

# GCBL TOURNAMENT RULES

## 8U GAME PLAY

(NFHS rules will apply with the following exceptions)

1. Teams will field 10 players (including 4 outfielders.) Failure to field at least 9 players at any time will result in a forfeit. Forfeit time is 10 minutes after the scheduled game time.
3. A runner who fails to slide to avoid contact may be called out. A player may face ejection if malicious contact was made. This is at the umpire's discretion.
4. One defensive coach may be used in the outfield for instructional purposes only.
5. A complete game consists of 6 innings. All pool play games will have a 1 hour and 30 minute time limit. No new inning after 1 hour and 30 minutes. All bracket play games will have a 2 hour time limit. No new inning after 2 hours. There is no time limit for championship games.
6. Run Rule is 12 runs after 4 complete innings and 10 runs after 5 complete innings. It is not necessary to play the bottom of the inning if the home team is winning.
7. Tie breakers for seeding purposes:
  1. Win-Loss record
  2. Head to head
  3. Runs allowed
  4. Run differential (max run differential is + or - 8 runs)
  5. Coin flip
8. Courtesy runners are encouraged to help speed up the game. A courtesy runner may be used for the pitcher or catcher with 2 outs. The runner must be the player who made the last out at the plate.
9. Runner may not leave the base until the ball hits the bat.
10. Runs per inning – One half inning consists of 3 outs or 7 runs. There is no limit in the last and extra innings.
11. In the event of a weather issue, every effort will be made to get all the games played. The tournament director has the right to shorten games and change all scheduling to accommodate. Refund policy is as follows: 75% refund if no games played (covers trophies and diamond dry.)
12. Teams must roster bat entire roster with free substitution.
13. No altered or shaved bats allowed.
14. The defensive pitcher must be within 6 feet of the rubber while the ball is pitched.
15. Infield fly rule will not be enforced.
16. Coaches can pitch anywhere between home plate and the rubber. Any ball that hits the pitcher (coach) will be an immediate dead ball.
17. A hit ball will remain live until a defensive player has control of the ball in the infield. Once the infielder has control of the ball, time will be called and runners will not be able to advance anymore. They can advance to the base they are going to, but may not advance past that base.
17. Batters will be given 6 pitches or 3 strikes. If the third pitch is fouled off the batter may keep hitting.