes would be allowed to Pinch Run. This rule is used for all games except for the Championship Game.**
10. Pick-Up Player Rule: Top Gun is opened rostered. Any team may pick up players from another team as long as the player is not rostered on teams in the same tournament or tournament weekend, regardless of age division. Players may not play on Two (2) separate teams in the same event or on the same weekend. No exceptions to this rule are allowed. Once the tournament begins, that roster is frozen and no additional players may be added unless approved by the tournament director. **If it is found that a player is ineligible due to a Birth Certificate, the penalty will be as follows.** If a player is found to be ineligible prior to the start of the tournament, the player or players will be expelled from the tournament. If a player is found to be ineligible after the tournament has begun, not only will the

player be expelled, but the entire team will be expelled from the tournament. Coaches are responsible to see that their teams meet all eligibility requirements. No team refunds for forfeits.

11. The base paths are 60'. Recommended fence distance is from 140 feet to 200 feet.
12. Coach Pitch Division: The Adult Pitcher must pitch from 40 feet Pitcher Plate Rubber.
  - A. **There is a box that extends SIX (6) FEET to either side of the Adult Pitcher FOR TWELVE (12) FEET and TWELVE (12) FEET behind the Adult Pitcher on each side.**
  - B. This mark is considered a safety mark for the player playing the pitcher position.
  - C. The player playing the position is not able to cross this mark until the ball is batted. If the Batter is Bunting, all players may charge at the time the batter shows bunt.
13. For the Machine Pitch Division which includes Hybrid Division, the front of the pitching machine is set at FORTY-SIX (46) FEET in a straight line directly toward second base from the back tip of home plate.
  - A. **There is a box that extends SIX (6) FEET to either side of the pitching machine for TWELVE (12) FEET and SIX (6) FEET behind the pitching machine. This is for the Machine Pitch Division ONLY. If you are playing Hybrid, please use the above box rule.**
  - B. This mark is considered a safety mark for the player playing the pitcher position.
  - C. The player playing this position is not able to cross this mark until the ball is batted. **If the Batter is Bunting, all players may charge at the time the batter shows bunt.**
  - D. The pitching machine speed for 8U is 40-44 MPH with a **setting of 9-3-3 on the spring-loaded machine.**
  - E. The pitching machine speed for 7U ONLY Division is 38-42 MPH with a **setting of 8-3-3 on the spring-loaded machine.**
14. All players present in Uniform and in the Dugout, will be set in the Batting Order.
15. Teams are to bat the entire roster. The entire roster means all team players that are present at the game and dressed to play. **Coaches MAY NOT elect to delete players from the player roster to gain an advantage.** All Players must play every other inning while in the field.
16. The sitting out of players for Big Games is classified as **UNSPORTSMAN LIKE CONDUCT**. Violation of this rule may result in Team Disqualification from the Event.
17. A team whose batter slings a bat will receive a warning on the First Incident. The second incident by ANY BATTER will be an Out and the ball is dead with no runner advancing.
18. Players must play every other Inning in the Field on Defense. Defensive Substitution may occur at the COACHES discretion, but the Defensive Rule still applies for all players that you must play in the on Defense every other inning.
19. Each batter is allowed FIVE (5) pitches or THREE (3) strikes. If a batter hits a foul ball on the FIFTH pitch, he or she is allowed to continue batting until he or she does not make contact with the ball or puts the ball in play.

20. **All Coach Pitch Adult Pitchers must pitch overhand and is Limited to instructing the Batter ONLY. The Coach Pitch Adult MAY NOT instruct the base runners. Base Runners are to be instructed by the Base Coaches ONLY. Penalty is that a Coach Would Not Be Allowed to continue to Coach or Pitch and would be confined to the Dugout in Violation of this rule.**
21. Defensively, a coach may be positioned on each foul line in the OUTFIELD and may not coach the Infield Players. An outfield coaching box may be marked from half way from the outfield fence and third base. The outfield coach is confined to coaching the outfield players only. A coach in violation of this coaching box rule will be confined to the dugout. The Base Coaches Only may instruct the base runners.
22. Base Coaches may not have any contact with base runners while the ball is alive and in play. The Penalty is that the runner is out.
23. National Federation Rule applies for all Time Outs.
24. Only One (1) Batter may be on deck and must be in the Batter Own Deck Circle. All other players must be in the Dugout.
25. **Once the ball is batted, the Coach Pitch Adult Pitcher or Machine Pitch Adult Pitcher must avoid interference with play by moving to the nearest sideline until all play is dead. Any Delay, Interference or Obstruction by a Coach will be ruled upon by the Umpires. On Bunts Only, the Coach Pitch Adult Pitcher must take a knee in the pitcher circle. Penalty is that a Coach Would Not Be Allowed to continue to Coach or Pitch and would be confined to the Dugout in Violation of this rule.**
26. Each team may only score a maximum of FIVE (5) runs for the first inning. In the 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> innings, the lead team may always be able to score FIVE (5) runs even though the lead could be greater than FIVE (5) runs. The team that is behind when batting after the first complete inning may always be able to even up the score and score FIVE (5) additional runs. This applies to the 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> innings only. **The 6<sup>th</sup> inning or any additional innings played are Unlimited Scoring. Any International Tie Breaker (ITB) Inning are played with Unlimited Scoring.**
27. A Fair **Batted Ball** that would hit the **Adult Coach Pitch or Adult Machine Pitcher** will be ruled a Dead Ball, a No Pitch. All players will go back to the base positions before the Pitch was made. **Coaches Run the Machine Pitch during games. Umpires DO NOT run the Machine.**
28. A Fair Batted Ball that hits the Pitching Machine will be ruled a Dead Ball. The Batter will be awarded first base and each and all runners on base will advance one base from their original position.
29. If a **Pitched Ball**, which is pitched by the Adult Coach Pitcher or the Machine, accidentally hits a batter will be ruled a **NO PITCH and a DEAD BALL.**

30. If a Machine Pitch Ball or Adult Coach Pitch Ball is declared to be **NO PITCH**, it will be ruled a **NO PITCH** regardless if the **batter swings at the ball or hits the ball**.
31. The catcher must be properly equipped.
- The Catcher must be located in the Catcher's Box, no more than FOUR (4) FEET behind home plate.
  - If a Catcher continually refuses to position himself within FOUR (4) FEET behind home plate, the Coach shall replace that Player.
32. A Batted Ball, unless called foul by the Umpire, is a Live Ball and in play until the Defense stops the progress of all Runners.
33. Umpires can call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur:
- The defensive team stop the progress of all runners attempting to advance. In regard to whether the lead runner has stopped attempting to advance, that is an Umpire judgement call.
  - Some Coaches will keep their runners dancing around off of the base trying to draw a throw. This is not to be considered trying to advance and play should be declared dead.
  - The ball is in the possession of a fielder in the infield that has stopped the lead runner.
  - No defensive play is imminent.
34. The Mercy Rule for all SIX Inning games is FIFTEEN (15) runs after FIVE (5) innings or FOUR-AND-ONE-HALF innings if the home team is ahead.
- If the home team has run ruled the visiting team, the game is declared complete and the winner is declared.
  - There are NO:
    - No Base on balls, or intentional walks.
    - No Infield Fly Rule
    - No Base Stealing
35. Batting: All teams must roster bat for all games and use ten defensive players. Teams can begin a game with Eight (8) players, but one player must be a catcher. The team takes an out for the Ninth (9<sup>th</sup>) and Tenth (10<sup>th</sup>) spot until each player arrives.
- Players that arrive late after the game has started may be added to the bottom of the lineup.
  - All team players present in uniform and in the dugout, will bat in asset batting order.
  - The entire roster means all players present at that game and dressed to play. Coaches may not elect to delete players from the playing roster to gain an advantage. Sitting out players for big games is classified as unsportsmanlike conduct. Violation may result in team disqualification from the event.
  - Because teams are roster batting, there is free substitution on defense with all players must play in the field at least every other inning.
  - The batting order must remain the same. Players that are listed on the lineup card must bat in order.
  - Players that become injured during the game or at Bat and can't continue at that time will receive ONE (1) OUT at that time. If that Player does not come back at his next time at Bat, No Out Will Be Charged for that Player and he is now out of the game. However, if that player would**

want to stay in the game and in the Line Up, ONE (1) OUT will be charged each time he comes up as a batter and that player would remain a current player in the game.

G. Only SIX (6) infielders can be played.

H. FOUR (4) outfielders will be used and outfielders may not cover 2<sup>nd</sup> base for a put out on the first throw. Outfielders must play behind the 90' mark on each field. Teams that start with less than TEN (10) players must play a full infield.

36. **Bat Rule for 8u Coach Pitch. There are No Bat restriction but all bats must be stamped with a Bat Performance Factor (BPF) of 1.15 or have a USA Baseball logo to be Legal in all Top Gun Baseball Events. Wooden Bats are always approved.**

37. Courtesy runners are only allowed for the catcher of record but is not mandatory.

38. Runners may not leave their bases until the pitched ball crosses the front edge of home plate.

A. A runner who leaves early is declared out and the pitch is declared a NO pitch being an Immediate Dead Ball.

B. If bases are loaded with no outs and a runner leaves the base early, but the batter hits a single or better, the runner who left early is out and the pitch is declared a no pitch. No runs scored. Immediate Dead Ball.

39. Slide Rule

A. Runners are **NOT** required to slide, but if they elect to slide, the slide must be legal.

B. A runner must slide directly into the base.

C. If a **Tag Play** is imminent, the runner should slide or seek to avoid contact.

D. Jumping or Hurdling over a player is not considered avoiding contact. Runner is OUT!

E. An imminent tag play requires possession of the ball by the defensive player.

F. A player may NOT initiate malicious contact. It is solely the umpire's judgment call that determines whether the contact is malicious.

40. Bunting is permitted

A. No fake bunts allowed, player showing bunt may not fake bunt and swing in an effort to hit the ball. **PENALTY IS THE PLAYER IS OUT AND THE BALL IS DEAD.**

B. Bunting situations only – All players **INCLUDING THE PITCHER** may charge the bunt on the first sign of a bunt. Remember in a bunting situation, the Batter is Not Allowed to Swing at the Ball after showing Bunt. So, the Safety Factor has been removed.

C. The Machine Pitch Player Pitcher and Coach Pitch Player Pitcher May Charge at the time the Batter Shows a Bunt. This rule has been implemented to give the Machine Pitch Player Pitcher and the Coach Pitch Player Pitcher the opportunity to Charge a Bunt on the first sign of a bunt.

D. We felt that the Pitchers and the Defensive team would be penalized if we do not allow them the opportunity to charge on a bunt.

Revised March 25, 2018

