

Southeast Volusia Babe Ruth 8U ROOKIE DIVISION (Ages 7 and 8) Ground RULES



1. Length

- A regulation game is six (6) innings or time limit whichever comes first.
- A half inning shall be complete when three (3) outs occur or immediately when five (5) runs have been scored. Exception: All runs will be scored on over-the-fence homerun.

2. Minimum Players

• A team may start or continue to play with as few as seven (7) players. Before the ball leaves the pitching machine, the pitcher must have one foot on the clay area of the pitcher's mound and must be even or behind the pitching machine.

3. Stealing, Lead Offs, Dropped Third Strike & Infield Fly

• Steals and advancing on passed balls are prohibited. The Batter cannot advance on a dropped third strike and there is no infield fly rule.

4. Coaches

- Offense team
 - o Up to (4) Adult coaches will be allowed on the field for the offense team and stationed:
 - Each of the coach's box
 - On the mound to pitch.
 - Behind home plate to assist batters and help with ball
- Defensive team
 - o One coach stationed in the outfield and one coach in foul territory in the grass behind 1st base and 3rd base.
- Coaches may not touch players or the ball during a play.

5. Batting:

- Teams will bat the entire roster
- Each batter will get five (5) pitches or three (3) swings. Whichever comes first.
- There will be no walks
- Errant pitches shall be declared "No pitch" by the umpire.
- Foul balls and foul tips will count as strikes. If the batter fouls the fourth pitch, the at bat will continue until the ball is put in play or a strikeout is recorded.
- Any time after the fourth pitch, the batter shall be called out on strikes on a "taken" pitch unless the pitch is ruled a "no pitch" by the umpire.

6. Bunting

• Bunting will be permitted. Fake bunting is not permitted. Penalty for fake bunting will be as follows (whether contact is made or not): 1) Batter will be called out. 2) Ball will be declared dead and all runners will return to bases. On the 2nd occurrence the manager will be ejected from the game. If it is the 2nd time for the same player, player will also be ejected. Bunting on the last pitch, if foul, batter is out. Pitcher cannot charge on bunts, until the ball has been released by the machine.

7. Fielding:

• Teams can play 11 players on defense. The players must be positioned with 4 outfielders, 4 infielders, 2 players fielding the pitchers position and 1 catcher. The 2 players fielding the pitchers position must be positioned on the right and left side of the

pitching machine but not in front of the machine. Each player will have a minimum of 1 inning in the infield position.

8. Catchers:

• Each team must have a catcher in protective gear stationed behind the batter, within the catcher's box, and in the catching position. Protective gear MUST include a cup

9. Pitching Machine

- A coach from the team at bat shall operate the pitching machine
- pitch will be delivered from the forty six (46) foot rubber
- Each batter will receive a maximum of 5 pitches or 3 swinging strikes, whichever comes first. If the ball is not put into play before three swinging strikes or after the 5th pitch, the batter is out.
- Any batted ball that strikes the pitching machine /sand bag shall be declared a dead ball and the batter shall be awarded a hit. Every runner shall advance one base from where they started the play.
- If the ball is thrown by a fielder and strikes the machine "dead ball" shall be declared and runners may not advance.

10. Guidelines for "No Pitch

- If the batter does not swing at the ball and it either (a.) crosses home plate above the eyes, (b.) hits the ground before or at home plate, or (c.i) is sufficiently outside or inside as to be un-hittable, a "no pitch" will be called by the umpire.
- If the batter swings at the ball it will be considered a strike unless it is the forth pitch or final pitch of the at-bat.
- Both are judgment calls by the umpire and cannot be challenged.
- **Hit Batters**: Players hit by a ball from the pitching machine are not awarded first base. The pitch is considered an errant pitch, i.e., "no pitch."
- 11. **Mandatory play:** if a team has more than 11 players, no player will sit out more than 1 consecutive inning. Less the 11 players No player will sit out 2 consecutive defensive innings. No player will play more than 2 innings in the same position. All players will have a minimum of 1 inning in the infield.

12. Dead Ball:

• The ball will be declared dead (time out) by the umpire when the defensive team stops the lead runner and all succeeding runners abandon their effort to advance. It will be up to the umpire to determine when the ball is dead and to cease play by holding both arms in the air.

13. Overthrows

- Definition: An overthrow shall be defined as a thrown ball that is not caught and travels into foul territory or is not recovered by the intended fielder.
- Only one (1) base advance is possible on an overthrow. One (1) overthrow per play. The runner is at risk to be put out if advancing on an overthrow.

14. Out of Play:

• If a non-deliberate overthrow goes "out of play" (i.e., in the dugout, over the fence, under the backstop, through the gate, etc.), then the runner is awarded two bases - the base the runner was advancing to and one extra base (+1) due to the ball going "out of play". If the runner was not advancing to another base, the runner is only awarded one base (+1) due to the ball going "out of play". Example: If a ball is non-deliberately thrown "out of play" before the runner reaches first base, that runner is allowed to advance to second base on the "dead ball'. If another runner had already rounded second base before the

- "dead ball", that runner would be allowed third base as well as home plate on the "dead ball". This is a judgment call by the umpire and cannot be challenged.
- Example: The batter hits ball and runs to first base, center fielder fields the ball and throws to the shortstop, the shortstop misses the ball, the runner can now advance at his or her own risk to second base. The third baseman retrieves the ball and throws to second base and the second baseman misses the ball; if the runner advances beyond second base, the runner must return to second base. The runner is always at risk of being put out when not touching a base and the ball is live.

15. Umpire:

• The Umpire will be stationed either (i) behind Home Plate or (ii) behind the pitching machine in a position as to not to obstruct the fielders.

16. Late Arrivals:

• If listed on the lineup card turned into the scorekeeper prior to the game as "substitute," late players are added at the bottom of the batting order.

17. Injured Players:

• If a player becomes sick or injured and is removed from the lineup, he may not return and his place in the batting order will be skipped without penalty. If the batter is injured and unable to continue the next batter shall inherit the at-bat.