

2026 Conshohocken Baseball & Softball 8U/7U Tournament Rules

www.conshybaseballsoftballleague.com

General Rules:

- This tournament is for 8 and 7 year old KIDS, not adults.
- Your child does not play for the Phillies.
- Umpires are volunteers.
- Good sportsmanship is taught by example.
- Have fun. Teach something. Learn something.
- Respect your Team, Respect your Opponent, Respect the Game.
- Official Cal Ripken rules will be followed unless indicated.
- All fields are neutral. Home team determined by coin flip. Team traveling the farthest calls the flip.
- Team traveling the farthest will occupy the first base dugout.
- No infield practice allowed pre-game, please use the outfields.
- Lineups must be presented to scorekeeper and opposing manager no later than 10 minutes prior to the start of each game.
- **Rosters must include minimum 10 players, maximum 14 players.**
- A roster listing the names and date of birth for each player and the names and contact info for manager and 3 coaches must be submitted prior to your first game to tournament director.
- Proof of player's age must be provided upon request of tournament director.
- Proof of insurance must be provided upon request of tournament director.
- Only USA bats are permitted. Catchers must wear a cup and catcher's mask must be equipped with a throat guard.
- **Smoking and dogs are absolutely not permitted on the premises.**
- **Game Times *****ALL TIME LIMITS WAIVED. PLEASE FINISH 6 INNINGS***
- Games will be 6 innings. The first 5 innings have 5 run limit per half inning. The 6th inning is uncapped.
- After 1 complete inning is played, all games that do not go the legal limit (or are tied after 4 innings) are resumed from the point of stoppage.
- A regulation game (legal limit) is 4 innings (3.5 if home team is ahead)
- If a team is ahead by 15 or more runs at the end of 4 innings, or a team ahead by 10 or more runs at the end of 5 innings, the game must be conceded.
- Any game that has become regulation but is called due to weather or darkness or lightning the score reverts back to the end of the last completed inning. (umpire discretion is final). Lightning stoppage is 20 minutes per instance.

- All games shall start immediately at game time. Feel free to start early if everyone is ready.
- 10 minutes will be allowed before a forfeit is called. Forfeit games are considered 6-0.

Coaches:

- None but manager, 3 coaches, and rostered players shall occupy the dugout (4 adults)
- One defensive timeout per inning is permitted. Only the manager is permitted to cross into fair territory during a timeout.
- Manager and coaches must remain in the dugout while on defense.
- Any formal verbal protests must be made before the next play by the manager to an umpire.
- **Umpires may change a call at any time in order to make correct calls.**
- Umpires may eject anyone at any time for any reason. Ejected persons must leave the premises immediately.

Machine Settings:

- The pitching machine will be set to 42 mph.
- Managers may request the umpire to adjust the machine once between each ½ inning as necessary.
- The umpire may adjust the machine at any time as necessary.

Batting:

- Teams must bat their entire roster. **If a team has 2 or more batters in their lineup than their opponent does, that team may elect to bat only as many as their opponent, and may substitute freely on offense and defense. Any substitutions in batting lineup must be reported to the opposing manager before your turn to bat each inning. If this election is taken, there is no minimum requirement for playing time or batting.**
- If a team has less than 10 players in their batting lineup at game start, or due to a player ejection, an automatic out will be charged each time that player is due to bat. This rule will not be enforced due to injury. Any player unable to continue must be reported to opposing manager and scorekeeper upon incident. This player may not re-enter the game.
- A player who does not arrive to the game before their turn in the batting order shall be skipped (or given an out if less than 10 players) and shall not be allowed to enter the game.
- Each batter will be called out after 7 pitches, or 3 swung on strikes. **Swing the bat!** 'No-Pitch' calls by the umpire are discouraged unless completely unhittable.
- A batted ball that hits the pitching machine, power cord, or umpire will immediately be called dead. The batter and all runners will be awarded 1 base.
- A thrown ball that hits the pitching machine will remain a live ball unless the umpire calls the ball dead due to safety concern.
- **No on-deck batters permitted anywhere. No practice swings whatsoever.**
- No walks, no infield fly rule.
- Please return foul balls.
- If a pitch hits a batter, it is ruled as a non-pitch, and the batter does not advance.
- No bunts. Any attempt will be ruled a strike.

- Thrown bats will be given a warning, subsequent attempts by the same batter in the game will result in the batter being called out. Thrown equipment during a batters return to the dugout will result in a warning, and subsequent attempts by the same batter will result in ejection.

Base Runners:

- No stealing bases, no leads. Any team having a runner leave the base before the ball **crosses home plate** will be given a warning. Any further violations by the same runner and the runner shall be called out.
- On a ball hit to the outfield, the play is dead once the ball is under the control of any infielder on the infield dirt or infield grass. If a runner is between bases at this time the play is not dead until the runner is forced to a base by the defense. If no play is made by the fielder, runners may advance no farther than base they were headed to. If the infielder chooses to make a play on such a runner, the play is not dead and all runners may advance at their own peril. The play will be dead when the ball is again controlled on the infield dirt by an infielder.
- On a batted ball that remains in the infield and infield dirt, runners may advance only one base unless the ball does not remain controlled after the defense makes a play on a runner. For example, with a runner on second base, if a batted ball is hit to shortstop, and the shortstop misplays the ball yet then makes a clean throw to first with no overthrow, the runner from second may not advance farther than third base.
- The ball is live on overthrows, runners may advance until the defense has established control on the infield dirt or infield grass.
- Runners will be awarded one base on any ball going out of play.
- Runners who slide head first while **advancing** will be called out.
- Runners must slide OR “**avoid contact**” when a play is being made on the runner. Failure to do so will result in the runner being called out.

Defense:

- 10 players are permitted on defense. 4 players must play and be positioned in the outfield.
- Pitchers must position themselves with 1 foot in the dirt, and 1 foot in the grass area surrounding the pitcher’s mound. If there is no grass area, a circle will be drawn.
- Pitchers must always wear a helmet. A faceguard is recommended.
- All starters and substitutes **must play a minimum of 6 consecutive defensive outs** unless injury prevents this. Any player unable to continue due to injury or illness must be reported to the opposing manager and scorekeeper upon incident.
- Substitutes must be inserted by the start of the 4th inning.
- Any player arriving after the start of the game does not have to meet minimum defensive playing time requirement.
- All substitutes must be reported to opposing manager and scorekeeper during substitution.

Tie Breakers:

- Tiebreakers for pool play teams are broken by:
 - 1) Record

- 1.2) Head to Head record.
 - 2) Least Total Runs Against (forfeit game are considered 6-0)
 - 3) Total Runs Scored
 - 4) Coin Flip
- Higher seeded team will be home team for playoff games.