

Future Champions Sports Complex

Facility Rules & Policies

(8u Boys Coach Pitch)

- 1) No carry-in coolers, food, or beverages allowed anywhere at Future Champions Sports Complex. Please support our full concession stand. Team water coolers for the dugout and individual water jugs for players will be allowed to be brought into the park.
- 2) We do have bleachers available on all of our fields, and there are also areas for lawn chairs on all fields. Covered tents are also allowed.
- 3) All fields have electronic scoreboards to be run on a volunteer basis. Operating instructions are posted behind home plate.
- 4) Please have your parents and players help retrieve foul balls. On Field #6 no one can retrieve foul balls on the railroad tracks except adults.
- 5) Sorry pets are NOT allowed at Future Champions Sports Complex.
- 6) No smoking allowed at Future Champions Sports Complex.
- 7) Please clean up dugouts after each game (no sunflower seeds or peanuts allowed).
- 8) We do have 5 full size batting cages on site at Future Champions Sports Complex, and there should be plenty of batting cage availability for teams before tournament games.
- 9) Game results will be posted on the front page of our website at www.futurechampionssportscomplex.com, and the live standings/results document will be updated in real time throughout the tournament as the final scores come in.
- 10) We do not use a weather hotline number at Future Champions, any weather situations to report like rain delays or lightning delays will also be posted right on the front page of our website at www.futurechampionssportscomplex.com.
- 11) 10) Admission fee for a 1 day pass is \$8 per adult, \$5 per child (age 6-12), 5\$ per senior. All children age 5 and under are FREE, all players and three coaches per team are FREE.
- 12) **NO METAL CLEATS ALLOWED ON ANY OF OUR FIELDS PLEASE.**
- 13) NO PRE-TOURNAMENT ON SITE CHECK-IN REQUIRED -- Coaches should always carry copies of team insurance and birth certificates with them but we are not requiring any rosters or paperwork turned in for our 8u boys tournaments, just show up and play ball.

Future Champions Sports Complex

8u Coach Pitch Rules

- 1.) **Players must be 8 years old or under as of April 30, 2025** (coaches should carry birth certificates if needed).
- 2.) Each game will consist of 6 innings or time limit. Bases will be at 60' and the pitching rubber will be set at 35' with a circle around it.
- 3.) 1 hour 15 minute time limit for every game in the tournament. Full extra innings will be allowed for tied games until the time limit has expired. In pool play if the game is still tied when the time limit expires, a tie game will be declared and reflected as such in the standings. For all bracket games still tied when the time limit expires, each half inning thereafter will start with the bases loaded and 1 out (the runners will be the last 3 outs from the previous inning). The game will continue as such until a winner has been determined. For time limit purposes, the timer starts on the first warmup pitch of the game and a new inning starts immediately when the last out of the previous inning is made.
- 4.) A 5-run limit will apply per inning, with the last inning being UNLIMITED.
- 5.) A mercy rule will be in effect for all games. A game will be called if a team is winning by 15 or more runs after 3 innings, or 10 or more runs after 4 innings.
- 6.) NO metal spikes, leading off, stealing, or bunting allowed (and no infield fly rule).
- 7.) Continuous batting order, all players must bat, and free defensive substitution is allowed.
- 8.) Each batter will be allowed seven (7) pitches or (3) swinging strikes. If the 3rd strike of the 7th pitch is a foul, then the batter will get another pitch.
- 9.) 10 players are allowed on defense, with 4 outfielders. Teams can play with 9 players as a minimum, but an automatic out must be taken in the 10th spot. Outfielders must begin each play in the grass. Kid pitcher must start with at least one foot in the circle. One coach will be allowed in the outfield when team is on defense. All other coaches must remain in the dugout area, with the exception of a coach retrieving balls behind the catcher.
- 10.) In all pool play games, a coin flip will determine the home team. For all bracket games the higher seed will be the home team.
- 11.) The home team will have the official book. Each team's scorekeeper should check with the other to confirm the score at the end of every inning.
- 12.) No length/weight restrictions or barrel limitations on bats, but all bats must have a USSSA, USA, or BBCOR stamp.
- 13.) **Pitcher/Circle Rule:** No base runners may advance once the pitcher has control of the ball in the circle around the pitcher's mound. Once control in the circle is established, the play is considered dead. If base runner is past the mid-point, runner is awarded the base he is going to; if not past the mid-point, the runner must return to the base he came from. Please instruct your boys to take care of the ball and try to end each play by making throws to your kid pitcher. Please do not expect the coach pitcher to end a "live" play, unless there is a dead ball type of situation. Overthrows to the pitcher are considered "live balls" if they are made in an attempt to limit runners from advancing. Any overthrow from an outfielder to the pitcher will be considered "live". Please do not take advantage of overthrows to the pitcher from infielders if all runners are stationed on bases and no longer looking to advance – i.e. simply returning the ball to the pitcher when a play is over.
- 14.) Runners will be allowed to advance one base maximum on a wild throw to 1st base (unless played on at 2nd base).
- 15.) A game is official after 3 innings if called because of bad weather. If called before that, it will be considered a suspended game and play will resume at that point. Tournament officials reserve the right to alter the format of the tournament due to weather, darkness, or any other unforeseen circumstances.
- 16.) The umpire's rulings are final. Protests will not be allowed. Please support the umpires.
- 17.) Please have teams warmed up and ready to go at least 20 minutes prior to your listed game time. Games may start early if your scheduled field is open and umpires are ready. Infield practice will only be allowed as time permits.
- 18.) Pool play seeding tiebreakers: 1) Best record 2) Head to head (if only 2 teams are tied) 3) Least runs allowed 4) Run differential (8 run +/- maximum per game) 5) Coin flip -- **ONCE PAST A TIE BREAKER, DO NOT RETURN TO PREVIOUS TIE BREAKER**
- 19.) Any situation not covered here will be governed by the USSSA rulebook.