

## Junior Mite (U8) Tournament Rules

All players must wear a batting helmet with CSA approved face guard and chin strap must be securely fastened under the chin.

Coaches pitch to their own team.

The Jr. Mite pitcher will be at least beside or behind the pitchers plate. The pitcher must remain in the pitching circle. (Defensively)

Five pitches per batter. If the ball is not put in play by the batter after the five pitches the batter is called out.

If the Coach pitcher is hit by a batted ball the play is dead and the batter is out. Runners do not advance.

The play is dead when the ball has been thrown to the circle at the pitching mound. The play stays dead whether the ball is caught or passes through the circle. If a baserunner is halfway between bases, or farther, when the ball passes through the pitching circle, then he/she may advance to the next base. If the baserunner is not halfway, then he/she must return to the previous base touched.

No bunting is allowed. All players will remain behind the safety line (which crosses through the middle of the pitcher's circle) until the ball is hit or crosses the plate.

No person is allowed on the field during the progress of a game except players and coaches in uniform.

There is no base stealing of any base including home.

Infield fly rule does not apply.

Third Strike rule does not apply.

Unlimited substitution applies, all players are listed on the batting order and all players bat. The batting order is followed for the entirety of the game. In case of injury/illness or ejection, the player's spot is omitted. If a runner is injured, a substitute runner may be used. (Should be the last available batter) until the runner is put out or reaches home and then the injured player is removed from the lineup. No penalty is applied (the player's spot is not recorded as an out) when that batter does not return to the lineup.

Mercy Rule of 6 runs per inning or three outs.

Teams are guaranteed 3 games.

A player arriving late may be added to the bottom of the lineup.

The Tournament ball will be the 11" Worth soft indoor or Incrediball.

Duration of Game: no new inning shall start after one hour and thirty minutes from the official beginning of the game including medal games. In the event the game is tied after the time limit, the tie will be broken at the completion of the next inning.

A courtesy runner may be used at any time for the catcher, not just when there are two outs.

No player will sit out for more than one consecutive inning. All players will sit out 1 inning before a player sits out a second inning. Coaches are encouraged to play all players as equally as possible over the course of the season.

Offensive Charged Conference rule does not apply.

Defensive Charged Conference rule does not apply.