

## **2024 Top Gun 8u Player Pitch Baseball Rules---April 10, 2024**

**General Rules are posted on the Top Gun Website.**

**Rules not covered with the 8U Division Player Pitch Division will refer to the General & exception 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.

**8u Player Pitch Games results will be counted under the Coach Pitch Program for the All-Star All American Games. The Game Changer Team Manager Application must be used for this new program.**

1. National Federation rules apply with the following Top Gun rule exceptions 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 1st. A player must not turn 9 before May 1st 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 9 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 Five (5) Innings

A. Time Limits for Regular Tournament play games are One (1) hour and (30) minutes. Championship games are One (1) hour and (45) 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. This is for Bracket Play Only. All Pool Game may end in a Tie.

E. The ITB Inning allows teams to score unlimited number of runs.

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. **Game Changer Team Manager Application must be used for the Top Gun-USA All-Star All-American program.**

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:

Any International Tie Breaker (ITB) Inning are played with Unlimited Scoring.

At the end of regulation or when the Time Limit has expired for Bracket Game ONLY, 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 1st base, the hitter before him goes to 2nd base and the hitter before that goes to 3rd base.

There will be One (1) Out and each team will bat get one (1) additional ITB inning. If we do not have a winner after one (1) additional ITB inning we will play until we have a winner.

#### **We will use the ITB rule in Bracket Games.**

There will be No Courtesy Runners for Pitcher or Catcher **when the international tiebreak rule is in effect**. 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. 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.

13. National Federation Rule applies for all Time Outs.

14. 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.

15. The catcher must be properly equipped.

A. The Catcher must be located in the Catcher's Box, no more than FOUR (4) FEET behind home plate.

B. If a Catcher continually refuses to position himself within FOUR (4) FEET behind home plate, the umpire shall require the Coach to replace that Player.

16. 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.

17. Umpires should call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur:

A. 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.

1. 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.

C. The ball is in the possession of a fielder in the infield that has stopped the lead runner.

D. No defensive play is imminent.

**18. The infield fly rule is not in effect.**

19. Batting

A. Players that arrive late after the game has started may be added to the bottom of the lineup.

B. The batting order must remain the same. Players that are listed on the lineup card must bat in order.

C. Players that become injured during the game or during an at-bat and can't continue will be called "out" the next time they come to bat (or, if injured during an at-bat, will be called "out" to complete that at-bat). If that Player does not come back to bat at his next time at-bat, **No** out will be charged for that Player. However, that player is ineligible to return the remainder of the game. Alternatively, should the team desire that the player be eligible to return later in the game, the team may elect to have an "out" charged each subsequent time he is scheduled to bat, until he returns to the game and line-up. At any point, if the team realizes that the player will not be able to return, they may elect to remove the player from the rest of the game and have his spot in the line-up skipped rather than subsequent "outs" be called.

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

A. THREE (3) outfielders will be used and outfielders may not cover 2nd 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 (9) Nine players must play a full infield.

21. Bat Rule for 8u Player 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.

22. Courtesy runners are only allowed for the pitcher and the catcher of record but is not mandatory.

23. Runners may “NOT” leave their bases until the pitched ball crosses the FRONT EDGE of Homeplate.

A. A runner who leaves “**EARLY**” or tries to advance prior to the ball crossing the home plate, the following would apply: The Umpire shall call “Time”. The runner shall be called “out”. If the pitched ball is batted before the umpire calls “time”, the umpire shall delay his call of time and let the play continue. The defense shall then have the option of taking the result of the play or the penalty set forth in the prior sentence (runner is called out, all other runners return, and no pitch is charged).

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. All runners return to their time-of-pitch base.

24. 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.

25. 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: THE PLAYER IS OUT AND THE BALL IS DEAD. All runners return to their time-of-pitch base. This is a safety rule for the 8u division.

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.

26. Pitching

A. The Mound Pitching Rubber will be 40-feet.

B. Trips to the Mound. On the 2<sup>nd</sup> trip to the same pitcher in the same inning that pitcher must be removed as a pitcher ONLY for the remainder of the game.

C. A pitcher removed from the mound on the 1<sup>st</sup> trip may return to the mound after pitching to one batter.

D. One (1) Day Tournament: The pitching limit will be (5) innings.

E. Two (2) day tournament the maximum is five (5) innings per weekend and no more than (3) innings per day. An inning is counted as putting the ball in play by the umpire.

F. Balks – No Balks will be called in 8u Player Pitch.

G. **A batter shall be “out” on an uncaught third strike by the Catcher.** The Ball is “live” and other runners may advance, except the runner on 3<sup>rd</sup> as set forth in section H below.

H. The runner on third base cannot advance home on a passed ball, wild pitch, and/or uncaught third strike. Nor may the runner on third attempt to steal home. The runner also may NOT advance as a result of a poor throw from the catcher to the pitcher. A runner on third base can only advance as a result of the ball being put in play by the batter (batter hits a fair batted ball or a caught foul fly) or advance as a result of a walk or hit-by-pitch (with the bases loaded).

**EXCEPTION: However, if the defense attempts to make any type of play (steal, throw down, or pickoff) on any runner, the runner on third base may attempt to advance during any such play. (For purposes of this rule, a “bluff throw” (to force a runner back) is not considered a “play”.)**

**EXAMPLE: Runners on first and third. The catcher throws to the first baseman in an attempt to “back pick” the runner on first. When the catcher throws to first, the runner on third takes off for home.**

**RULING: This is legal.**

27. Games will be five (5) innings.

28. Scoring per Inning.

A. **They will be a maximum of seven (7) runs scored per inning. The 5<sup>th</sup> Inning Only and any additional inning will be unlimited scoring.**

B. The Mercy Rule for is FIFTEEN (15) runs after FOUR (4) innings.

C. If the home team has run ruled the visiting team, the game is declared complete and the winners declared.

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