

## **Baseball 8U Coaches Rules and Regulations**

Playing rules not specifically covered in this document shall be covered by the Official Rules & Regulations of the South Carolina High School Baseball Leagues.

### **Balls**

A regulation baseball will be used.

### **Base lines**

8U baseball = 60 feet



### **Base Stealing**

There is no stealing, ball must be put in play by the batter before a runner may leave the base – if the umpire calls a player for leaving the base early on a batted ball the defense may choose to accept the result of the play OR the runner being called out and the rest of the play stands.

### **Bats**

Big barrel bats with a barrel diameter greater than 2 ¼ inches are allowed. 2 5/8 and 2 ¾ are legal bats as long as they are stamped approved for youth league play. All other bats must be stamped for approval in a national governing body – Dixie, Little league, etc.

### **Batting**

In 8U division a batter shall receive up to five (5) pitches. A batter is out if he does not put the ball into play with one of the five (5) pitches. If the fifth pitch is hit foul, the batter continues until the ball is put into play or is missed. If the catcher catches a foul ball (pop up) on any pitch or a foul tip on the fifth pitch, the batter is out.

In all age groups, if a batter slings a bat the umpire will issue a warning to each team. All subsequent batters on either team that sling a bat may be called OUT.

### **Batting Order**

The coach of each team shall create a batting order consisting of all players on the team roster present at the beginning of the game. Late arrivals shall be added to the bottom of the order. All players in the batting order shall bat before returning to the top of the order. The order will remain the same throughout the entire game batting everyone regardless of defensive position. This is a continuous batting order.

In all divisions the offensive team will bat until three (3) outs have been recorded. Exceptions: a.) If the home team is ahead and the 10-Run Rule goes into effect, the game shall end. b.) If the home team is ahead and time expires, the game shall end.

If a player is removed from the game for any reason, including sickness, injury, or ejection, then his spot in the batting order will be skipped with no penalty.

### **Batting out of Turn**

A batter shall be called out, on appeal, when failing to bat in proper turn and another batter completes a time at bat in place of the proper batter. (1) The proper batter may take position in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

### **Bunting**

In the 8U division bunting is not allowed. The batted ball must go past a 10 ft arc in front of home plate.

### **Calling "Time" to Stop Play**

In the 8U division, umpires will call "time" after every play and declare the ball dead. "Time" will be granted when the defense controls the ball in the pitchers circle and asks for time. At this point the umpire will call time and then decide if any runners advancing are half way to the next base or not – any who are will be allowed the next base, any who are not will return to the previous base –

To eliminate inconsistencies from umpire to umpire – stoppage will happen when a defensive player possesses the ball with both feet inside the circle, holds the ball above their head and calls time – at this point the umpire will call time, check the runners and determine what bases will be occupied for the next pitch.

### **Catcher's Equipment**

In 8U a fully dressed player/catcher will assume the position of catcher in the normal "catcher's box" position – an adult coach should be in safe area behind the batter near the back stop to help return passed balls.

### **Cleats**

Molded cleats are recommended but not required. No metal spikes are allowed.

### **Coaches**

Coaches must remain in the coach's box. All other coaches must remain in the dugout. In Coaches Pitch, there may be an adult pitcher and an adult catcher on the field. The adult catcher is only used to speed up play and may not interfere with game play.

Base coaches shall not touch, push, or stop base runners during play. If a coach interferes or assists a runner in any way during play, then that runner may be called OUT. Also, the adult pitcher and adult catcher are not to coach the base runners.

### **Complete Games**

Complete game is 5 innings – an official game is 3 complete innings.

If a game is shortened due to inclement weather and the game has not reached the point of being an Official Game, that game will be rescheduled as soon as possible and will resume at the exact point where the suspension began. Example: If a game is suspended in the top of the third with one out and a runner on second base, with the #6 batter at the plate, that is where play will resume.

If a game is shortened due to inclement weather and the game has passed the point of being an official game, then the final score will be based on the score at the end of the last completed inning.

### **Defensive Substitution**

There shall be free substitution on defense.

### **Dugouts**

The home team shall occupy the dugout on the third base side of the field. The visiting team shall occupy the dugout on the first base side of the field.

In the 8U divisions there should be no more than five (5) persons in the dugout that are not players.

### **Ejection**

The first ejection results in suspension for the rest of the game. The player or coach must leave the game site, which includes the parking lot, in which the ejection occurs and may also be suspended from the team's next game.

The circumstances of the suspension will be reviewed by the Recreation Department Staff to see if further action is necessary. Upon a second ejection, the Recreation Department WILL review the circumstances of the suspension and recommend disciplinary action, which could result in removal from participation in the league.

### **Forfeits**

If a team has to forfeit a game for any reason, the score shall be recorded as the number of innings in a complete game to zero (0).

Example: The score for a forfeited 10U game would be recorded as 6-0. See the table in the Completed Games section for complete game innings.

### **Head First Slide**

There will be no head first slides into any base, except in returning to a base that the runner has already reached safely. A runner that slides head first into a base is automatically called OUT.

### **Sliding at Home**

Unless completely uncontested via force by walk, or the ball and/or catcher is not near home and no chance of a tag or force out to be made – runners must slide at home or may be called out by the umpire.

### **Helmets**

Players must wear approved batting helmets. A chin strap is recommended but not required during league play.

A player may not remove his helmet while batting or running the bases. The on-deck batter, and the bat boy/girl, must wear a batting helmet when on the field.

### **Infield Fly Rule**

In the 8U division there is no infield fly rule.

### **Number of Players**

A team may play a game with as few as seven (7) players. If a team has fewer than seven (7) players, then that team shall have to forfeit the game, and the game will still be played with fill in outfielders. Every effort should be made to play some semblance of a game EVEN IF the official record shows a forfeit.

All players take the field on defense, with no more than six (6) players on the infield (min 25' behind baselines).

Every player must play a minimum of two (2) innings on defense in a four (4) inning game and three (3) innings on defense in a six (6) inning game. A defensive inning is defined as a 3-out inning.

### **Over throw to first base**

If the ball is overthrown at first base, then the runner or runners may advance only one base. If a play is made by the defense to get that runner out advancing to that base the defense has put the ball back in play and the runner can advance past 2<sup>nd</sup> base at his/her own peril.

### **Pitching**

Pitching is by the offensive team's coach or designate. The adult pitcher shall pitch from within the pitching circle. The adult pitcher may pitch underhand or overhand, from the standing or kneeling position. If the adult pitcher is hit by a batted ball or catches a batted ball in self-defense, it is considered a base hit and dead ball all runners move up one base (not to penalize the batter for a well hit ball). If, in the umpire's opinion, the adult pitcher intentionally interferes with a batted ball, the batter is OUT.

When the ball is put in play, the adult pitcher must leave the field of play (outside first baseline behind the runner) and not return to the circle until time is called. This removes confusion for defense as to who to throw the ball to.

**8U** the player may stand behind or beside the adult pitcher, but not in front with one foot inside the circle.

### **Runner Collisions**

A runner is not required to slide at any base (only Homeplate). But a runner IS required to attempt to avoid contact at any base whenever a tag play is evident. Such an attempt may be to slide or run around, but NOT jump over the defensive player. In the event that a runner does not attempt to avoid a collision and runs into a defensive player who is in possession of the ball, or if the runner attempts to jump over the defensive player, that runner shall be declared OUT. If the umpire determines that the contact was malicious and/or intentional, the runner may also be ejected from the game.

### **Defensive Interference**

Defenders WITHOUT the ball or waiting on a thrown ball must leave a clear and open path between bases and around and through bases for baserunners – the umpire may call interference during a play if he/she deems defensive interference has occurred and any play made on the offended runner may be negated and runner called safe.

### **Scorekeeper**

Each team shall appoint a Scorekeeper. The Home Team Scorekeeper shall be the Official Scorekeeper for the game.

### **Five Run Rule**

In all divisions the offensive team shall score no more than 5 runs in an inning. When the 5th run crosses the plate, play stops and the offensive team assumes three (3) outs.

### **Sickness/Injuries**

A player removed from the game due to sickness or injury may re-enter the game at any time. He must re-enter in the same batting position he had when he left the game. If removing the player results in a team having only eight (8) players, then an Out must be recorded when that player 's position comes up to bat. If removing the player results in a team having only seven (7) players, then the game is forfeited.

### **Sportsmanship**

All players, coaches, and parents are expected to behave in a sportsmanlike manner at all times. The umpire's judgment calls may not be argued. Any player, coach, parent, or fan whose conduct is unbecoming or abusive will be warned and may be removed from the playing field or the game site. A player who removes his helmet and throws it on the field shall be immediately ejected from the game. Players who throw their helmet in the dugout should be disciplined by the coach.

### **10-Run Rule**

There will be a 10-Run Rule in effect for all divisions. The 10-Run Rule shall be in effect for all tournament games, including championship games. IF there is time left in the time limit the umpire will notify both teams that the game is officially over and verify the final score – then continue play until the time limit is completed.

**10 run rule will be in effect after 3 innings of play or 2 ½ if the home team is ahead.**

### **Tie Games**

During the regular season, games may end in a tie. It is permissible to play one (1) extra inning, but only if the "No New Inning After Limit" has not been exceeded. See the Time Limits section for additional information.

During a tournament, games may not end in a tie. If a game is tied after the regulation number of innings, one ( 1) additional inning will be played. If the game is still tied after the additional inning, the International Tie Breaker Rules will go into effect. For the International Tie Breaker, the last out of the previous inning is placed on second base. The team assumes one (1) out and resumes batting with the next batter in the line up. Play continues in this manner until there is a winner.

### **Weather**

In the event of bad weather we will make a decision before 4pm if possible. We will send an email to all participants when we cancel games by 4pm if possible – after 4pm any late breaking weather issues will be dealt with at the field by the umpire or staff if present.

### **School Events**

Due to the numerous schools that have kids in our program we cannot change schedules to work around fields trips, testing, performances, awards ceremonies etc.

### **Time Limits**

Time limit is 1 hour with no new inning started once 50 minute mark is reached.

The umpire shall provide both teams with the official starting time of the game. The official time should be recorded in the scorebook by each team's scorekeeper. The time limits begin with the official starting time, not the scheduled game time.

The game shall be ended if the Time Limit is reached and the Home team is ahead. No new inning shall be started after the limits indicated for "No New Inning After".