



Baseball Heaven

8U & 9U (46/60) Division Tournament Rules and Regulations

The 8U & 9U Divisions will be functioning under Little League Rules with the following exceptions:

Please Note: Baseball Heaven Facility Gates Will Open (90) Minutes Prior To First Scheduled Game and All Off-Site Locations (If Applicable) Will Open (1) Hour Prior To First Scheduled Game.

Park Rules

- * No Smoking
- * No Alcohol
- * No Tobacco Use
- * No Pets
- * No Hoverboards
- * No Outside Coolers
- * No Heating or Cooling Units of Any Kind
- * Baseball Heaven is Not Responsible for Any Lost Items at The Facility or Off-site Fields

MANDATORY HOTEL BOOKING POLICY

To participate in any Baseball Heaven Tournament, all teams that require overnight stay are required to book hotel accommodations with our Traveling Teams Service offered at discounted prices.

[CLICK HERE](#) for details on room rates and the rooming process. **NOTE:** Teams not utilizing our service will be subject to removal from the event.

Inclement Weather Policy- All information regarding weather related delays will be available on the homepage of our website at www.baseballheavenli.com. Each team will also be required to give a valid mobile phone number and email address which should be filled out on our online roster link.

New Baseball Heaven Mobile App: Baseball Heaven now has a new **FREE** mobile app available for download. [Click Here to download our app.](#)

Tournament Coordinator- A tournament coordinator will be on site at all times. The tournament coordinator is responsible for interpreting facility rules as well as making decisions regarding the weather before the game has begun. All decisions made by coordinators are final. **NOTE:** When the coin-flip is completed with the coaches and umpires, the umpires will be officially in charge of the playing field and from that moment they shall have sole authority to determine when a game shall be suspended on account of weather or the condition of the playing field. The Umpires and Tournament Coordinator will work together in resuming play. All decisions made by the umpires and Tournament Coordinator will be FINAL.

Tournament Admission Fee:

Ages 18 & above there is a Daily admission charge of \$5.00 (per person)

Ages 12 & 17 there is a Daily admission charge of \$3.00 (per person)

- Players, Coaches (4 coaches per team) and Children under 12 years of age, will not be charged an admission fee.

- Senior Citizens (over 65) and Military Discount \$3.00(Must have valid ID)

Rosters and Waivers- Rosters and waivers must be submitted at least 10 days prior to the beginning of the event through our online roster form. [Click Here to enter your online roster.](#) Players may only be on one roster per age division and may not change teams in the same age division during the course of the tournament. Waiver forms can be downloaded from our homepage baseballheavenli.com under the tournament section. Rosters and waivers will be checked and finalized seven (7) days prior to tournaments start. No player may be added to the roster once the tournament has begun, unless it's approved by BBH Tournament Committee. **Note:** Teams that do not submit an online roster will be subject to a forfeit.

Birth Certificates- Birth certificates do not have to be submitted to BBH, however coaches MUST HAVE copies of all players birth certificates on hand at all tournament games. Any issues regarding a player's age MUST BE addressed by a coach prior to or during a tournament game. Questioning a player's age following the completion of a game is NOT an acceptable form of protest. Teams are subject to random birth certificate checks by BBH, all birth certificates must be made available on request **NOTE:** Any team violating this rule will automatically receive a forfeit for such game and any other game (said player) had played in previously. The violating team will also be subject to any other disciplinary actions taken by the BBH Rules Committee.

Team Insurance- Each team is **required** to carry its own insurance, naming, **"Baseball Heaven, Inc."** as insured, as well as submit a certificate of insurance prior to tournament play. Proof of insurance also can be uploaded on [our online roster submission form](#), be faxed, emailed or mailed to BBH a minimum of 10 days prior to the event. It can also be attached when you are completing the online roster form.

Numbers of Players- There are no roster limits for Baseball Heaven Tournament Events, except those that are specifically stated in our tournament details.

No Alcohol, Tobacco, Sunflower Seed or Chewing Gum Products- No alcohol, tobacco products (of any kind), sunflower seeds or chewing gum products will be permitted within Baseball Heaven or any of our off-site facilities. Failure to comply with this regulation will result in an automatic ejection from the game.

Home/Visiting Team: In tournament pool play, home and visitor will always be decided by a coin flip. During playoffs and Championship rounds the higher seed will always be the home team.

Dugout Rule- Only 3 coaches and 1 manager will be permitted in each dugout. No parents, scorekeepers, children or batboy/batgirl will be allowed in dugouts at any time. All coaches also must be listed on the roster/waiver form as well. Failure to comply with this rule will result in being removed from the dug-out and field of play.

Foul Balls- Multiple games are played at the same time during the tournament. We ask for all players, coaches, parents & spectators to be aware of foul balls at all times. We would also ask to please return all foul balls to their proper fields.

Tie Breakers- In pool play games if the score is tied at the completion of 6 innings or the time limit has elapsed, the game will end in a tie.

The following system will be used for advancing and seeding out of pool play.

1. We use a Traditional Scoring System for tournament play

• Teams will receive:

A. 3 Points for a Win

B. 1 Point for a Tie

C. 0 Points for a loss

2. If 2 teams are tied- Head to Head Winner. If there was no Head to Head move to #3

3. If 3 teams are tied- If one team has defeated both other teams, that team advances, if not move to rule #4.

4. Total runs allowed in pool play to determine pool winner, second place and third place. This will also determine wild card winners if records are tied. (We will not go back to head to head after first team is decided.)

5. If still tied- Total runs scored in pool play

6. If still tied- Total runs allowed subtracting game with most runs allowed in pool play

7. If still tied- Total runs allowed minus two games with most runs allowed in pool play

8. If still tied- Runs scored inning by inning starting with first game until one team has more runs after a complete inning starting with pool games

Umpires- All tournament games will have two umpires for ages 9U and one umpire for 8U.

Baseballs - During tournament play Baseball Heaven will provide umpires with game balls for pool play and playoffs. Balls are to be returned to umpire following the completion of each game. **NOTE:** Each team will designate a coach for the retrieval of all balls hit out of play on their side of the playing field.

Protests- There will be a **\$300.00** fee for all protests. No protests shall ever be permitted on judgment decisions by the umpire. Whenever a manager protests a game because of alleged misapplication of the rules, the protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch, play or attempted play. Play may not resume until protest is resolved. If play continues there can be no protest.

If the protest involves the use of an illegal player, the team manager is to inform the umpire of the protest, have the umpire sign the book at the time of the protest and inform the tournament coordinator of such actions. The tournament committee will be responsible for interpreting facility and roster rules. In all protests, the decision of the Baseball Heaven Tournament Committee will be final.

NOTE: A protest arising on a game-ending play, or involving the use of an illegal player, **MUST** be filed before the umpires leave the field after a games completion.

Coaches/ Players Dress Code- Coaches are not required to wear uniforms during tournament play. Coaches must be dressed appropriately while on the field of play or in dugouts. Coaches must wear clothing that distinguishes them from other parents and spectators. Coaches that fail to comply with this policy will be restricted from the dugout area. Players are all expected to be in matching uniforms with uniform numbers. Players who do not have a matching jersey with number will not be permitted to participate, unless authorized by the tournament committee, or tournament director.

NOTE: Players or Coaches **ARE NOT PERMITTED** to stand outside the dugout at anytime during the game unless they are coaching first or third base while on offense.

Lineups ALL Divisions- (Team managers may use the following options when choosing line-ups)

The team manager/representative is required to inform the umpires and the other teams head coach or team representative at the pre-game plate conference on how they intend on batting their players.

1- A team may use a nine (9) player line-up

2- A team may use a nine (9) player line-up, with the option of batting a designated hitter (DH). The DH may bat for anyone in the line-up and will be considered a starter for re-entry purposes.

3- A team may use a ten (10) player line-up, with the tenth batter being utilized as an extra-hitter (EH). The EH may change position and/or rotate from EH to the field at the coach's discretion. A DH can still be used, when batting a (10) player line-up.

4- A team may use an eleven (11) player line-up, with the 10th & 11th batters being utilized as extra hitters (EH's). EH's may change positions and/or rotate from EH to the field at the coach's discretion. A DH can still be used, when batting a (10) player line-up. A DH may also be used.

5- **AN EH MAY BAT ANYWHERE IN THE LINE-UP**

6- When using a 10 or 11 player lineup a DH is still allowed.

7- A team may choose to bat their entire line-up

8-Any player on the bench **MUST** on the lineup card and official roster.

Comments: Line-ups **MUST** be given to the home plate umpire before each game. Once line-ups are exchanged, they will be official throughout the game and if any player in that said line-up gets injured, ejected or removed from the game for any other reason, and no legal substitute is available, an out will be recorded each time that position in the batting order is reached. There are **NO** **EXCEPTIONS** to this rule.

Lineup Cards- Each team must provide their own line-up cards. A copy **MUST** be given to the opposing team **as well as the umpire** prior to each game. This policy will be **STRICTLY ENFORCED**, as the umpires will now be IN-CHARGE of keeping the official line-up cards. If a legal player who is listed on the team's roster is left off the lineup card by mistake the player is still eligible to be placed on the lineup card **BEFORE FIRST PITCH**. If a pitch is thrown the player is ineligible for that game.

Starting Games- Teams may start a game with 8 players. In this situation the 9th batter in the lineup will be counted as an out. If the 9th player joins the team he/she may be added to the empty spot in the batting order at any time. An out will only be recorded if the 9th player's spot is due up for an at bat. If a team begins the game with 9 players and 1 player is ejected the team may continue, but must take an out in that batters place in the order. If an injury occurs and a team is left with only 8 players, an out will also be recorded. **Note:** Once a game is started, any additions that are made are considered a substitution. All teams are required to check in with the tournament director 30 minutes prior to the game. BBH has the right to begin games early if it allows. **Teams are required to be ready for play, at their respected field 15 minutes prior to their start time.**

Forfeits- If a team does not have the required number of players (8), to start a game, the team will be given 5 extra minutes to have the required number of players ready to start. If the team fails to get the required amount of players for that particular game, the game will be considered a forfeit and a 7-0 score will be recorded to the winning team. The tournament director may give the team additional time for special circumstances.

Courtesy Runner- A team may choose to use a courtesy runner for the pitcher and catcher only at any time. The courtesy runner must be the last batted out. Available substitutes may not be used as a courtesy runner, unless officially entering the game as a substitute. If an illegal courtesy runner is used and a pitch or play occurs, that runner will be deemed legal at that point.

Official Scorebook- Each team is required to keep a scorebook for every game. If a situation occurs when a tiebreaker requires the use of the team's scorebook and a team fails to provide an accurate scorebook, that scorebook will be deemed unacceptable.

Re-entry Rule: Starters may re-enter the batting order once after being removed from the game and **MUST** re-enter in the same line-up position. **NOTE:** Once a starting pitcher is removed from the line-up, **even by a EH**, that starting pitcher may only re-enter to any other position other than pitcher during the game and must return to the original line-up spot. **MLB Rule 3.03 Comment:** A pitcher may change to another position only once during the same inning while on defense; e.g. the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning. Once a pitcher is removed from the game as a pitcher (**even by an EH**) he/she may not return to the pitchers position at any point throughout the rest of the game. **Substitutes will not be available for re-entry.**

Lineups - (Team managers may use the following options when choosing line-ups)

- 1- A team may use a nine (9) player line-up
- 2- A team may use a nine (9) player line-up, with the option of batting a designated hitter (DH). The DH may bat for anyone in the line-up and will be considered a starter for re-entry purposes.
- 3- A team may use a ten (10) player line-up, with the tenth batter being utilized as an extra-hitter (EH) and bat anywhere in the line-up. The EH may change position and/or rotate from EH to the field at the coach's discretion.
- 4- A team may use an eleven (11) player line-up, utilizing two (2) extra-hitters (EH's) and bat anywhere in the line-up. EH's may change positions and/or rotate from EH to the field at the coach's discretion.
- 5- A team may choose to bat a universal batting order during any game. The coach **MUST** make the umpire aware of the use of a universal batting order at the pre-game conference before each game. **NOTE:** When using the universal batting order and a player is unable to bat in his/her spot in the line-up (for whatever reason), an out will be reordered for that particular spot in the line-up.

Comments: Line-ups **MUST** be given to the home plate umpire before each game.

Re-entry Rule: Starters may re-enter the batting order once after being removed from the game and **MUST** re-enter in the same line-up position. **NOTE:** If a starting pitcher is removed from the line-up, that starting pitcher may re-enter to any other position other than pitcher during the game and must return to the original line-up spot. **MLB Rule 3.03 Comment:** A pitcher may change to another position only once during the same inning while on defense; e.g. the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning. Once a pitcher is removed from the game as a pitcher he/she may not return to the pitchers position at any point throughout the rest of the game, unless done, by rule, as stated in MLB Rule 3.03 above. Substitutes will not be available for re-entry.

Mercy Rule-

- 1- 15 runs after 3 innings
- 2- 10 runs after 4 innings

Mercy Rule Notes:

- a- If the visiting team (who is not ahead by 15 or more runs after three complete innings) goes ahead by 15 or more runs in the top of the fourth (4th) inning, the home team will be entitled their at-bat in the bottom of the inning.
- b- Once a team goes ahead by 10 or more runs, after all teams have had four (4) equal at-bats, the game will end at that point.

Avoiding Contact/Sliding Rule- At all levels of play contact must be avoided. If contact is not avoided the base runner will be called out. If an umpire decides a players approach to a base or home plate is malicious the base runner may be ejected from the game.

MUST Slide Rule: (8U & 9U Divisions Only)

- 1- In the 8U & 9U division, there will be **NO HEAD FIRST SLIDING**, unless it's back to a base. Each team will be given one (1) warning per game for head first sliding. If ANY member of a team slides head first, after teams warning, that player will be called out, the ball will become dead and all runners will be returned to their bases occupied at time of violation.
- 2- In the 8U & 9U divisions, a runner **MUST SLIDE** when a play is being made on them at HOME PLATE.
PENALTY: Runner will be called out and all runners will return to their bases occupied at time of violation.

Leading & Stealing: Stealing is allowed, however, the ball must cross home plate before a runner(s) can steal.

NOTE: In the 8u division teams are only allowed 3 steals per inning. Runners advancing on a passed ball will be considered a stolen base

Bunting is allowed only in the 9U Division, there is NO bunting allowed in the 8u division

Dropped Third Strike: The dropped 3rd strike rule IS NOT in effect for both the 8-9U Divisions

Time Limit- All pool play games are played under the following time limits

- 1- In the 8U & 9U divisions, there is a 1 hour and 50 minute time limit. The time of game will start once the home plate umpire calls play and notifies the home team (official scorebook) of the start time. No inning may start after the time limit elapses. NOTE: If the game is tied after six (6) innings, the game will end in a tie.

Comments: The official time will be kept on the field by the umpires. There will be NO EXCEPTIONS to this rule.

Playoff Time Limits: Time limits will be enforced in all playoff games.

Championships: All championship games will not have a time limit, however, once 9 full innings are completed, the game will go to the following tie breaker rules. **NOTE:** During certain situations, the tournament committee may put a time limit on a championship game.

Tie Breaker Rules: During playoff games only, if the time limit is reached and both teams are tied the following tie breaker rules will go into effect:

The last 3 hitters from the previous inning will load the bases. The runners will be placed as follows:

- Last hitter from the previous inning @ 1st Base
- Hitter before him in the lineup @ 2nd Base
- Hitter before that in the lineup @ 3rd Base
- Normal substitution rules apply to these runners
- The hitting team will start the inning with 1 out
- Play will continue like this until one team is ahead at the end of an inning
- This rule will go in effect in **ALL** Championship Games after 8 innings

NOTE: Mercy rules will still be in effect for all playoff and championship games.

Between Innings- Players are expected to hustle on and off the field at all times. Pitchers are permitted to throw 8 warm-up pitches in their first inning of work and 5 in each inning there-after. If a catcher is putting his gear on it is expected that another player (wearing mask) will warm-up the pitcher. Coaches are also permitted to warm up the pitcher, it is not mandatory that coaches wear a mask for warm-ups. Pitchers that enter game due to an injury will receive unlimited warm-up pitches.

Intentional Delays- Intentionally delaying a game is unsportsmanlike and will not be tolerated at Baseball Heaven. The umpire as well as the tournament coordinator reserves the right to eject players and/or coaches who intentionally delay. In extreme cases, BBH staff reserves the right to declare a forfeit to the responsible team.

Lineup Cards- Each team must provide their own line-up cards. A copy **MUST** be given to the opposing team **as well as the umpire** prior to each game. This policy will be **STRICTLY ENFORCED**, as the umpires will now be **IN-CHARGE** of keeping the official line-up cards. If a legal player who is listed on the team's roster is left off the lineup card by mistake the player is still eligible and may be added to the lineup card as a sub.

On Deck Batter- All on-deck batters must stay in their teams designated on deck location inside the fenced in area. No on-deck batters will be permitted on the field of play.

Official Scorebook- Each team is required to keep a scorebook for every game. If a situation occurs when a tiebreaker requires the use of the team's scorebook and a team fails to provide an accurate scorebook, that scorebook will be deemed unacceptable.

Jewelry- For safety reasons players are not permitted to wear jewelry during the games. **Medical alert jewelry & PHITON necklaces will be an exception to this rule.**

Numbers of Players- There are no limits as to the maximum number of players allowed on a roster. However, each player must be listed on the roster/waiver form submitted to the league office.

Official Regulation Game Procedures: If a game is called, it is a regulation game when the following occurs.

- 1- In the 8U & 9U divisions: When three (3) innings have been completed or the visiting team has completed three (3) at bat innings and the home team is ahead.

Comments: Championship games must be played in its entirety and will be considered a suspended game, with the game resuming from the point of interruption.

SUSPENDED GAMES: If a started tournament game (that is not official) is suspended (for any reason), the game must be replayed from its point of interruption, if time and weather permit). **NOTE:** If a suspended game **DOES NOT** complete one (1) full inning, that particular game will be re-played in its entirety. **The tournament committee will make all decisions on all suspended games.**

Lightning Rule: As soon as lightning is visible ALL GAMES must be stopped. Play may continue after a 20-minute wait.

NOTE: Once one game is stopped, due to weather related incidents at Baseball Heaven or its offsite locations, all fields are to suspend playing action. Any decisions made by the umpires and/or tournament committee will be final.

Pitching Restrictions- Baseball Heaven does not enforce any pitching restrictions for tournament play.

Cleats- Rubber cleats and/or turf shoes are required for ALL AGE GROUPS. **METAL CLEATS ARE NOW PROHIBITED AT BBH!** **NOTE:** If a player is to be found wearing metal cleats, that player will be given ample enough time to change into the proper footwear, however, the umpires we will not stop the game clock for this.

Suspension- Any player, coach parent or spectator that is ejected from a game, will be subject to a further suspension by the BBH Tournament Committee. The tournament Committee reserves the right to remove/eject any person from the facility and/or its off-site locations for unsportsmanlike behavior. Any player, coach parent or spectator that is ejected for the second time, during the same tournament, will be eliminated for the remainder of the tournament.

Bat Restrictions-

- 1- In the 8U & 9U (60 ft bases) division bats may not exceed 2-1/4 inches in diameter. **BATS MUST BE APPROVED LITTLE LEAGUE BATS.**

Intentional Walk- There are no intentional walks in the 8U & 9U Division.

Infield Fly Rule- There is no infield fly rule in the 8U-9U divisions

Balks-

1- In the 8U & 9U divisions (60 ft bases) there will be no balk calls.

Coolers- Only hand held coolers will be allowed within the gates of Baseball Heaven. Concession stands as well as the Baseball Café are available during Tournament Play. One (1) Team cooler will also be allowed in the dugout.

Parking- Parking is free for the Baseball Heaven events. There is plenty of space to park your vehicle for the Baseball Heaven tournaments. The parking lot is right next to the baseball fields. If additional parking is needed, there will be signs and people to help direct you to the parking destination. Please do not double park or park in unmarked spots. If this situation arises you will be subject to towing at the owner's expense.

Intentional Forfeits- Forfeits will be handled on a case by case basis, but will always be marked as a 7-0 score. Intentional forfeits are grounds for team suspensions from future BBH events. Please keep in mind that teams are paying to play their games, not to take forfeits. Forfeits jeopardize the integrity of the facility, as well as the team that is forfeiting. In the event that an intentional forfeit plays a role in playoff seeding or playoff entry the Tournament Director reserves a right to make judgment on which team advances.

In the event any item is not covered in the rules, the BBH Rules Committee will make the final decision.

*****Baseball Heaven reserves the right to amend any rule at any point of a particular season in order to provide better service for our customers and players.***