



NC GameOn Sports Handbook

Modified Baseball rules for NC GameOn Sports in NC

Modified NC Rules for NC GameOn Sports

The internet version of these rules, at www.ncgameonsports.com , has priority at all times.

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Opening Statement

The Amateur Athletic Union (AAU) is the largest sanctioned sports organization in the United States. AAU Baseball was established in 1983 to provide an additional national level of competition for teams, players and coaches whom otherwise might not have that opportunity. AAU Baseball soon established itself as the world's authority in national, regional and grass roots youth baseball competition. Independent teams, Little League teams, Cal Ripken, Babe Ruth, and many more have players and coaches with AAU memberships which allows their teams to play tournaments outside their league. Each AAU Membership, at only \$14 per player, is a onetime fee and good for one year. An AAU membership comes with an insurance policy up to ten million dollars and also allows your team to name schools and Parks and Recreation as third party insured. Keep in mind 4 coaches will receive free AAU memberships.

Chad Correll was announced as the North Carolina AAU State Director at the beginning of 2011. Chad owns NC GameOn Sports and runs the NC AAU/NC GameOn state office.

To all players, coaches, parents and fans thank you for playing AAU Baseball with NC GameOn Sports.

Modified NC Rules for NC GameOn Sports

The official rules of AAU baseball are the same as the National Federation of State High School Association except where modified by the following rules listed in this handbook. The National Federation State High School Baseball rules can be found at www.nfhs.org. The following rules are the rules that NC GameOn Sports in NC will follow.

1. Team Classifications

NC GameOn Sports offers the following classes, which reflect levels of skill. The state directors and tournament directors determine the class for each team.

NC GameOn Sports offers four (3) classifications of play.

- Major Division
- AAA Division
- AA Division

State directors shall adopt an acceptable method to classify teams within their state. State directors shall have sole authority to classify teams within their state and shall have the authority to classify/or re-classify any team within their state during the current season.

2. Eligibility

A. Membership

- All teams must be registered under an AAU youth club with their AAU district and comply with the regulations of the AAU Code. Teams that do not want to get their own club code can use NC GameOn Sports club code WWAY99.
- **All Participants**, whether athlete or non-athlete must be a current AAU member to participate in AAU events. Participants must become AAU members prior to participating in **any** AAU-sanctioned event. **Up to 4 coaches, per team, will receive a free membership.**
- Basic membership applies to all AAU-sanctioned events. The Added Benefit (AB) membership includes both AAU-sanctioned, and non-AAU-sanctioned, events.
- To become a member of AAU and obtain your official membership card, please click on “JOIN AAU” at www.aausports.org or www.playaaubaseball.com
- Online roster: All teams must register (free of charge) at www.ncgameonsports.com and must have all players first and last name, date of birth and players AAU membership # online.

B. Amateur Status

- All athletes must be amateurs as defined by the AAU Code.

C. Age Determination Date

- The age determination date for competitors will be May 1 of the current season and will be his/her participation age for that season. The player’s age on April 30th determines the player’s eligible age division for the current season that includes April 30th.

D. Proof of Age

Coaches should, at all times, have a copy of birth certificate or other legal records of birth as listed below.

Proof of age is required for participation in AAU. Only the following documents are acceptable:

- A photocopy of the player's birth record from the state, county or municipal bureau of vital statistics of the place of birth. HOSPITAL RECORDS NOT ACCEPTED.
- A photocopy of the delayed registration of birth, if the athlete's birth was not recorded on the day of birth, issued by the same bodies.
- Consular Service Form FS240, "Report on Birth", issued by the U.S. State Department.
- Immigration and naturalization forms I151 and I25 and Form No. 43R3117 issued by the U.S. Department of Justice.
- A valid passport, driver's license or Homeland Security card.

3. Team Requirements

- A. All rosters can consist of no more than 20 eligible players.
- B. All players participating in a NC GameOn Sports event must be on the participating team's online roster. Players first and last name, date of birth and AAU membership # should be online at www.ncgameonsports.com.
- C. All participating players should get their AAU membership before playing in a NC GameOn Sports event. Memberships can be attained at www.aausports.org or www.playaaubaseball.com Click on "Join AAU".
- D. Players can play on multiple teams however, players cannot play on multiple teams on the same weekend.
- E. Teams have the ability to drop players at any time during the season. Teams have unlimited drops.

- F. A team cannot add any players once an event has started without prior approval of the tournament director or state director. Once a team plays their first game of the weekend their roster is frozen until the end of that tournament.

4. Player Requirements

- A. NC GameOn Sports baseball season will run from August 1 – July 31st. The player's age on April 30th determines the player's eligible age division for the current season that includes April 30th. Players can play up an age division but never play down.
- B. A player is eligible to compete in a NC GameOn Sports event as long as the player follows the rules listed in the "NC GameOn Sports Handbook". The player shall have his/her AAU membership # listed on the team's online roster at www.ncgameonsports.com.
- C. A player who is in violation of the guidelines and rules is considered an illegal player.
- D. If a player is found to be an illegal player and is discovered during or after a game or event, the offending team can be ejected from the event and placed last in the standings with the team forfeiting all awards from the event. This decision will be made by the state director and tournament director. Other penalties may occur.
- E. A player can only participate on one team per weekend.

5. The Playing Field

Table 1 describes the recommended mound height, rubber-to-plate, base-to-base and fence distances for each age division. The pitching distance is measured from the rear of home plate to the front of the pitching rubber or coach's pitching plate.

Table 1

Age Division	Pitching Distance	Base Distance	Mound Height	Recommended Fence Distance
7U	40'	60'	0"	180'
8U	46'	60'	0"	180'
9U	46'	65'	4"	200'
10U	46'	65'	4"	205'
11U	50'	70'	4"	230'
12U	50'	70'	4"	240'
13U	54'	80'	4"	300'
13U	60'	90'	6"	325'
14U	60'	90'	6"	325'
15U	60'	90'	6"	350'
16U	60'	90'	6"	375'
17U	60'	90'	6"	375'
18U	60'	90'	6"	375'

6. Uniforms and Equipment

- A. The AAU patch will NOT be required to be worn on the uniform.
- B. No one can protest uniforms. Only the director can make rulings on uniform legality.
- C. Participating players must be uniformed with proper and safe baseball attire. It is recommended that the numbers are at least 4" in height on all jerseys.
- D. All offensive players participating in a NC GameOn Sports event must wear a double ear flapped legal helmet while on the playing field. This includes bat boys/girls while performing their duties. Youth coaches under 18 years of age must abide by this rule too.
- E. The catcher must wear a head protector, body protector, protective cup, shin guards and a mask with a throat protector. The throat protector, which is part of or attached to the mask, must adequately protect him. The helmet must have full ear protection. The head, face, dual ear flaps and throat protector must be one piece.
- F. Age divisions 12U and below cannot wear metal cleats.

- G. All bats must be made of an approved material, and they must be smooth and round.
- H. For age division 13U and below, there are no bat size restrictions.
- **Bat Size:** The 8U through 14U age groups shall not be limited by the National Federation of State High Schools (NFHS) regarding bat specifications. However, NC GameOn Sports/AAU reserves the right to ban any bat at its sole discretion and without prior notice.
- New January 1st, 2012.** In age division 14u bats will be restricted to a -5 ratio or heavier. (The weight of the bat in ounces as compared to its length in inches, must be no greater than 5)
- I. 15U and above must use NFHS rules (National Federation of State High School Associations) bat limitations.
- J. A batter using an altered bat is declared out and all runners return to the base occupied at the time of the pitch. A batter is deemed to have used or attempted to use an illegal bat if the player brings such a bat into the batter's box. Any out or outs made during the play stand.
- K. If the umpire observes any violation of these rules, he or she directs the violation to be corrected.

7. Game Rules

A. Home Team

A coin will be flipped between two teams to determine the home team for each pool play game. For bracket play games the highest seed is home team, unless higher seed team prefers to be visitor, excluding the championship and "if" game when a coin will be flipped to determine the home team.

B. Batting

- Teams can bat a 9-player lineup, a 10-player lineup using an extra hitter (EH), or roster bat all present uniformed players. The lineup must be declared before the start of the game.

Example: When a team shows up with 15 players ready to play the coach has the option to bat 9, 10, or all 15 players. The coach cannot bat 13 players with 2 subs. If the coach chooses to roster bat he must bat all legal players at the game.

- Extra hitters (EH) can move freely in defensive positions.
- If a team chooses to roster bat, then all players other than the 9 defensive position players are extra hitters and can move freely in defensive positions.

Example: If a player has to leave the lineup during the game due to illness or injury and the team has no subs left or the team is roster batting, then no out will be recorded for the injured/ill player's at bat. The Player is skipped in the lineup. If this incidence occurs, it must be reported to the umpires and the opposing team. Once a player has left the game due to illness or injury, he or she may not return.

- If eligible, a courtesy runner can be used any time for the pitcher or catcher of record. A courtesy runner is defined as a player not currently active in the lineup. If roster batting, the courtesy runner is the player with the last recorded out.
- For teams that are not roster batting, the starting players can withdraw and re-enter once, provided that they re-enter in their original position in the batting lineup. Once a pitcher is removed from the pitching position, he or she cannot return to the pitching position during a game, but can re-enter to any other position.
- Teams can play an official game with an 8-player lineup. If a team plays with an 8-player lineup, an out is declared for the ninth position in the batting lineup at each turn at bat. The team with only 8 players is the visiting team.

- Teams must have a minimum of 8 players to start a game. Any number less than 8 and the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament director. Umpires have no authority to forfeit a game.
- If a team has a ninth player arrive after the game has started, the player is announced to both the plate umpire and the opposing team and is placed in the ninth spot in the batting order. The game resumes as if he or she was there at the start of the game.
- If roster batting, player(s) arriving after the game has started are added to the bottom of the batting lineup. If batting nine, or ten with an EH, players arriving after the game has started are added to the lineup as legal substitutes.
- If a team drops below 9-players due to illness or injury, no automatic out is recorded.
- If a team drops below 9 eligible players due to an ejection or any reason other than illness or injury and leaves the game, an automatic out is declared in the batting order position of the player that left the game unless there is an eligible substitute.
- If a team drops below 8-players for any reason, the game is ruled a forfeit and is not rescheduled.
- The designated hitter rules below apply to divisions 15U and older. There is no designated hitter in ages 14U and below.
- A hitter can be designated (not mandatory) for any one starting player and all subsequent substitutes for that player.
- A starting defensive player cannot be listed as the designated hitter in the starting lineup.
- Failure to declare a designated hitter prior to the game precludes the use of the designated hitter during the game.

- The role of the designated hitter is terminated for the remainder of the game when either of the following occurs:
 - The defensive player or any previous defensive player for whom the designated hitter subsequently bats, pinch-hits or pinch-runs for the designated hitter.
 - The designated hitter or any previous designated hitter assumes a defensive position.
- In all live pitch divisions, an intentional walk is granted upon request.
- A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock must be on the ground. If a runner slides, he or she must slide within the reach of the base with either a hand or a foot.
- Runners are never required to slide, but if a runner elects to slide, the slide must be legal.
- If a tag play is imminent, the runner should slide or seek to avoid contact. Jumping over a player is not considered an act of avoidance.
- No player can initiate malicious contact. It is the umpire's judgment call that determines whether the contact is malicious.

Penalty: The player initiating malicious contact is removed from the game.

Note: There can be a collision where both players go head over heels that is not considered malicious contact. The key for malicious contact is intent. Umpires must ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?" If the answer is yes, then there is malicious contact. If the answer is no, then it is

a clean play without malicious contact. Umpires must be careful when making this call to avoid ejecting players if the intent is not malicious. Keep in mind that younger players are just learning the game. Sometimes unintentional contact is made between a runner who does not slide and a defensive player. Remember, the key word is **intent**.

- If a defensive player is obstructing the runner (judgment call by the umpire), contact by the runner is not illegal unless it is malicious.
- For a six (6) inning games, if a game is called due to weather or other hazardous conditions, it is ruled an official game provided two and one half innings have been completed if the home team is ahead, or three innings if the home team is behind. For seven (7) inning games, it is ruled an official game provided three and one half innings have been completed if the home team is ahead or four innings if the home team is behind.
- All games stopped by an event official for weather or other reasons before the game is declared official are suspended games.

8. Time Limit

- A regulation game consists of 6 innings for age divisions 12 and below and 7 innings for age division 13U and over, unless the game is shortened due to time limit, mercy rule, or extended by extra innings due to a tie.

<u>Age Division</u>	<u>Innings</u>	<u>Time Limit</u>
7U – 8U	6	1 ½ hrs.
9U – 12U	6	1 hr. 45 min.
13U – 18U	7	1 hr. 50 min.

- If a game continues to be tied beyond regulation time or regulation innings, the game will continue with normal rules until a winner is declared. **NC GameOn Sports will **NOT** institute an international tie breaker rule. **

9. Mercy Rules

- Mercy rules for all 6 and 7 inning games include:
 - 15 runs after 3 innings or 2 ½ innings if the home team is ahead.
 - 10 runs after 4 innings or 3 ½ innings if the home team is ahead.
 - 8 runs after 5 innings or 4 ½ innings if the home team is ahead.

10. Pitching Rules and Limitations

Table 2 below describes the maximum number of innings a pitcher can pitch in one (1) day and the maximum number of innings a pitcher can pitch in 3 days.

Table 2:

Age Divisions	Maximum Innings in 1 Day	Maximum Innings in 3 Days
7U – 12U	6	9
13U – 15U	7	10
16U – 18U	Unlimited	Unlimited

The above table describes maximum pitching limitations for any one player in a single day or weekend. NC GameOn Sports encourages coaches to monitor the number of pitches thrown per pitcher to reduce the potential for pitcher fatigue and injury.

- Maximum innings in any 1 day: This is the maximum number of innings a player can legally pitch in one (1) day. **Example:** In the 7U – 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. In the 13U – 15U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day.

- Maximum innings in 3 days: This is the maximum number of innings a player can legally pitch in three (3) consecutive days. Example: In the 7U – 12U age divisions, a player may legally pitch a maximum of nine (9) innings in three (3) consecutive days. In the 13U – 15U age divisions, a player may legally pitch a maximum of ten (10) innings in three (3) consecutive days.
- In 16U – 18U age divisions, there are no pitching limitations.
- Any pitcher in the 15U or younger divisions that has pitched three (3) days in a row must rest the 4th day regardless of innings recorded.
- For all cumulative totals in these rules, one (1) out equals one-third ($1/3$) of an inning, two (2) outs equals two-thirds ($2/3$) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched. Example: A pitcher pitches the 1st inning and records 3 outs, then returns to the mound in the 2nd inning and records 1 out, and is then removed from pitching. This pitcher would have accumulated $1 \frac{1}{3}$ innings pitched for that game.
- Once a pitcher is removed from the pitching position, he or she cannot return to the pitching position during that game, but can re-enter to any other position.
- When a pitcher takes his or her position at the beginning of each inning or when he or she relieves another pitcher, he or she is permitted warm-up pitches, not to exceed eight (8) preparatory pitches to the catcher or coach.
- Pitching limitations stop for the day when play has stopped and the park is closed for the night.
- When a game is suspended and continued the next day, pitching limitations are split between the two days of game play. **Note:** All outs recorded in a given day, count for out totals on the day they were

recorded regardless if it is continuation of play of a suspended game from a previous day.

- For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules. Penalty: It shall be the responsibility of each team manager to challenge pitching violations by notifying the tournament director or site director and then filing a protest. A protest may be filed at any point after the pitcher in violation records an out beyond his or her legal limit AND while the pitcher in violation is in the game and in the pitching position. If such violation is the last recorded out of the game, the protest MUST be filed prior to the umpires and the protesting team leaving the field of play. **Violation of the pitching limitation shall result in player being ejected from that game and the head coach being ejected from that game and the next game played. Violation of the pitching limitation on the last recorded out of the game shall result in an immediate forfeit of the game.**

Note: Exception: In the case of a double or triple play, there is no penalty for exceeding outs recorded.

- It is the duty of each team's manager to protest pitching violations by contacting the tournament director or site director.
- Any outs recorded during a game once it is ruled a forfeit count toward the pitcher's recorded outs.
- **A second visit to the same pitcher in the same inning causes the pitcher's automatic removal from the mound (not the game).**

11. Balks

- In age divisions 10U – 18U, balks shall be strictly enforced without warning. In age divisions 9U and below, balks are not enforced strictly unless a persistent violation of the balk rule occurs.

- NC GameOn Sports/AAU Baseball uses NFHS rules for balks. A balk is a dead ball once called.

12. Tie- Breaker Rules

The following rules determine which teams advance to higher seed or position:

- Once a tie is broken with three (3) or more teams, teams advance to the next tie breaker rule until the tie is broken.
- Tie breakers
 1. Win-Loss Record
 2. Head to Head (2 teams only)
 3. Fewest Runs Allowed
 4. Highest Run Differential – Note – This calculation is determined by taking total runs scored minus total runs allowed. The maximum run differential per game is +8 or -8.
 5. Coin Flip
- When three or more teams are tied, fewest runs allowed in all pool play games are used in determining all three places. If there is still a three-way tie, the highest run differential is used to determine who advances.
- When a three-way tie is broken, and the remaining two teams are tied with runs allowed, the next tie-breaker is highest run differential in all games. If the teams are still tied, a coin is flipped.

13. 8U Players Pitch Guidelines and Regulations

A. There are nine (9) defensive players on the field.

B. 8U player pitch is closed bases

- No balks are enforced or called
- No lead-offs until the ball crosses the plate

- Runners must stay on the base when the pitcher is in the pitching position and the catcher is in the catching position. If a runner leaves the base early, the umpire places the runner back on the last base occupied unless the runner was called out. This is not an appealable play. If forced, the runner advances one (1) base ahead of the batter or runner.
- C. The infield fly rule is in effect.
- D. There is no advancement on dropped third (3rd) strikes.
- E. The runner cannot steal home. The only way the runner can advance from third to home is if batted or forced home.

14. 7U & 8U Coach Pitch Rules

- A. There shall be a thirty (30) foot safety arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- B. There is a pitching plate or line 40-feet from the tip of home plate from which the coach must pitch.
- C. There is a circle drawn with a 10' diameter with the pitching rubber or line in the middle. This is a safety area for the player in the pitching position. The defensive player listed as the pitcher cannot leave the pitching circle until the ball is hit.
- D. Teams can use either nine (9) or ten (10) defensive players. One (1) player must be a pitcher and one (1) player must be a catcher.
- E. All teams must roster bat.
- Because teams must roster bat, there is free substitution on defense. The batting order must remain the same.
 - The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players

on the roster shall bat before returning to the top of the batting order.

- F. Each batter is allowed six (6) pitches or three (3) strikes. If a batter hits a foul ball on the sixth (6th) pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play.
- G. There are a maximum of seven (7) runs or three (3) outs per inning.
- H. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, by the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.
- I. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur:
 - The lead runner stops attempting to advance.
 - The ball is in the possession of a fielder in the infield.
 - No defensive play is imminent.

Time does not have to be called by the defense for the purpose of this rule.

- J. Teams must have a minimum of eight players to start and finish a game but must take an out for the ninth player. With less than eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament or league director. Umpires have no authority to forfeit a game.
- K. The catcher must be located in the catcher's box, no more than four (4) feet behind home plate.
- L. In 7U & 8U coach pitch, there are no:
 - Base stealing
 - Lead offs

- Bunting (player must take full swing)
- Base on balls
- Awarding a base for hit by pitcher
- Infield fly rule
- Intentional walks

Note: If a player bunts or takes a half-swing, it is a foul ball.

M. Courtesy runners are allowed for the catcher only. The Courtesy runner should be the last recorded out.

N. A coach that is in the pitching position is prohibited from coaching while in that position either physically or verbally.

O. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or before it reaches home plate.

15. 7U & 8U Machine Pitch Rules

A. There shall be a thirty (30) foot safety arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

B. The front of the pitching machine is set at forty-six (46) feet in a straight line directly toward second (2nd) base.

- Pitching machine speed recommendations
 - 7U – 8U: 39 – 43 MPH

C. There is a five-foot mark drawn on both sides of the pitching machine toward first (1st) and third (3rd) base. These marks are considered safety marks for the player playing the pitching position. The player playing this position is not able to cross this mark until the ball is batted.

D. Each batter is allowed six (6) pitches or three (3) strikes. If a batter hits a foul ball on the sixth (6th) pitch, he or she is allowed to continue

batting until he or she does not make contact with the ball or puts the ball in play.

- E. There are a maximum of seven (7) runs or three (3) outs per inning.
- F. When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) base.
- G. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur:
 - The lead runner stops attempting to advance.
 - The ball is in the possession of a fielder in the infield.
 - No defensive play is imminent.

Time does not have to be called by the defense for the purpose of the rule.

- H. Teams can use either nine (9) or ten (10) defensive players. One player must be a pitcher and one player must be a catcher.
- I. Teams must have a minimum of eight players to start and finish a game but must take an out for the ninth player. With less than eight players the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament or league director. Umpires have no authority to forfeit a game.
- J. The catcher must be located in the catcher's box, no more than four (4) feet behind home plate.
- K. All teams must roster bat.
 - Because teams must roster bat, there is free substitution on defense. The batting order must remain the same.
 - The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting

order. All players on the roster shall bat before returning to the top of the batting order.

L. In 7U & 8U machine pitch, there are no:

- Base on balls
- Lead offs
- Base stealing
- Infield fly rule
- Intentional walks

M. A team can bunt once (1) in an inning (1 successful bunt).

N. Courtesy runners are allowed for the catcher only. The Courtesy runner should be the last recorded out.

O. Runners cannot leave their bases until the pitched ball crosses the front edge of home plate. A runner who leaves early is declared out and the pitch is declared a no pitch.

16. 7U & 8U Hybrid Coach/Machine Pitch Rules

A. There shall be a thirty (30) foot safety arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

B. The front of the pitching machine is set at forty-six (46) feet in a straight line directly toward second (2nd) base.

- Pitching machine speed recommendations
 - 7U – 8U: 39 – 43 MPH

C. Coach Pitch team's pitcher must pitch in front of the pitching machine on the 40' mark from home plate.

D. There is a five-foot mark drawn on both sides of the pitching machine toward first (1st) and third (3rd) base. These marks are considered safety marks for the player playing the pitching position. The player playing this position is not able to cross this mark until the ball is batted.

- E. Each batter is allowed six (6) pitches or three (3) strikes. If a batter hits a foul ball on the sixth (6th) pitch, he or she is allowed to continue batting until he or she does not make contact with the ball or puts the ball in play.
- F. There are a maximum of seven (7) runs or three (3) outs per inning.
- G. When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) base.
- H. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, by the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.
- I. All teams must roster bat.
- Because teams must roster bat, there is free substitution on defense. The batting order must remain the same.
 - The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- J. In 7U & 8U Hybrid Coach/Machine Pitch, there are no:
- Base stealing
 - Lead offs
 - Base on balls
 - Awarding a base for hit by pitcher
 - Infield fly rule
 - Intentional walks
- K. A team can bunt once (1) in an inning (1 successful bunt).

- L. Teams can use either nine (9) or ten (10) defensive players. One player must be a pitcher and one player must be a catcher.
- M. Teams must have a minimum of eight players to start and finish a game but must take an out for the ninth player. With less than eight players the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament or league director. Umpires have no authority to forfeit a game.
- N. The catcher must be located in the catcher's box, no more than four (4) feet behind home plate.
- O. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur:
- The lead runner stops attempting to advance.
 - The ball is in the possession of a fielder in the infield.
 - No defensive play is imminent.
 - Courtesy runners are allowed for the catcher only. The Courtesy runner should be the last recorded out.
 - Time does not have to be called by the defense for the purpose of the rule.
- P. Runners cannot leave their bases until the pitched ball crosses the front edge of home plate. A runner who leaves early is declared out and the pitch is declared a no pitch
- Q. A coach that is in the pitching position is prohibited from coaching while in that position either physically or verbally

17. 9U Modified Stealing Rules

- A. All GameOn Sports rules apply except for base stealing.
- B. Bases are at 65 feet.
- There is a 10-foot hash mark placed off first (1st), second (2nd) and third (3rd) base.

- C. The runner can take a lead, but cannot cross the ten (10) foot hash mark until the ball crosses home plate.
- The runner can steal when the ball crosses home plate.
- D. If the runner gets a running start in an attempt to steal before the ball crosses home plate:
- The runner is placed back on the base.
 - If the runner is put out on the play, the runner is out.
 - If the ball is put in play, the runner is only allowed a base if forced up by the batter/runner.
 - If it is a passed ball or wild pitch, the runner does not have to return.

*If players are persistently in violation of leaving early a warning can be given to the manager and after the warning an out can be called for violation of the 10 foot hash mark for the rest of that game.

18. Protest

A. Protest fee is \$100 in cash. If a team protests, the manager must notify the home plate umpire. That umpire summons the tournament director that is on-site to the field to address the protest. The protest fee is returned if the protest is ruled in favor of the protesting team.

Note: Judgment calls cannot be protested.

B. Protests must be made verbally with the umpire by the offended team at the time of the play and before the next pitch.

19. Ejections

A. When a manager, assistant coach, player, or scorekeeper is ejected from the game, he or she can take no further part of the game. The individual must leave the field of play.

- B. The tournament director assesses the length of the suspension following the ejection based upon the incidents of the ejection.

NC GameOn Sports encourages good sportsmanship on and off the field. It should be the primary responsibility of everyone to be positive role models while teaching children the great game of baseball. Young players are impressionable, watching every move and listening to every word spoken by coaches, officials, & parents. Please remember to be a positive participant at NC GameOn Sports events.

20. Suspension and Dismissal

- A. Any player competing under an assumed name or illegal birth certificate or ID card may receive a suspension or permanent dismissal. This rule also applies to coaches and managers who have previous knowledge of such infraction.
- B. Submitting an insufficient check to an event director or league official can result in suspension or dismissal of the team if payment cannot be settled within a reasonable time frame.
- C. Any member of NC GameOn Sports/AAU Baseball behaving in an unsportsmanlike manner can be subject to dismissal or suspension.
- D. Any verbal or physical attack on any NC GameOn Sports/AAU Baseball participant or member during or after a NC GameOn Sports event can result in suspension or dismissal.
- E. Any suspended member of NC GameOn Sports is not allowed to participate in any NC GameOn Sports event until such suspension is lifted. This rule applies to players, umpires, coaches and directors.

21. Additional Information

8U Player Pitch (PP) – See page 21

8U Coach Pitch (CP) – See page 22

8U Machine Pitch (MP) – See page 24

9U (Modified)

Base length: 65 Feet

Pitching distance: 46 Feet

Recommended Fence Distance: 180-200 Feet

Game length: Six (6) innings

Time limit: 1 hour 45 mins.

Cleats: No metal cleats

Lead-offs: Will be allowed.

Playing off base: Players can play off base up to ten (10) feet. A ten (10) foot mark will be placed off first, second and third base.

Leading off base: The base runner can take a lead, but cannot cross the ten (10) foot mark until the ball cross home plate.

Stealing base: The base runner may steal or advance any base after the ball crosses home plate.

Running start: If a runner gets a running start in an attempt to steal before the ball crosses the plate; (1) The runner is placed back on base. (2) If the runner is out on the play, the runner is out. (3) If the ball is put in play, the runner is only allowed a base if forced up by the batter/runner. (4) If it is a passed ball or wild pitch, the runner does not have to return.

Dropped 3rd strike: Dropped 3rd strike is a live ball and the batter and runners can advance at their own risk.

Balks: Balks are not enforced.

10U (Open Base)

Base Length: 65 Feet

Pitching distance: 46 Feet

Preferred fence distance: 200 Feet

Game length: (6) innings

Time limit: 1 hour 45 mins.

Cleats: NO metal cleats

Lead-Offs: Will be allowed.

11U

Base Length: 70 Feet

Pitching distance: 50 Feet

Preferred fence distance: 200-250 Feet

Game length: (6) innings

Time limit: 1 hour 45 mins.

Cleats: NO metal cleats

Lead-Offs: Will be allowed

12U

Base Length: 70 Feet

Pitching distance: 50 Feet

Preferred fence distance: 225-250 Feet

Game length: (6) innings

Time limit: 1 hour 45 mins.

Cleats: NO metal cleats

Lead-Offs: Will be allowed

13U 54/80

Base Length: 80 Feet

Pitching distance: 54 Feet

Preferred fence distance: 275-300 Feet

Game length: (7) innings

Time limit: 2 hours

13U 60/90

Base Length: 90 Feet

Pitching distance: 60 Feet 6 inches

Preferred fence distance: 325 Feet

Game length: (7) innings

Time limit: 2 hours

14U

Base Length: 90 Feet

Pitching distance: 60 Feet 6 inches

Preferred fence distance: 325 Feet

Game length: (7) innings

Time limit: 2 hours

15U – 16U

Base Length: 90 Feet

Pitching distance: 60 Feet

Preferred fence distance: 350 Feet

Game length: (7) innings

Time limit: 2 hours

17U – 18U

Base Length: 90 Feet

Pitching distance: 60 Feet

Preferred fence distance: 375 Feet

Game length: (7) innings

Time limit: 2 hours

NC GameOn Sports Event Points

State Qualifier

State Qualifier							
Teams Entered	Teams Final Position						
	1 st	2 nd	3 rd	4 th	5 th -8 th	9 th -16 th	17 +
1 – 8	100	75	50	40	25		
9 – 16	125	100	75	50	40	25	
17 +	150	125	100	75	50	40	25

Spring, Zone, Fall, Winter State and Super Regional

Spring, Zone, Fall, Winter State and Super Regional							
Teams Entered	Teams Final Position						
	1 st	2 nd	3 rd	4 th	5 th -8 th	9 th -16 th	17 +
1 – 8	150	125	100	75	50		
9 – 16	175	150	125	100	75	50	
17 +	200	175	150	125	100	75	50

Super State

Super State							
Teams Entered	Teams Final Position						
	1 st	2 nd	3 rd	4 th	5 th -8 th	9 th -16 th	17 +
1 – 8	200	175	150	125	100		
9 – 16	225	200	175	150	125	100	
17 +	250	225	200	175	150	125	100

World Series

World Series							
Teams Entered	Teams Final Position						
	1 st	2 nd	3 rd	4 th	5 th -8 th	9 th -16 th	17 +
1 – 8	300	250	220	200	175		
9 – 16	350	300	250	220	200	175	
17 +	400	350	300	250	220	200	175