

DZ Tournament Playing Rules 2026 8U

	8U
Governing Rules	NFHS Rulebook 2026 Unless noted below:
Min/Max # of Players	All games must begin and end with eight (8) defensive players regardless of reason for absent players. A team must play with a minimum of eight (8) defensive players to complete the game. If the number of defensive players available is less than eight (8), the game will be recorded as a forfeit regardless of the score of the game at the time of the absence of the player. No more than 14 players per team. If a team has more than 14 please contact a director before the tournament has begun.
Chatter	Any behavior which is deemed by an umpire or tournament official to be intentionally distracting to a pitcher, batter, or fielder may result in one warning. Subsequent incidents may result in the manager being ejected and the team forfeiting the game.
Abusive Language	Unsportsmanlike conduct or any use of inappropriate language by a coach, player, or parent toward another team, official, tournament director, or UIC will not be tolerated and will be asked to leave the park.
Player Safety	Throwing bats, helmets, gloves, or any other equipment in a dangerous or unsportsmanlike manner is strictly prohibited. Umpires have full discretion to determine if thrown equipment poses a safety risk or violates sportsmanship standards. First offense: Warning Second offense or severe first offense: Automatic out (if applicable) or ejection. NOTE: If an umpire calls a player out, it is a delayed dead ball. Play stands.
Maximum # of Innings	6 innings
Complete Game	4 innings (3-1/2 innings if home team is winning) Or determined by time limit. If a game is called due to weather prior to the time limit and the required innings for a complete game.
Game Time Limit	<u>Pool Play, Bracket Play, and Consolation Games</u> 1hr and 35 minutes No New Inning A new inning can not begin after the time limit. A new inning begins immediately after the third out of the previous inning. During weather delays, the clock is suspended until play restarts.
	There is no time limit in the championship
Mercy Rule	12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings
Maximum Runs/Inning	5 runs per inning This is the maximum runs that can be recorded per inning. This rule applies to the last inning as well.
Tie games	Ties are allowed in Pool Play.
	Ties are not allowed in bracket play. If time limit occurs while there is tie, extra innings will begin with the last recorded out on 2nd, starting with one out recorded. (CHAMPIONSHIP WILL NOT USE THIS RULE, EXTRA INNINGS WILL PLAY NORMAL RULES)
Pitching:	Once the pitcher is removed from the mound, s/he may not return to pitch. Extra Innings can allow a pitcher who has already pitched to pitch again until they are again removed from the mound.
	No pitching limits will be required for this tournament per game or per weekend. We expect that the coaches will monitor pitch count and rest durations appropriate with their players best interests.
Mound Visits	Upon the coach's second trip to the mound in one inning or third trip to the mound for the same pitcher in one game, the pitcher must be removed from the mound
Balk Warnings	Unlimited - Instructional per umpire discretion No balk warnings
Hit Batter Limitation	For all games a maximum of 3 hit batters/pitcher/game can occur. The pitcher is removed from the pitching position immediately after the 3rd hit batter. Players may remain in game unless determined to be intentional per umpire discretion. This player additionally cannot pitch in extra innings.
Stealing/Lead Offs	Kid Pitch: Base runners may not lead off or leave a base until a pitched ball has reached the batter. One warning per team is given if a runner leaves a base early, on the second warning the runner is out. (NO STEALING DURING COACH PITCH; Runners can leave their base once the ball is batted into play)
Base Running:	When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
Stealing Home	No Stealing Home for Kid and Coach pitch, unless the ball is put into play by a batter or a force walk.
Kid Pitch/Coach Pitch	Full Kid Pitch, until ball 4 is thrown to the batter. Then the coach of the current offensive team will pitch.
Coach Pitch Rules	- When a coach is pitching, they will be allowed up to 5 pitches per batter - If the fifth pitch is swung at and missed or is called a strike by the umpire <u>the batter is out</u>. If the fifth pitch is not hittable the player will get additional pitches until it is deemed hittable by the umpire. Three strikes prior to or at the fifth pitch is a strikeout. - If the fifth pitch results in a foul ball, foul balls on this and succeeding pitches do not count and the batter continues to bat until he/she hits a ball into fair territory or incurs a third strike. Three strikes always results in an out as long as the last strike does not occur as a foul ball. - Bunting is permitted while a player is pitching only (No bunting allowed during coach pitch) - Coaches serving as a pitcher during coach-pitch may not coach or instruct their players from the mound. Violations of this rule could result in a manager being ejected. - If a coach is hit by a batted ball while pitching, the ball is dead and runners must return to their bases at the time of pitch. The batter will resume their at bat. No pitch recorded to the coaches count or batter.
Walks/Intentional Walks	- No walks may occur when a manager/coach is pitching. There are no walks or bases awarded due to a hit by pitch while the Coach is pitching. - No walks are awarded during kid pitch innings UNLESS the batter is hit by the pitch. If a pitcher throws ball four to any batter the coach will assume the pitching position and strike count for the remainder of that at bat and will throw up to 5 pitches as described above. - No un-pitched intentional walks

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Sliding	Runners are NOT required to slide, but are encouraged to do so. <u>Any intentional or reckless contact by a player, including but not limited to malicious slides or collisions, will result in immediate ejection, at the umpire's discretion.</u>
Roster/Players	Once the tournament starts and the final roster has been submitted, teams cannot add players to their roster (maximum roster size is 14 players) Free substitutions / Continuous batting roster
Minimum / Maximum # of Hitters in Line-up	All Uniformed Players Hit, Continuous batting order
Minimum Defensive	No requirements for defensive innings played.
4 th Outfielder	4 Outfielders, 10 Fielders Total: Outfielders must remain on the outfield grass until the ball is put into play. While their defense is on the field, managers <u>will</u> assign a coach at the backstop to throw passed balls back to the pitcher. This person may not coach or help players in any way. Violations of this rule could result in a manager being ejected.
Absent Without Injury or Illness	If a player is a hitter in the batting order, this position will be declared an 'out' should this player become absent during the game for a reason other than injury or illness. Another player may replace the absent player defensively but may not hit in the absent player's position in the line-up.
Absent with Injury or Illness	If a player is removed from a game due to injury or illness, his/her position in the batting order will be skipped and will not be considered an out. The injured or ill player may not re-enter the game once their position in the batting order is skipped.
Equipment:	Coaches are responsible to check their own/players equipment
Bat Restrictions:	*USSSA Rules Apply. The maximum diameter shall not exceed 2-3/4 inches and the maximum length shall not exceed 36 inches. Bats should not exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards. (8U-12U @ -10, 13U @ -8, 14/15U @ -5/BBCOR/Wood) *Big barrel bats (diameters of 2-5/8" or 2-3/4") must have the USSSA 1.15 BPF or USA Baseball mark. Older big barrel bats will not be allowed. *Small barrel bats (diameter of 2-1/2") must have the USSSA 1.15 BPF or USA Baseball mark as well. Older small barrel bats will not be allowed. *NFHS Rules Apply. Any solid (one-piece) wood baseball bat will be legal. The only legal non-wood bats will be BBCOR-certified baseball bats. The bat may not exceed minus three (-3) in differential between length and weight
Cleats/Shoes	Plastic or Rubber Cleats only, no metal
Courtesy Runner for Pitcher and/or Catcher	<u>At any time</u> , a courtesy runner for the catcher or pitcher of record may be used. It must be the player who made the last recorded out. NOTE: This rule may be used for the player's previous defensive inning or next defensive half inning.
Field Dimensions:	
Pitching Distance	40' 0"
Base Distance	60' 0"
	If the field dimensions are found to be incorrect after play has started, corrections to the field should be made at the end of the current inning.
Drop 3rd Strike Rule Applies?	No. On a dropped 3rd strike, the batter is out and the ball is live.
Infield Fly Rule Applies?	No

Miscellaneous Rules ALL DIVISIONS:

- Scores will be collected on score sheets by umpires and turned into Tournament Director.
- MAX runs allowed for tournament score on mercies is 15 Runs (I.E. Score is 30-3, tmnt will use 18-3 for tally)
- Scores will be recorded on score cards by umpires.
- No Home or Away dugouts, it is first come first serve.
- Pool play home and away teams will be determined by coin flip.

Tie Breaker for Pool Play

- 1) Best Record
- 2) Head to Head - (If three or more teams are tied this will be skipped)
- 3) Runs Allowed
- 4) Run Differential
- 5) Total Runs Scored
- 6) Coin Flip