

Future Champions Sports Complex

Facility Rules & Policies

(8u Boys Machine Pitch)

- 1) No carry-in coolers, food, or beverages allowed anywhere at Future Champions Sports Complex. Please support our full concession stand. Team water coolers for the dugout and individual water jugs for players will be allowed to be brought into the park.
- 2) We do have bleachers available on all of our fields, and there are also areas for lawn chairs on all fields. Covered tents are also allowed.
- 3) All fields have electronic scoreboards to be run on a volunteer basis. Operating instructions are posted behind home plate.
- 4) Please have your parents and players help retrieve foul balls. On Field #6 no one can retrieve foul balls on the railroad tracks except adults.
- 5) Sorry pets are NOT allowed at Future Champions Sports Complex.
- 6) No smoking allowed at Future Champions Sports Complex.
- 7) Please clean up dugouts after each game (no sunflower seeds or peanuts allowed).
- 8) We do have 6 full size batting cages on site at Future Champions Sports Complex, and there should be plenty of batting cage availability for teams before tournament games.
- 9) Game results will be posted on the front page of our website at www.futurechampionssportscomplex.com, and the live standings/results document will be updated in real time throughout the tournament as the final scores come in.
- 10) We do not use a weather hotline number at Future Champions, any weather situations to report like rain delays or lightning delays will also be posted right on the front page of our website at www.futurechampionssportscomplex.com.
- 11) Admission fee is \$6 per adult age 13+, \$4 per child age 6-12 for a 1 day pass. All children age 5 and under are FREE, all players and three coaches per team are FREE.
- 12) **NO METAL CLEATS ALLOWED ON ANY OF OUR FIELDS PLEASE.**
- 13) NO PRE-TOURNAMENT ON SITE CHECK-IN REQUIRED -- Coaches should always carry copies of team insurance and birth certificates with them but we are not requiring any rosters or paperwork turned in for our 8u boys tournaments, just show up and play ball.

Future Champions Sports Complex

“Play the Turf” Tournament Rules

(8u Boys Machine Pitch)

- 1) Teams will play 10 players on defense, including 4 outfielders. You cannot play 5 infielders at any time. The catcher can either play the normal catcher's position, or stand farther back near the backstop. In either case the catcher must be fully equipped in catcher's gear. If the catcher chooses to stand farther back near the backstop he is not eligible to catch a pop up.
- 2) All teams must bat their entire roster in 8u machine pitch games. If a player ends up getting sick or injured, we will skip that spot in the lineup without taking an automatic out (any such player removed would not be allowed to re-enter the game).
- 3) A minimum of 9 players is needed to start and finish a game, if playing with 9 players at any time an automatic out must be taken.
- 4) All games are 6 innings or 1:15 hour time limit. Innings can be finished after the time limit expires, but a new inning may not start after the 1:15 time limit. For time limit purposes a new inning officially starts when the last out of the previous inning is made. If the time limit expires in the bottom of an inning and the home team is winning, the game will end at expiration.
- 5) A 5-run limit will apply per inning, with the last inning being UNLIMITED.
- 6.) A mercy rule will be in effect for all games. A game will be called if a team is winning by 15 or more runs after 3 innings, or 10 or more runs after 4 innings.
- 7) In pool play if the game is tied after time limit, the game ends in tie. Extra innings in pool play will continue only if the time limit has not been reached (ties will be equal to $\frac{1}{2}$ win and $\frac{1}{2}$ loss for each team in the standings).
- 8) In bracket play if the game ends in tie, the next inning will start with bases loaded and one out. The runners on base will be the last 3 players in the lineup from the previous inning. This process would continue each half inning thereafter until a winner is determined.
- 9) We reserve the right to alter the tournament schedule, time limits, or run rules if needed due to weather or other conditions out of our control. Six inning games are official after 3 innings or 2.5 if home team is winning. Suspended games will be resumed at the point where the game was halted.

9) Bunting is not allowed in 8u machine pitch games.

10) The pitching machine will be set at **42 ft.** from home plate, and bases at 60 ft. The pitching machine speed will be set at **approximately 40 mph** for 8u machine pitch.

11) The defensive player playing pitcher must stand behind the machine and no more than 2 ft. from either side of the machine.

12) Players get 5 strikes to hit the ball fair. 5 misses and/or 5 strikes taken results in a strikeout. If a player swings and misses or fouls off a pitch that counts as a strike. If a player does not swing and the pitch is called a strike by the umpire, then that counts as a strike. If a player does not swing and the pitch is not called a strike, then that is not counted as a strike. If a player fouls off the last strike, then that player gets another pitch. If the catcher catches the foul tip on the last strike the batter is out.

13) No stealing or leading off. If the ball is not hit and the runner is off the base the team will receive one warning, and after that all runners will be called out if they leave early.

14) The ball is considered a delayed dead ball when the ball is secured by any infielder inside the brown infield area on fields 5 and 6, and inside the green turf area on the larger fields. If at this time the runner is more than half-way to the next base, that base is awarded. If the runner is not half-way the umpire will instruct the runner to return to the previous base. This is only if the defensive player holds the ball and/or requests time out and does not make a play on the runner. If the defensive player makes a play on the runner, the ball is live.

15) Teams can use a courtesy runner for the catcher of record at any time, the courtesy runner is the last batted out.

16) Players cannot run or advance on a dropped third strike.

17) The defensive team provides a coach behind home plate to help with missed pitches and help speed the game up.

18) The coach of the offensive team pitches. Occasional adjustments to the machine are allowed, but not on every batter. Kicking the back leg of the machine slightly is allowed to help with the control of the machine.

19) If a batted ball hits the machine it is played live. If it is stuck under the machine, then the play is ruled dead and the batter is awarded first base.

- 20) There is no infield fly rule in 8u machine pitch games.
- 21) Intentional walks are not allowed in 8u machine pitch games.
- 22) For age 8u all bats must have the USSSA 1.15 stamp and will have no weight drop restrictions or barrel size restrictions, wood bats may also be used.
- 23) All coaches and teams must arrive no later than 30 minutes prior to the start of their scheduled game and must have teams warmed up and ready to play at the scheduled game time. Games may start early if your scheduled field is open and umpires are ready. Notification will be given in the event of bad weather.
- 24) Teams may have a brief time period to warm up in the outfield and on their side of the infield prior to games. There is not full infield before games, but you can take ground balls on your appropriate side of the field before the game.
- 25) In all pool play games the home team is decided by coin flip. In bracket play the higher seeded team has the choice of being home or visitor.
- 26) The designated home team will keep the official scorebook for tournaments games.
- 27) The umpires will have the game card for tournament games. Head coaches from each team must sign the game cards after each game. Please make sure that the score is correct on the card before signing. The umpire will turn in the game card to the tournament director.
- 28) Any situations not covered here will be governed by the USSSA rulebook.

FUTURE CHAMPIONS POOL PLAY SEEDING TIEBREAKERS (8u Boys)

- 1) Best Record
- 2) Head to Head (if only 2 teams are tied, 3 or more teams with the same record will skip head to head and go to runs allowed, then run differential).
- 3) Runs Allowed
- 4) Run Differential (8 run +/- maximum per game)
- 5) Coin Flip