



## Lake Zurich Baseball and Softball Association 8U Lady Bear Claw Tournament Rules

The 2011 LZBSA 8U Lady Bear Claw tournament is open for in-house tournament teams made up of in-house players, age 8 or younger as of 1/1/2011. A player on both an in-house team and a travel team is considered a travel player and is ineligible without prior LZBSA approval.

The tournament is held at Staples Park (originally known as Sarah Adams Park) and Braemar. Staples Park is the home of 6 ball fields, a concession stand and rest rooms. It is located at the corner of Red Bridge and Farm Bridge Roads. Parking is permitted on the east side of Red Bridge Road, in the Staples Parking Lot or the Sarah Adams School parking lot, which can be accessed off of Old Mill Grove Road. From Rt. 22 (Main St.) go south on Old Mill Grove Road (named Oakwood Rd. to the north) to the Sarah Adams School parking lot on your right.

A league representative will meet with each team prior to the start of their first game. At that time the team will need to provide their completed roster and proof of insurance and have copies of birth certificates available for review.

- The tournament format will include a maximum of 6 teams. Every team will play three games during the seeding round. The teams are then seeded for Sunday's single elimination championship round. Tie breaking format will be a) Head to head record, b) Least runs allowed, c) Most runs scored, d) Coin Flip.
- Participation trophies will be awarded to all players.
- A coin flip prior to each game will determine home team. The first team listed in the brackets will occupy the third base dugout.
- Teams may have a maximum roster size of 15 players. Rosters should be submitted to tournament officials prior to the first game.
- Game Time Limits -A game shall consist of (at most) (6) innings. There will be a (5) run limit during each inning except the last, during which unlimited scoring will be allowed, limited by the fact that each team may only bat through the order one time. No inning, "other than the last", may start after the 1:30 hour mark of the game. If this time limit is reached the current inning will be completed and if full innings remain, the next inning shall be the "last inning". Three (3) innings constitute a complete game.
- Umpires have the discretion to call any game due to lightning, rain, or darkness. The first sign of lightning automatically terminates the game.
- Equipment- Catchers must wear full protective gear including helmet, mask, chest and shin protectors, and throat guard. All players shall wear tennis shoes or shoes with plastic spikes. Metal molded spikes are prohibited. Batters must wear a batting helmet when batting or running the bases. No jewelry shall be worn by any player. All bats must have "Official Softball" stated on them. Balls used will be an 11" Incrediball.
- Fields -The dimensions will be 45 feet for the bases. The pitching distance shall be from 20-28 feet from the plate and left to the discretion of the pitching team.
- Umpires -Umpires will be provided. The umpire's decisions will be final. No protests will be allowed.

## Game Format

- The games will use a coach pitch format where a parent from the batting team is allowed to pitch to their own players. The pitcher may pitch from 20-28 feet from the plate at his/her preference. The parent pitcher will wear a suitable glove.
- Bunting and stealing are not allowed. Runners may not leave the base until the ball is hit.
- Runners may advance only 1 base on an infield hit. Runners may not advance on any overthrow in the infield, being allowed to advance only to the base they were previously headed for. Runners may advance whenever the ball is in the outfield, however, once the ball enters the infield area and it is in the hand and in control by any infielder within the infield, all runners will be limited to the base they were headed toward.
- Contact between runners and fielders must be avoided at all times.
- If an injury occurs during play, time will be called and runners will be limited to the bases they were headed towards.
- A team may roster up to 15 total players. Each team will bat a consecutive batting order using all available rostered players. A team may field at most 10, (standard 9 plus a "short center") defensive players. The "short center" position may be allowed to play within the infield. The defensive pitching position must line up behind and to the glove side of the pitching coach. In the event of a hard line drive, the coach is encouraged to catch/knock down the ball to protect the pitcher. In this event, the batter will be awarded 1<sup>st</sup> base and the runners may advance 1 base only.
- Each batter will be given a maximum of 7 pitches. No balls or "called" strikes will be called, however, foul balls and swinging strikes will be counted. Three strikes constitute a strike out. The final pitch may not occur on a foul ball. In this case the batter will be awarded an additional pitch(es) as required.
- Throwing of the bat by the batter will draw a warning from the umpire. Throwing of the bat for a second time will result in an automatic out for the offending batter.
- To speed up play, the catcher for the following inning may have a pinch runner replace them on base with 2 outs. In this case, the last batter to make an out in the order will be allowed to pinch run for the catcher

