



## Baseball 8U Rules

### *Player Participation*

1. All players assigned to the team will play in the field and bat during the game (roster batting is in effect for this league and all players play in the field defensively each inning).
2. Any player arriving after lineups have been exchanged or after a game has already started can be entered into the game by placing him/her at the bottom of the lineup provided the team has not batted through their entire lineup yet. The coach is responsible for notifying the opposing team's scorekeeper of the addition 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 and the opposing team's coach must be informed immediately to prevent a "batting out of order" call. **Teams will not take an out if kids leave a lineup for being sick or injured.**

### *Game Rules*

4. For any game rules not addressed in the 8u age rules in this document, the official Major League Baseball rules will apply.
5. The start time (game clock) for each game will begin with the first pitch of the game.
6. Games will end due to the time limit or 5 innings, whichever comes first.
7. The umpire is responsible for keeping the official time.
8. Any inning started after 60 minutes of play will be considered the 'last inning' and will be declared the unlimited-run inning. This must be stated prior to the beginning of that inning.
9. No new inning may be started after 75 minutes of play. A started inning will be played to completion.
10. There is a 5-run limit per inning for the first 4 innings. The 5<sup>th</sup> inning (or 'last inning') will be an unlimited-run inning.
11. Mercy rule is in effect; 10-run lead after 4 innings, 3 ½ innings if the home team is ahead.
12. Any game stopped due to weather that has completed 4 complete innings (3 ½ 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, the entire game will be replayed.
13. The home team scorekeeper is the official scorekeeper and will score the game in Gamechanger. Visiting team shall score the game via a scorebook as backup. The home team has discretion to defer Gamechanger scoring to a member of the visiting team.
14. The infield fly rule is NOT in effect in this league. All infield flies with runners on base will be live balls.
15. In the event of forfeiture, the score will be recorded as 5-0. The score equates to the number of innings in a regulation game.
16. Any ties in the playoff standings will be broken by using the following methods in this order until the tie is broken, and seeding is identified: (1) Head-to-Head Record, (2) Overall Runs Allowed, (3)

Overall Runs Scored, (4) Coin Flip

17. **Regular season games can end in a tie – there are no extra innings in regular season games.**  
Playoff games will use extra innings to settle a tie.

### *Field Positions*

18. There can be no more than 6 players in the infield (1B, 2B, 3B, SS, P, C); Teams must play a catcher if you have 10 or more players present. All remaining players must be placed in the outfield (positioned on the grass at the Town Park or Elementary School Field 1). For games at Elementary School Field 2, outfielders must be **at least** 10 feet behind the edge of the grass.
19. There are two options for the child catcher:
  - a. If the catcher is positioned behind the plate, the player must wear full protective gear (catcher's helmet, chest protector, shin guards, protective cup). The game will not be delayed while waiting for the catcher to put on gear.
  - b. The catcher can be positioned against the backstop wearing a catcher's helmet or batting helmet with a face protector attached, plus a chest protector. Shin guards are not required if positioned against the backstop.
20. A foul ball caught by the catcher will be a foul ball regardless of the catcher's starting position. Catchers can participate in a play on a ball hit in fair territory.
21. Player-pitcher must wear a protective face mask or batting helmet with a full coverage face mask.
22. Players are not required to be rotated; however, coaches are highly encouraged to rotate players both on the field and in the batting order to enhance the player's development.
23. Pitching rubber will be set at 38'-0" from home plate with a 6' radius (pitcher's circle). The child-pitcher must have at least one foot within the pitcher's circle until the ball is hit.
24. Infielders must not be positioned in the baseline **and are recommended to play behind the baseline to avoid collisions with runners.** All infielders other than the pitcher may not play defensively more than one foot in front of the baselines prior to the ball being hit.
25. A maximum of two defensive coaches can be positioned in the outfield grass and must remain in the outfield grass while the ball is in play. All other coaches should be in the dugout or assisting the catcher.

### *Pitching*

26. Each batter will be thrown up to 6 pitches by a coach on their team (**must be either the head coach or an assistant coach**).
27. If a player does not swing on the 6<sup>th</sup> pitch, he/she will be out. The batter will have three swings. After the 3<sup>rd</sup> swing and miss, the batter will be called out. A player cannot "strike out" by fouling the 6<sup>th</sup>, 7<sup>th</sup>, etc. pitches.
28. If a pitched ball hits a batter without swinging, the ball will be declared dead, and the pitch will not count as one of the 6 pitches.
29. In the event the pitching coach is hit with a batted ball, the ball will be declared dead, and the batter will be awarded first base as long as the pitching coach made every attempt to avoid contact with the ball. All other runners will be awarded one base.
30. **All coach pitchers will be required to release the ball with their entire body within the pitching circle and will be required to throw an overhand style pitch.**
31. The pitching coach must make every attempt to avoid interfering with the fielders making a play on the ball and not affecting the throwing lane of the fielders. If the umpire deems there is interference by the pitching coach while on the field, then the batter will be called out and all other

runners will return to their initial position.

### *Batting*

32. All batters will wear a protective helmet. Face protector is strongly encouraged.
33. There is no bat restriction for this league.
34. Any players 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.
35. There are no walks.
36. Bunting is not permitted. All intentional bunts will be counted as strikes.
37. There will be a 10' arc in front of home plate. If a ball does not travel beyond the arc, it will be called a foul ball.
38. If a ball hit in fair territory bounces over the fence, gets stuck in the fence, or rolls under the fence, a ground rule double will be awarded to the batter. All other base runners will advance 2 bases.
39. Any batter throwing the bat will be given 1 warning. If the same player 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 a single warning to both teams.

### *Base Running*

40. There is no leading off a base. A base runner cannot leave the base until the ball is hit. The umpire will call out any base runner leaving early.
41. On any fair ball, runners may advance until an infielder gains **controlled possession of the ball in the infield**. At that point, time is called and the play is dead.
  - Infield definition: The area from the baselines to halfway between the baselines and the outfield grass (Town Park and Elementary School Field 1). The infield is clearly defined on Elementary School Field 2.
  - Advancement rule at stoppage
    - Runners more than halfway to the next base may continue to that base.
    - Runners less than halfway must return to the previous base.
  - The umpire determines when controlled possession occurs and when play is dead.
  - Play remains live if:
    - The infielder continues attempting to make a play (e.g. chasing runners), or
    - The ball is intentionally thrown to other infielders before the umpire calls time.
42. On any infield overthrow, the runner may advance at his own risk but can only advance one additional base per error. A ball hitting a fence does not result in an automatic base. The runner must decide to attempt to advance at their own risk. Should there be a second overthrow on the same play, the batter/runner may attempt to advance to 3rd base at their own risk.
  - a. Example 1: Batter hits a ground ball to the shortstop, who fields the ball but throws it past the first baseman. The batter/runner runs to 2<sup>nd</sup> base at his own risk. The first baseman retrieves the ball and holds it. The batter/runner must stop at 2<sup>nd</sup> base.
  - b. Example 2: Batter hits a ground ball to the shortstop, who fields the ball but throws it past the first baseman. The batter/runner runs to 2<sup>nd</sup> base at his own risk. The first baseman retrieves the ball and attempts to throw out the batter/runner at 2<sup>nd</sup> base, but the ball is thrown into left field. The batter/runner may then attempt to advance to 3<sup>rd</sup> base at his own risk. The left fielder picks the ball up and holds it. The batter/runner must stop at 3<sup>rd</sup> base, despite an infielder not having possession of the ball.

- c. Example 3: Batter hits a ground ball to the shortstop, who fields the ball but throws it past the first baseman. The batter/runner runs to 2<sup>nd</sup> base at his own risk. The first baseman retrieves the ball and attempts to throw out the batter/runner at 2<sup>nd</sup> base, but the ball is thrown into left field. The batter/runner may then attempt to advance to 3<sup>rd</sup> base at his own risk. The left fielder picks the ball up and attempts to throw the batter/runner out at 3<sup>rd</sup> base but throws the ball past the third baseman. The batter/runner may then attempt to advance to home plate at his own risk.
43. Outfielders are not permitted to tag a baserunner (or the base on a force play) and record an out. They must throw the ball to an infielder to make an out or to stop the advancement of all runners.
44. Base runners must make every attempt to get out of the way of an infielder making a play.
45. Any base runner hit with a batted ball in fair territory (unless deflected by a fielder) will be called out if they are not on a base.
46. There is no sliding into 1<sup>st</sup> base except when returning to the base. The base runner will be out.
47. 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 then have the final decision on whether a base was missed.
48. Base coaches are not allowed to touch the players when they are on bases. After time has been called, base coaches may give high fives, tie shoes, etc.
49. Players are not required to slide into any base. However, umpires will have sole discretion if intentional contact is made. Any player may be ejected from the game for a flagrant collision with any fielder.
50. Runner is out on head-first slide except when returning to a base.

### *General Rules*

51. Players are not allowed to practice or play games wearing metal cleats.
52. Coaches are encouraged to have players hustle onto and off the playing field in order to speed up play.
53. Players are not allowed to throw batting helmets or bats. There will be 1 team warning and the next offense will be an automatic out. The umpire reserves the right to eject any player from the game.
54. Any coach, player, or parent ejected from the game by the umpire must leave the park and shall serve one full game suspension for the next game. They will not be allowed at any future game unless they receive approval from the ORYA Baseball Committee. Any coach ejected could face permanent dismissal from coaching duties.
55. Any player ejected from a game will be immediately removed from the batting order and that player will be an automatic out every time his/her spot comes up in the batting order.

### *Coaching*

56. A brief umpire meeting should be held with both head coaches (at the same time) prior to the start of the game to discuss the ground rules.
57. Coaches should ensure their fielders are not set up within the baselines in order to avoid obstruction and collisions.
58. If a coach wants to question or discuss a call with the umpire, the head coach should walk up to the umpire for that discussion. No coaches should yell across the field at the umpire or at another coach or player. This applies to all head coaches and assistant coaches.

59. No head or assistant coach should yell or argue with the umpire. Coaches can ask the umpire what they saw on the field for clarification or inquire about the interpretation of a rule; However, there should be no arguing about a judgment call made by the umpire (e.g., safe vs. out).
60. While we realize the coaches are not in control of their parents, they should attempt to subdue any harassment or yelling at the umpires from their sideline. Meanwhile, players should be encouraged to cheer for their teammates and not direct any chants or distractions at the opposing team or a specific player.
61. Any head coach, assistant coach, volunteer coach, parent or player that violates any rule and has shown a repeated inability to demonstrate self-control or show the appropriate level of sportsmanship, will be asked to not return to ORYA events.