



Andover Baseball Association & Anoka Ramsey Rules & Guidelines 8-Year Old Players

Guidelines

1. All games will start as stated on schedule at 6pm CST. Game time is forfeit time. A team must have 8 uniformed players to start.
2. Each team will play 10 players in the field at a time, consisting of: 4 - outfielders, 4 - infielders, 1 - catcher and a pitcher.
3. Innings 1 - 5 will consist of 3 outs or 5 runs scored. The sixth inning will consist of three outs regardless of the number of runs scored.
4. The team listed second on the schedule is the home team. The home team will sit on the first base bench. The visiting team will sit on the third base bench. The visiting team will take infield 30 minutes prior to game time and the home team will take infield 15 minutes prior to game time. The home team will provide the game balls. **The pitcher (coach) will call all outs at the bases.**
5. Games will consist of 6 innings. **Due to safety issues, no inning shall start after 7:40 pm.** Coach discretion will be used to determine if the game shall continue after 6 innings or 1hr 45mins.
6. Rain outs: If a game has completed 4 innings, it is not considered a rain out, but will be an official game. If there is any doubt about playing, go to the field. The coaches will reschedule the game based on field availability. Coaches may not reschedule games unless due to bad weather. Penalty is a forfeit. If **lightning appears ANYWHERE in the sky, players must leave the field immediately.** A 20-minute wait is allowed to see if the game can be resumed. **If severe weather sirens are activated, the game is cancelled and everyone must leave the field immediately.**
7. Helpful hints: To speed up the game, coaches should inform the player who is scheduled to catch the next inning so that player can get a head start on getting the gear on. Coaches are strongly encouraged to conduct parents' meetings prior to the first game, to explain the rules, solicit help, distribute uniforms, outline expectations and answer any questions.
8. The Andover Baseball Association and Anoka Ramsey Athletic Association's Mission is to provide an educational, safe and fun environment. This will be achieved for the children of Andover through playing our National game of Baseball.
9. No tobacco, alcohol or profanity on or near the field of play. **IT'S ALL ABOUT THE KIDS!!!**
10. Every player, parent and coach shall be treated with respect.

8-Year Old Rules

Hitting

1. Each teams batting order will include all team members. Each player will bat in order even if they are not playing in the field. Batting out of order will constitute an out and the base runners (if any) return to their original base.
2. Bunting is not allowed.
3. Batters are not allowed to hold a bat until they are up to bat. No one should have a bat until walking up to the plate. There are no "on deck" practice swings.

Pitching

1. For the first half of the season the pitcher cannot walk a batter.
 - a. The Pitching Machine or Coach Pitch (discretion of coaches) will be used to augment skill building (Pitching Development).
 - i. If the pitcher walks the batter, the remaining strikes will be pitched via the machine/coach (The Coach operating the machine/pitching will determine which of the final machine/coach pitches are strikes.) The strike count will carry over, i.e. if the walk occurred with 1 or 2 strikes, the count will be 3-1 or 3-2 and will not start over.
 - ii. The machine will be setup behind the pitcher's mound. If coach is required, coaches will pitch from the pitching mound/rubber
2. For the second half of the season the pitcher will be expected to deliver strikes.
 - a. Walks will be allowed.
 - i. The machine/coach pitch will no longer be used.

"Note* - During the first half of the season, Coaches need to work on pitching mechanics in practice.

Utilizing the machine in the first half of the season allows players to develop in other areas of the game. As pitchers struggle early in the season, the machine/coach pitch will allow for more balls to be hit into play, therefore allowing the defense to stay involved.

3. A pitcher may pitch a maximum of 2 innings per game and a maximum of 6 innings per week. One pitch in an inning constitutes one inning pitched.
4. All tournaments are treated as a new week and inning counts are covered under the tournament's rules.
5. If a pitcher hits two batters in an inning, the pitcher must be removed from the position for the rest of the inning. Batters hit by a pitch will be awarded first base. Batters must make an effort to avoid getting hit.
6. Curve balls are not allowed.
7. No balks can be called, but a fake pitch will be considered a balk, resulting in a dead ball and all runners advancing one base.
8. A coach from the pitching team will call balls and strikes from behind the pitcher. The coach is encouraged to give helpful instruction to his pitcher during the game so long as it does not slow the progress of the game.
9. Player fielding pitcher position must play within 3' of the coach (when coach pitch is in effect)
10. Batters can only be awarded first base on a Hit by Pitch that is thrown by a player, not a coach. If the coach hits the player, it is considered a ball. ***Batter must make an attempt to avoid the pitch or the base is not awarded and the pitch will be considered a ball.***

Fielding

1. Play is frozen WHEN THE BALL HAS BEEN THROWN FROM THE OUTFIELD TO ANYWHERE ON THE INFIELD AND IS IN POSSESSION OF ANY PLAYER ON THE INFIELD. The infield is anywhere on the dirt. Players rounding any base before the ball is in the infield may advance to the next base at their own risk. The defensive team has the option of holding the ball and forfeiting the base or making a play on the runner. IF A PLAY IS MADE THE BALL REMAINS ALIVE.
2. No infield fly rule.
3. Outfielders must play on the outfield grass not on the dirt part of the infield, or at least 15' ft beyond the base path dependent on the size of the dirt infield.
4. Catchers must be positioned in the proper location behind the plate. Catchers must be in a squat position, so non-protected areas are not exposed to the pitch. It is recommended that the Catchers use a catchers' mitt in order to get used to them, but it is not required.
5. No player may play a single position for more than (2) innings in any game.

Base Running

1. There will be no leading off or stealing. The runners may not leave the base until the ball has been hit.
2. Overthrows that go out of play will advance the runners based on the NFHS rules.
3. A player running on a batted ball to 2nd, 3rd or home should slide to avoid contact if there is a play at the base/plate. If the runner fails to slide and makes contact, the runner will be called out.
4. No runner can advance on a pitched ball that has passed the catcher.
5. Runners must stay in the baseline or they will be called out. Fielders cannot be in the baseline unless they have the ball. Runners should not have to run around fielders without the ball, the fielder is interfering, and the runner gets the base.
6. You may have a pinch runner for a catcher who is on base when you have 2 outs. Pinch runner should be the player who was last put out.

Miscellaneous

1. Each player is required to play at least 12 defensive outs.
2. No player can play more than 2 innings at one position. At least 2 innings must be an outfield position and 2 innings an infield position.
3. Coaches may call one time out per inning during any dead ball.
4. Standard baseballs are to be used at this age.
5. Pitching distance is 41 feet from the point of home plate to front of rubber.