

Wayne Kramer 8U Baseball Rules

- 5 hit-able pitches to a child. If no balls are hit, that child is out. Foul ball on 5th pitch is out.
- Teams must bat the entire roster, 10 defensive players used with 4 outfielders with free defensive substitution.
- 10 batters or 6 runs max per ½ innings (if 3 outs are not achieved first)
- Runner will not advance on passed balls or over throws.
- Infield hits, runners will advance 1 base.
- Hits to the outfield, runners may advance more than 1 base (as directed by base coaches). Advance will stop once the ball enters the infield.
- No extra base hits if leading by 10 runs.
- Any hit balls that bounce off the pitching machine are considered an automatic dead ball base hit.
- Pitching machine speed determined by Tournament Director prior to 1st game.
- Coaches will make the “fair,” “foul,” “safe,” or “out,” calls.
- 2 coaches allowed in the outfield to direct the fielding kids.
- 2 base coaches and 1 coach at the pitching machine.
- 5 innings will be played if 1 hour time limit has not expired. No new inning may start after 50 minutes of game play. Pool play games may end in a tie if time has been reached and 5 innings played. If bracket play game is tied after time limit or 5 innings, extra innings will be played.
- Please be ready to begin 15 minutes before your scheduled game time.
- Home team is determined by coin flip by coaches at the beginning of each game; home team book is official book.
- Teams will begin and play in 2 pools. After pool play, the top 2 teams in each pool will move to the championship bracket. The bottom teams in each pool will play each other in a consolation game. Bracket play is single elimination. Medals will be awarded for 1st, 2nd, and 3rd in the championship bracket.
- In case of a tie:
 - 1. Head to head
 - 2. Runs Allowed
 - 3. Runs Scored
 - 4. Coin Flip