

Suburban Athletics 8U Tournament Rules

Player eligibility

1. Players must not have reached the age of 9 prior to May 1, 2026.
2. Birth certificates must be available if requested by the tournament director.
3. Teams are limited to 15 players who compete in the same program. No pick-up players permitted.
4. Final rosters must be turned in at least 30 minutes prior to the first game to the tournament director. Once a team begins its first game, the roster is set for the tournament.
5. Games in which an ineligible player is used will be declared a forfeit. Forfeited games will be scored 6-0.

Games and Length

1. Games will be 6 innings
2. The time limit, per game, will be 1:20. No new innings will start after the 1:20 time limit has been reached. Inning ends with the third out. Official start time will be kept by the home plate umpire. All games, including pool play, will play until a winner is determined. There will be no ties.
3. 6 run rule per inning, except the 6th inning or last inning as declared by the umpire, which is unlimited.
4. Mercy run limit as follows: 15 run rule after 3 innings, 12 run rule after 4 innings and 10 run rule after 5 innings.
5. Semifinal and championship games will not have a time limit but mercy run limits will apply.
6. If a game is tied starting in the 7th inning (or the inning following the last inning as declared by the umpire), each team puts the batter who is scheduled to bat last in that respective half of the inning on second base, and continues hitting from where last out was made, and plays out a full inning. This happens until the tie is broken and the game is complete. Since it is a tiebreaker scenario, teams are limited to 4 runs per inning in extra innings to prevent a long inning. Games will not end in ties.

Pitching Machine and Batting

1. Pitching will be done by a spring-release pitching machine (Louisville Slugger Blue Flame) set on speed = 4. The pitching machine will be set up at approximately 43'. Batting team coach releasing the pitch must ensure everyone is ready before starting the ball in play.
2. The pitching coach cannot field the ball, but if the coach, machine or bucket is hit by the ball, the play is dead and is counted as a single base hit. All runners advance one base.
3. Batters will receive 5 pitches, unless he/she strikes out swinging. No tees will be used. If after 5 pitches the batter has not hit the ball, he/she will be considered out.
4. If the batter fouls off the fifth pitch it will be considered a foul ball and he/she will get another pitch from the machine. If the batter hits a foul ball on the third swing or fifth pitch, it will not be considered a strikeout. The batter will get an additional pitch until

either the ball is put in play, or the batter swings and misses. The batter must swing at all pitches after the fifth pitch.

5. All players on the lineup designated for each game must bat, with late arrivals being added to the bottom of the lineup.
6. One warning for a thrown bat, a second thrown bat by any other teammate will result in an out.
7. Helmets must be worn from the time a player leaves the dugout until they return.
8. Bunting will not be allowed.
9. All bats must be USA or USSSA stamped. No softball bats.

Base Runners

1. Sliding is required when the runner is being played on. The umpire's judgment will determine if a slide is needed.
2. A runner that does not slide when deemed necessary will be called out. No head first sliding unless diving back to the base that has already been earned.
3. Runners may advance as many bases as they can at their own risk on an overthrow. If an overthrow leaves the playing field, runners will get one base.
4. No stealing and no leading off until the ball crosses home plate. Runners leaving early will be called out. (This is a judgment call by the umpire, not the opposing team.)
5. Time will be granted when the defense has stopped the advancement of the runners or any player has possession of the ball inside the baseline. If an advancing base runner has not reached the halfway point to the next base when time is granted, the umpire will instruct that base runner to return to the previous base. The umpire's decision is final on this judgment call.
6. Runners interfering with a fielder will be called out.
7. A courtesy runner is allowed for an injured player only and the courtesy runner will be the player who made the last out. Courtesy runners are not permitted for the catcher.

Substitutions and Defense

1. Prior to each game, coaches of both teams shall exchange paper lineup cards listing each participating player with first and last name and jersey number in the correct batting order. Teams may exchange lineups via GameChanger, but these will be unofficial and paper copies must still be exchanged. Any obvious errors on the lineup card (such as duplicate names or numbers) should be addressed prior to the game so it may be corrected. Other challenges (such as batting out of order or potential ineligible players) should also be addressed immediately and not after the game.
2. Maximum of 10 players on the field (4 outfielders). Games may be played with 8 or 9 players with the vacated spot(s) in the order being an out. NOTE: If a team begins with 10 players and a player leaves the game because of injury, an out will be recorded during their next at bat only; however, they may not reenter the game. If a player leaves for a non-injury it is an out each time their spot comes up in the order.
3. If a player arrives late to a game, they may be added to the bottom of the lineup only if their team has not already batted through the order.
4. All players must play at least 2 innings in the field.

5. Players must stay in the same position for the entire inning with the exception of an injured player leaving the field.
6. The pitcher must stay even with the pitching machine and within the circle around the machine.
7. The infield needs to be in regular fielding positions at 1st, 2nd, 3rd and shortstop. Players may not play in front of the baseline until the ball is hit.
8. The outfielders (4 players) must be on the outfield grass or beyond a designated area predetermined by the umpire until the ball is hit.
9. Catchers must be equipped with full catching gear.
10. Two coaches will be allowed on the field for defense for the purpose of aiding in aligning their players.
11. No infield fly rule.

Additional Rules

1. The tournament committee will determine if the weather conditions warrant a stoppage of play. If the game is stopped and continued at a later time, the game will resume from the exact point it was stopped. All games must be completed, unless by mutual agreement.
2. There will be no protests. The umpire's decision will be final.
3. Please keep the games moving. Stalling, as deemed by the umpire, may result in the forfeiture of the game.
4. No abusive or profane language, no misuse of equipment, or unsportsmanlike conduct by anyone will be tolerated. The umpire in charge has the power to eject any offender without warning. Tobacco or alcohol in any form is prohibited in any playing area.
5. Coaches and players are responsible for cleanup of the dugout after their games.
6. Weather permitting, each team is guaranteed 3 games. We will do whatever we can to safely get all games completed. If weather does not allow your team to play 3 games, the following rules will apply in refunding your team: a. 0 games – full refund due b. 1 game played – ½ of entry fee refund due c. 2 or more games played – no refund due.
7. In case of weather, the tournament director reserves the right to alter the tournament schedule, if necessary. Changes will be kept to a minimum and will be communicated as much in advance as possible.
8. Scheduled games may start early by mutual agreement, but no more than 15 minutes.
9. Any rules not covered will be governed by the Official Little League Rules and can be changed by the tournament director at any time
10. Home team will be the official scorebook. Both head coaches need to verify the score before it is reported.
11. The home team will be determined by coin flip for all pool play games. In bracket play, the higher seeded team will be home.

Park Information

1. Fields will be groomed and lined before each game.
2. Please encourage your teams and parents to support our concession stand. We will have a full variety of menu options available during the tournament.

3. Please inform your parents not to park in the spots near the tennis courts or on any of the grass fields at O’Hauser Park. Please park in the main lots by the shelters or on the streets in the neighborhood.
4. The batting cages are available for use. First-come, first-served.
5. Remember... the games are for the kids to have fun, learn fundamentals, and display sportsmanship at all times.

Tiebreakers

1. If teams are tied and have played each other, head-to-head will determine the ranking.
2. If teams are tied, they will be ranked in order of runs allowed.
3. If teams remain tied, they will be ranked in order of runs scored.
4. If teams have the same record and have allowed and scored the same number of runs, the teams will be ranked by random draw.

Updated: May 4, 2026