



Colby Summer Smash Baseball Tournament

Rules and Regulations - 8U, 10U, & 12U

Administration: The Colby Summer Smash Baseball Tournament is supervised by the Colby Recreation Department. Decisions rendered by the department are final. We do our best to provide a safe and fun atmosphere for our kids. We ask for, in return, you will show a mutual respect to all those involved with the tournament, with the main goal being the betterment of the kids involved.

Roster/Uniforms:

1. Teams must wear matching uniforms with a number on the back.
2. No metal cleats allowed.

Game Time:

1. Games will be scheduled every 80 minutes for 8U hour and a half for 10/12U.
2. Game length is 5 innings for 8U, 6 innings for 10/12U, OR time limit (70 for 8U, 90 for 10U/12U), whichever comes first. A new inning is not allowed to begin ten minutes prior to the time cut off.
3. Home and away team for each game of the tournament will be listed on the schedule.
4. Run rule: 12 after 3 innings, 8 after 4 innings.
5. 7 run limit per inning in 8U machine pitch. 10 run inning limit in 10U or 12U.
6. Colby Recreation will provide game balls for the tournament.
7. Lineup cards must be submitted 10 minutes prior to game time to the book keeper.
8. Parent may be asked to keep the book. We will try and have staff on hand to do this, but please have a parent prepared to help if necessary.

Game Play for 8U:

1. Bases are at 60 ft
2. Player position: A team shall have four (4) outfielders, and six (6) infielders.
3. The batter will be allowed five (5) attempts to hit the ball before they are out. If they hit a foul ball on the fifth pitch, the batter will receive one extra (sixth) attempt. If the sixth attempt is fouled then the batter is out. The 3-strike rule is irrelevant, each player will receive 5 attempts to get a hit regardless if they swing or not.
4. Runners are not allowed to advance on an infield over throw to any base. You are allowed to advance on throws from the outfield.
5. Runners are not allowed to steal bases
6. No bunting allowed

7. There is no in-field fly rule.
8. Pitcher cannot leave pitchers circle until the ball is hit.

Machine Settings (Louisville Slugger Blue Flame Pitching Machine)

- Mound is 40 Feet
- Place machine at 36 feet, one foot behind the plate
- Speed set at (5) (May be adjusted, will communicate with team coaches)
- Release arm block set at (3)
- Micro adjustment set at (4)

This should put the machine around 30mph.

Please keep in mind the pitching machine is not 100 percent accurate every time. If you need to adjust the machine an inch or two that is fine. This should be done at the start of each game. A coach from your team will be required to run the machine.



Game Play for 10U & 12U:

1. Base Distance:
 - a. 10U – 46 feet pitching mound, bases are 60 feet.
 - b. 12U – 50-foot pitching mound, bases 70 feet.
2. Defense:
 - a. 10U & 12U: 9 Players (3 outfielders)
3. Pitch Limit: No Pitcher shall be allowed to pitch in more than 6 innings in a day. If a player pitches more than 3 innings in a day, they must rest the next day. A player that pitches 8 innings in two consecutive days must rest the next day.
4. Bunting is allowed in both divisions
5. Stealing rules:
 - a. 10U & 12U: Leadoffs allowed, stealing allowed once the pitcher declares.
6. Dropped third strike rule:
 - a. 10U & 12U – Normal rules apply
7. Runner's may advance on overthrows in both divisions.
8. Infield fly rule is in effect in both divisions.
9. Home plate is open.

Tiebreakers:

- a. Game tiebreaker: If we are tied then we will play an additional inning in which we will put the next runner in the order on second base and play through another whole inning. We will do this for two innings. If it is still tied after two innings then we will go to an additional inning in which the first team to score wins.
- b. Standings tiebreaker:
 - i. Record in Pool Play
 - ii. Head to head
 - iii. Run differential
 - iv. Runs allowed
 - v. Coin flip

Sportsmanship

1. **Unsportsmanlike conduct will be handled by the officials and vary based on each situation. If the official feels like a player needs to sit out or be ejected, they have the right to make that decision and that decision is final. Any parent or coach who shows unsportsmanlike conduct during a game will be dealt with the same way. The site supervisor may also be involved if an ejection of a coach or spectator occurs. Again, all decisions made by the officials and site supervisor are final regarding unsportsmanlike conduct. All ejections will be sent on to the Tournament Director and dealt with accordingly.**

MEDALS WILL BE GIVEN TO THE TOP TWO PLACING TEAMS IN EACH DIVISION. 12 MEDALS WILL BE GIVEN PER TEAM. ONE INDIVIDUAL TROPHY WILL BE GIVEN TO THE 1ST PLACE TEAM