

# 8U National Rules

## Player Participation

1. Teams will consist of up to 12 players. All players assigned to a team will be allowed to play in the field and bat during the game. Substitutions will not be necessary.
2. Any player arriving after line-ups are exchanged or after a game has already started can be entered into the game by placing him/her at the bottom of the line up. You must notify the opposing team's scorekeeper to avoid a "batting out of order" call. Batting out of order will result in an out.
3. If a player becomes sick or injured during the game, the umpire must be informed immediately to prevent a batting out of order call.

## Game Rules

1. Games shall be 5 innings in length, and played under a soft 1-hour time limit. No new inning will be started after 55 minutes of play. If the 4th inning is started with less than 15 minutes remaining, that inning will be considered the last inning and will be declared an unlimited inning. This must be stated prior to beginning the 4th inning. Any inning started will be played to completion. If a game is tied after last inning, the game will be declared a tie.
2. There is a 5 run limit per inning for the first 4 innings. In the 5th (or last) inning, teams will bat until they get 3 outs (unlimited number of runs can

be scored). There will also be a "10 Run" mercy rule in effect prior to start of the 5th inning (bottom half of 4th if the home team is ahead) and the game will be over.

3. Any game stopped due to weather or elapsed time after three complete innings (2 1/2 innings if the home team is in the lead) will be declared an official game. If a game is stopped due to weather before it is an official game, it will be replayed in its entirety.

4. The home team is the official scorekeeper.

5. If a team has only 7 players present, the game may be played as an "official" game, but an automatic out will occur whenever the 8th batter position comes up. **It is responsibility of opposing team to notify umpire when 8th batter is due up if the wish to enforce this rule.** If the coach with only 7 players does not want to play an official game the game may still be played, but the result will not be official, and the game will be declared a forfeit (scored 1-0). If a team has less than 9 players 6U players who are registered in the league may fill in to bring the total number of players to 9. 6U players must bat at the bottom of the order and will not be required to play an infield position during the game.

6. The infield fly rule does not apply in coach's pitch. All infield flies with runners on base will be live balls.

## Field Positions

1. There can be no more than 6 or than 5 players in the infield (1B, 2B, 3B, SS, P, C); Teams must play a catcher if you have 10 or more players present. If 9 or fewer players are present, teams may or may not play a catcher. Remaining players must be placed in outfield (positioned on grass at least 10 feet from infield). Child catcher will not be permitted to receive pitch from

opposing coach pitcher. Child catcher must be positioned in a circle behind home plate wearing a protective helmet with a face mask attached and chest protector. Pitcher must wear a protective face mask as well. **Each player must play at least two innings per game at an infield position with at least one inning being non-catcher position (1B, 2B, 3B, SS, P) and at least one inning in the outfield during regular season. During playoffs each player must play at least one inning per game at an infield position other than catcher.**

2. Pitching Rubber will be set at 37'-0" from home plate with a 12' radius (pitchers circle). The child pitcher must have at least one foot within the pitchers circle until the ball is hit.
3. All infielders other than the pitcher may not play defensively more than one foot in front of the base lines prior to the ball being hit.
4. All remaining players will be positioned in the outfield by the coach behind the designated line (at least 10 feet from infield).
5. Two defensive coaches can be positioned in the outfield.

## Pitching

1. Each batter will be thrown up to 6 pitches by their team coach or designated pitcher.
2. If the player does not swing on the sixth pitch, he/she will be out. The batter will have three swings. After the third swing, the batter will be called out.

3. A player can not “strike out” by fouling the sixth, seventh, etc. pitches.
4. If a pitched ball hits a batter without swinging, the ball will be declared dead, and the pitcher will be charged with a pitched ball.
5. In the event the pitching coach is hit with the batted ball, the ball will be declared dead, and no pitch will be charged.
6. All coaches will be required to release the pitch from within the pitching circle, and will be required to throw an overhand style pitch.
7. The adult pitcher should move quickly from the field of play towards foul territory once the ball is batted, and remain in foul territory until play is stopped. The umpires may allow leniency in allowing the pitching coach not to move completely off of the baseball diamond, but the pitching coach must not be in a position to interfere with the play in anyway including a defensive player’s ability to see the runners. If the pitching coach remains standing on the field of play in vicinity of pitching circle and defensive player throws the ball to him, time will be called whether the pitching coach catches the ball or not. If a pitching coach remains on the field of play and the opposing coach feels that it leads to interference, they may appeal to the umpire. If the umpire deems there is interference the lead runner will be called out (and run will not count if advancing to home). All other runners will be allowed to advance a maximum of only one base from initial position.

## Batting

1. All batters will wear a protective helmet with a face protector attached.
2. The on deck batter must remain in the appropriate on deck area. They must also be wearing a helmet with face protector.
3. All other players must remain in the dugout until it is their turn to bat.
4. Any player batting out of order will be called out if the opposing team makes an appeal. The appeal rule goes into effect after the first pitch is thrown, and expires once the player arrives on base.
5. There are no walks, and bunting is not allowed. There will be a 10-foot arc in front of home plate. If a batted ball does not travel beyond the arc, it will be called a foul ball. If a player bunts a ball, the batter will be returned to the plate, and charged with a strike.
6. If the ball hit in fair territory bounces over the fence, gets stuck in a fence, or rolls beyond the gap in the right field fence, a ground rule double will be awarded to the batter. All other base runners will advance 2 bases.
7. Any batter throwing the bat will be given 1 warning. If the same person or any other member of the same team throws the bat a second time, the batter will be called out, and base runners will be returned to their original base position. The umpire may choose to issue single warning to both teams.

## Base Running

1. There is no leading off of a base. A base runner cannot leave the base

until the ball is hit. The umpire will call out any base runner leaving early.

2. On any ball hit in fair territory, runners can continue to advance until progress of the lead runner is halted by the defensive team. The umpire will call time when umpire deems the play has concluded. Play does not stop by infielder holding ball up. A "Dead Ball" will be declared on an overthrow to any base from the infield. One base will be awarded to each base runner at the umpire's discretion.

3. Any overthrow from the outfield will be considered a live ball as long as it remains in field of play. The runners have the option of advancing additional bases.

4. Any base runner hit with a batted ball will be called out if they are not on a base.

5. There is no sliding into first base except when returning to the base. The offending base runners will be out.

6. All base running appeals (base runners failing to touch a base) will be made by the defensive team throwing the ball to the appropriate infielder who will then tag the base. The umpire will have the final decision on whether or not a base was missed.

7. Base coaches are not allowed to touch the players when they are on bases. Base coaches may catch a player who trips over the base to prevent the player from falling and possibly being injured. After time has been called base coaches may give high fives, tie shoes, etc.

8. There is a California base on 1st. The runner is to run outside the base line and tag the outside bag. The defense player is to tag the base in fair territory. This is to make it safer for both players.

9. Must slide rule is in effect. If there is a play at any base (except first

base) where a throw, catch and attempt to tag by the defense, then the runner must slide, or be subject to being called out.

10. Runner is out on head-first slide except when returning to a base. This is an illegal slide per Summerfield Recreations internal rules, regardless of any other rule book.

## General Rules

1. Players are not allowed to practice or play games wearing metal cleats.

2. Coaches are encouraged to have players' hustle onto and off the playing field in order to speed up play.

3. Players are not allowed to throw batting helmets or bats. There will be one (1) team warning and the next offense will be an automatic out. The umpires reserve the right to eject any player from the game.

4. Any coach or parent ejected from the game by the umpire must leave the Park and shall serve one full game suspension for the next game. Any additional ejection will result in disciplinary actions by the Board of Directors, including dismissal from coaching duties.