



www.gameon.org

The mission of GameOn is to improve the travel baseball experience with our unrivaled commitment to player development by hosting fair, competitive tournaments for teams while recognizing the outstanding achievements of individual players.

## **Policies, Rules, & Procedures for 8U & Under**

Last updated 12/30/2017

GameOn has a rich history of organizing some of the most successful youth sporting events in the country. That experience has helped us to develop the following policies and procedures for our baseball tournaments:

- All baseball teams must be registered at [www.gameon.org](http://www.gameon.org).
- GameOn will use IScore as the official scorekeeping app for all games. Each team is required to send a representative to verify the results. If there are any discrepancies, the Head Coach/Manager must report the issue to the Site Director within 30 minutes after the game.
- Because of our use of the IScore technology and tracking the stats of each player, it is imperative that all teams have an accurate roster entered on our website.
- Coaches must keep copies of birth certificates on hand in the event of a dispute. The age cutoff is April 30.
- While we encourage teams to have matching player uniforms, there is no penalty for players that participate with a different jersey. The player must still be entered onto the online roster.
- Each player must have a parent's waiver signed or authenticated to play in GameOn Events. GameOn will have video of each game along with pictures and articles of individual players to post on the internet and social media – without these waivers, we are not allowed to do such.
- Teams must pre-pay for our events online or a check must clear 7 days before the tournament begins.

- Coaches must check-in with the Site Director one (1) hour before the start of his first game. He will be given an information packet that will include key phone numbers, lineup cards, and MVP medals to disperse after each game to the player on the opposing team he feels is most deserving.
- GameOn asks all coaches and parents to download the GameOn App (GameOn Baseball) – and follow your team. Any schedule changes, weather updates, field changes etc. will be posted on the app and you will be alerted.
- In keeping with our Mission, all adults (coaches, parents, & officials) should conduct themselves with the full understanding that we are here for every player to benefit from the life lessons of the great game of baseball. We ask that you not do anything that could compromise the integrity of the game. Violations of such could be grounds for ejection or dismissal from the park.
- GameOn is very proud of the outstanding officials in our organization. Your games will have 2 professional umpires assigned and any on the field calls made by them shall be final, except where there may be a dispute over a rule interpretation. A formal protest must then be made to the site director, accompanied with \$100 cash, before another pitch is thrown.
- In all pool-play games, home team shall be determined by a coin flip at the Home Plate meeting prior to the game. In bracket play, the higher seed will be the home team in all games.
- Each team is asked to provide one (1) parent/volunteer to assist with scorekeeping, video, or scoreboard operation when available.
- There will be spectator admission fees at GameOn Events. The fees are as follows: Adults \$8, Seniors \$5, Children/Students FREE. Once spectator admission fees are paid, there will be no refunds or rain checks.
- A player may only play with one team per tournament, regardless of age.
- After every game, immediately before or after players shake hands, the Head Coach/Manager of each team should recognize a player on the *opposing team* with an MVP Medal, provided by GameOn. This is an excellent opportunity to recognize kids and for everyone to be a part of a spectacular display of sportsmanship!

GameOn is extremely excited and honored to be able to host the first ever All-American Games for the Shriners Hospital for Children! All proceeds for this event and a portion of funds from all events throughout the year will go directly to the Greenville Shriners Hospital in Greenville, SC. After each game, Coaches can nominate their players or opposing players at [www.gameon.org/nominations](http://www.gameon.org/nominations). The process is both quick & easy and will ensure the top players will receive an email invitation about their nomination to this prestigious event. MVP award winners are automatically eligible for the All-American games and can enroll at [www.gameon.org/allamerican](http://www.gameon.org/allamerican). Space is limited; nominees are highly encouraged to accept and enroll immediately.



**Shriners Hospitals for Children®**  
Greenville

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**Love to the rescue®**

GameOn Tournaments will utilize current NFHS (High School) rules with the following exceptions in the 8U Divisions:

1. GameOn will allow Coaches Pitch teams and Machine Pitch Teams to participate in the same bracket. Teams must acknowledge at the home plate meeting if they are using a machine or not, and must continue playing that way throughout the game.
2. Games are scheduled for 6 innings with a time limit of 1 hour and 20 minutes for all games except Championship Games in gold brackets. If there is only 1 bracket, it is considered a “gold bracket”.
3. Base Distances shall be set at 60 feet.
4. There shall be a twenty (20) foot arc (fair ball arc) drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
5. Additionally, there shall be a thirty (30) foot arc (safety arc) drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
6. There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
7. Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as
  - a. a) no defensive play is imminent, or
  - b. b) the ball is in the possession of a fielder in the infield and has stopped the progress of the lead runner, or
  - c. c) the umpire’s judgment is the lead runner is not attempting to advance.  
*“Time” does not have to be called by the defense for the purpose of this rule. If a runner is jumping, dancing, or juking in an attempt to draw a throw, this is to be interpreted as not attempting to advance and “Time” shall be called.*
8. The Pitching Coach shall be an adult at least eighteen (18) years of age. The Pitching Coach must pitch with one (1) foot in the pitching circle. The pitching coach shall not verbally or physically coach while in the pitching position. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called. If a coach violates

this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

9. Machines, when used, shall be setup with the front legs forty-two (42) from the rear point of home plate, with a setting of 9-3-3 on the spring-loaded machine.
10. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline. Outfielders are not permitted to cover a base for force plays; outfielders cannot take any throw at a base on the first throw of the play.
11. The defensive player listed as pitcher must have both feet inside the pitching circle and shall not leave the pitching circle until the ball is hit. If in the umpire's judgement, the player playing pitcher leaves the circle early, play continues, and after the play has concluded, the offensive team has the option of taking the result of the play or no-pitch. First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
12. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If the umpire deems the catcher is not receiving the ball in a normal baseball manner, a warning will be issued. If the act continues after the warning, the offending teams' manager shall be ejected.
13. If a team drops below 8 players for any reason, the game is ruled a forfeit.
14. No defensive coaches shall be allowed on the field of play.
15. Teams may use free substitution on defense (no change to batting order).
16. Intentional walks are NOT allowed.
17. The Infield Fly Rule shall not be in effect at any time.
18. A team may score a maximum of six (6) runs per inning.
19. Bats must be stamped 1.15 BPF and will have no weight drop restriction. Alternatively, BBCOR and/or wood bats may be used. BESR stamped bats are illegal and cannot be used.
20. The batting order shall constitute all present 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. Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat. Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
21. The batter shall receive a maximum of six (5) pitches or three (3) swinging strikes, unlimited foul balls on the last pitch.

- 22.If “No Pitch” is called, it makes no difference if the batter swings at or hits the ball, it is automatically dead & the pitch does not count.
- 23.Bunting is not allowed.
- 24.Slashing (the act of faking a bunt and swinging away) is not allowed and will result in an automatic out of the offending player.
- 25.If a batter slings a bat, the umpire will issue a warning. The second incident by any batter for either team will be ruled a dead ball out.
- 26.Base coaches may not have any contact with base runners while the ball is alive and in play. Play will be immediately dead, runner called out, and runners returned to last base before the time of the offense.
- 27.When a runner leaves early, it is a dead ball out and “No Pitch”.
- 28.A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base.
- 29.When a fair batted ball hits the adult coach pitcher, the adult machine pitcher, or the actual pitching machine, the ball will be ruled a dead ball & “No Pitch”. All players will go back to the base positions before the pitch was made. ***If in the umpire’s judgment the adult coach pitcher or adult machine pitcher intentionally touch a ball in play, the play will be ruled a dead ball out (runners may not advance) and the coach will be restricted to the dugout for the remainder of the game.***
- 30.As with all levels of baseball, runners are not required to slide. However, if the player elects to slide the slide must be legal and directly into the base. ***If a tag play is imminent, the runner should slide or seek to avoid contact. Jumping or hurdling over a player is not considered avoiding contact and the runner will be ruled out. The runner may not initiate malicious contact at any time with any defensive player.***
- 31.Bat Boys, Bat Girls, Ball Boys, Ball Girls under the age of eighteen (18) shall not be permitted. Only a maximum of four (4) coaches may be in the dugout besides rostered players.
- 32.The mercy rule is in effect any time the losing team has been mathematically eliminated due to the maximum of 6 runs per inning rule. Example: 13 runs after 4 innings, 7 runs after 5 innings.