

GVLL Foster 8 Year old Jamboree Rules 2025

- Team Roster Size: Recommended Minimum 12 - Maximum 14. Teams must have a minimum of 8 players in the field.
- Home team will be determined by coin flip. Visiting team picks dugout
- Each team provides 1 brand new ball for each game
- Teams will keep book. No official scorer provided.
 - Pitch count and game score should be confirmed with the other team, after each inning
 - All disagreements will be settled with the umpire, managers and the Tournament Supervisor or designee.
- 5 run limit per inning. (No 6th inning exception)
- Run rule - if the winning team is ahead by 14 or more runs after 4 innings, (3.5 if home team) the game is ended. If ahead by 7 after 5 innings (4.5 if home team) game is ended.
- **Absolutely no "on deck" or in dugout bat swinging.**
- **No new inning can begin after 1:25 minutes. An inning begins immediately after the third out of the prior inning. Game hard stop (current batter finishes at bat) after 1:45 minutes. Hard stop applies to all games. NO EXCEPTIONS**
- Tie games: if time allows, 1 extra inning will be played. Ties are allowed.

Offensive Rules

- No straight stealing or delayed stealing.
- Base runners on 1st, 2nd or 3rd may advance on a passed ball. Players on 3rd base **CAN** go home on passed ball & a player can come home on an overthrow at third.
- A passed ball is defined as a ball that goes behind the umpire line.
- One base is allowed on overthrows that go out of play.
- Continuous Batting. If a player is unable to bat due to injury or illness, the team will not be penalized. Skip the player and move to the next batter in the order.
- Batting order starts over each game.
- Ball is dead on dropped 3rd strike
- If a player throws the bat they may be called out at the umpire's discretion.
- Sliding is mandatory if a play is being made or is about to be made. No sliding into 1st base. Failure to slide can result in an out if there is a collision, Umpire's discretion. **No headfirst slides**
- **No bunting.**

Defensive Rules

- 10 players on defense - 4 must be on outfield grass when the ball is pitched. (Outfielders can't cover bases unless there is an overthrow or a rundown.)
- Minimum play – The expectation is all players participate equally in each game as well as in all games. No player can sit for one inning more than any other player on the team. For example, player 1 can't sit for a 3rd inning before all other players have sat for 2 innings.
- Pitch Count enforced – **All pitchers limited to 50 pitches a day.** If a pitcher reaches a pitch limit during an at bat, they can finish the current batter.
 - 0-20 pitches 0 days rest
 - 21-35 pitches 1 day rest
 - 36-50 pitches 2 days rest
- Players are not allowed to pitch 3 days in a row, regardless of pitch count.
- A player may not pitch, if they catch more than 3 innings in the game.