

# Pinto 8U KP Interleague Division Rules

Age 8

## League Specific Rules

Garden Grove Pony & Tustin Pony are located on school property. There are NO animals, smoking/vaping, alcohol allowed.

Fountain Valley, no music or walk up music during the game.

**All parents and visitors must adhere to these rules when visiting fields**

## Overview

Managers and coaches are encouraged to be supportive of players on all teams, exercise patience and remember that these players are at different levels of skill, understanding and attention span. All leagues will respect the general playing rules and code of conduct for coaches, players and parents. All teams involved need to know the general rules for safety and general game play.

The following are specific guidelines for interleague play:

1. Managers must exchange lineups at the beginning of each game. If a player arrives late, you may add them to the bottom of the lineup but you must announce this to the scorekeeper who in turn reports it to their coach.
2. Each team must have a minimum of (8) players to start a game. If after 15 minutes of the scheduled game time, one of the teams does not have enough players, the score is recorded as a forfeit of 1-0. The game can continue by sharing players but the outcome regardless will be recorded as 1-0
3. There will be NO farming of players unless absolutely necessary. Must have less than 8 rostered players attending the game. Farmed players cannot be a select or travel ball player and cannot play the infield and must be at the end of the lineup. Opposing manager must be notified at the plate meeting before the start of the game.
4. Games are limited to 6 innings. No new inning may be started after 1 hour and 40 minutes. Time adherence is critical on days when multiple games are scheduled.
5. Each half inning will end when the offensive team scores 5 runs or the defensive team records 3 outs, whichever comes first.
6. Each team will be allowed to score unlimited runs in the 6th inning only. Their half inning at bat will end upon the completion of one of the following:
  1. The defensive team records 3 outs.
  2. The offensive team bats their entire lineup. Each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players. Team B will bat once through the lineup and then 2 additional batters will hit in order). This only occurs if the defensive team does not record 3 outs. If the team records 3 outs, the half-inning is over.
7. Mercy Rule: The game shall be a mercy if the home team is leading by at least 10 runs after the first half of the 4th inning, or the visiting team is leading by 10 runs after 4 complete innings.
1. There are no "extra innings" in the regular season. If the game is called due to darkness, the score shall revert to the previously completed inning. If the game is tied, it will be recorded as such.

## Equipment & Setup

1. Wooden, Aluminum, or Composite bats manufactured for baseball play, which are round and not more than 2-5/8" in diameter at the thickest part, and not more than 42" in length, are acceptable. All bats must contain the USA Baseball Certification Stamp. Tee ball bats are NOT allowed at this level
2. Standard hard baseballs shall be used in this division. Ex. Diamond DPL
3. 60' bases, 40' pitching rubber

## Batting

1. Entire line up bats. (12 players present = 12 kids in the line up) If a batter needs to leave the game for any reason, their first at bat after leaving is considered an out, then removed from the lineup thereafter
2. Bunting is allowed. No slash bunting.
3. The batter must leave one foot in the batter's box at all times. The umpire will give one warning and the next offense will be called a strike

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### Base Running

1. Stealing bases is allowed. The base runner must remain in contact with the base until the ball crosses the plane of home plate.
2. The must slide or avoid rule is in effect.
3. March 1st to April 4th - Home is closed on wild pitches and passed balls. The only way a player can advance home from 3rd base is on a base hit, bases loaded walk or an errant throw back to the pitcher from the catcher.
4. April 5th to end of playoffs - Home is open on a passed ball or wild pitch only. If the catcher makes a clean catch from pitcher and returns the ball to the pitcher, runner must stay at 3rd base. (No cat and mouse tactics or getting into a pickle on purpose). Runner leads off after ball crosses plate at own risk and can be tagged out.
5. Stealing Second Base- with runner stealing second and catcher throws down to second base and ball stays on infield dirt, runner must remain at second. If the ball goes into the outfield grass runner can advance to third and home.
6. Pinch runners for pitcher, catcher, and injured player, The last out in the line up shall be the pinch runner.
7. Same applies to a runner stealing third. (see above)
8. Runners on 1st and 3rd- if runner at first attempts to steal second and draws a throw from catcher, runner from 3rd can advance home at their own risk.

### Defense

1. Each player should be rotated into as many positions as possible.
2. Teams are limited to 9 players per inning.
3. If a runner is tagged out or forced out, the runner must return to the dugout.
4. Only the umpire can kill a play. Ball is live until the umpire indicates the play is dead.
5. All players should be exposed to both infield and outfield positions.
6. No switching of defensive players in the middle of an inning unless a pitching change is being made.
7. Players should not sit out two (2) consecutive innings and no player shall sit out a second inning until all other players have sat out one inning.

### Pitching

1. Must use USA Smart Pitch guidelines
2. Balks are not in effect.
3. A manager must change the pitcher after the second visit in the same inning.
4. A pitcher can not return as a pitcher later in the same game. (Once they are removed as a pitcher, they are done pitching for that game)
5. 3 hit batters = removal of pitcher from game.

### Pitch Count

<u>LEAGUE</u> <u>AGE</u>	<u>DAILY MAX</u> <u>PITCHES</u>	<u>REQUIRED REST (PITCHES)</u>					
		<u>0 DAYS</u>	<u>1 DAY</u>	<u>2 DAYS</u>	<u>3 DAYS</u>	<u>4 DAYS</u>	<u>5 DAYS</u>
7 - 8	50	1-20	21-35	36-50	N/A	N/A	N/A
9 - 10	75	1-20	21-35	36-50	51-65	66+	N/A
11 - 12	85	1-20	21-35	36-50	51-65	66+	N/A
13 - 14	95	1-20	21-35	36-50	51-65	66+	N/A
15 - 16	95	1-30	31-45	46-60	61-75	76+	N/A
17 - 18	105	1-30	31-45	46-60	61-80	81+	N/A
19 - 22	120	1-30	31-45	46-60	61-80	81-105	106+