



Washington 7U/8U 2022 Baseball Tournament Rules



- The offensive coach will pitch to his/her own team. Must have one foot in the pitching circle.
- A pitcher circle will be drawn with an approximate 6-foot radius from the pitching rubber (roughly 40 feet from home plate). Player pitcher must have one foot inside pitching circle at the time the ball is hit.
- There will be no “called strikes,” each player gets 6 pitches or 3 swings unless the last pitch/swing is fouled off. A batter that fails to hit the ball after 6 pitches will be out. There will be no walks or intentional walks issued.
- All coaches must pitch overhand. Once a ball is batted the coach must move out of the way until all play is dead. The umpires will rule upon any delay, interference, or obstruction by a coach. (Coach must have 1 foot in contact with circle upon delivery of pitch).
- A batted ball hitting the coach pitcher shall be considered “dead.” All base runners will remain at the base they were at prior to the dead ball pitch and the batter will replay the previous pitch.
- The defensive team will need to supply a coach behind the catcher, to assist in retrieving pitched balls that get past the catcher.
- The coach pitcher is limited to instructing the batter only. The coach pitcher may not instruct the base runners.

OFFENSE

Batters

- All players will bat for the entire game. All batters will bat in the same batting position for the duration of the game. In the event of an injury, an out will not be taken.
- A half inning will end upon the earliest (a) the third out or (b) the offense scoring 5 runs. A team may score 12 runs in the final inning.
- There is no bunting.
- Only one batter allowed in the on-deck circle. All other players must remain in the dugout.

Runners

- Runners must avoid contact on close plays when the fielder or catcher is waiting with the ball. If a runner knocks over a player with the ball in hand, he shall be called out and will be ejected from the game if such actions are considered flagrant. This sliding rule is a judgment call and may not be protested. Please have your runners slide if in doubt.
- Runners may leave the base after the ball is hit. The runner is out upon leaving the base early.
- Runners missing a base will be called out when the ball is dead.
- There is no stealing of any base.
- On an “inside the fence” overthrow, runners may advance as many bases as possible at their own risk. If a thrown ball leaves normal field of play, runners are entitled to the “attempted” base plus one additional base.
- A line will be drawn halfway between bases. Runners beyond this line when the player pitcher has control of the ball in the pitcher’s circle will be awarded the next base. Runners not beyond this line when the player pitcher has control of the ball in the pitcher’s circle shall return to the proceeding base.

DEFENSE

- Teams will field a maximum of 10 players. Infielders must assume normal positions.
- Four outfielders will be used and outfielders may not cover 2nd base for a put out.
- There must be a player in the pitching circle, even though that player will not be pitching, and that player must have at least one foot in the pitching circle at the time the ball is hit.
- There must also be a catcher in the proper position behind home plate. Catchers must use full catcher's equipment including mask, chest protector, and shin guards.
- The play will be ruled dead by the umpire, and no runner may advance, when the player pitcher has control of the ball in the pitcher's circle when the ball is dead and the position of the base runners in relation to the halfway line is a judgment call by the umpire and should not be disputed.
- There is no infield fly rule.
- Coaches may stand in foul territory in the outfield to help direct their team during defensive situations.

Pool Play: Home team determined by a coin flip prior to the game.

Bracket Play: Home team determined by the higher seed.

TOP TWELVE TEAMS FROM EACH POOL WILL BE PLACED IN THE GOLD BRACKET. BOTTOM EIGHT TEAMS FROM EACH POOL WILL BE PLACED IN THE SILVER BRACKET. THEN WE WILL SEED EACH BRACKET BASED UPON THE BELOW

Criteria for Determining Pool Play and Seeding Teams:

1. Best record (ties are better than losses)
2. Head to head, if applicable
3. Run differential
4. Runs scored
5. Coin flip

6 INNING GAME. 1 HOUR 15 MINUTE TIME LIMIT (1 HOUR 30 MINUTE TIME LIMIT IN BRACKET PLAY).

RUN RULE: 15 after 3, 12 after 4, and 10 after 5

AN INNING IS 3 OUTS OR 5 RUNS MAX PER TEAM PER INNING. Final inning, including extra innings, will be 12 runs per inning.

TIES – In pool play games will be considered a tie if time is up. If time remains teams may play until time ends. Bracket play we will play to a winner.

POOL PLAY – FRIDAY & SATURDAY (5/13/22-5/14/22)

BRACKET PLAY – SUNDAY (5/15/22)