

2019 8U Rules

General Rules

1. You will use an 11 inch "Softie" ball. (1 new one per game, and home team keeps the ball)
2. Equipment – You will be provided with a bag full of balls, bats, and catcher's equipment. They can be found in your cubby in the equipment room along third base side at diamond one in the storage room. You may keep it in your possession during the season or keep it in your cubby. This must be returned at the end of the year. Helmet bags, practice tees, etc., can be found in the storage along third base side at diamond one or in the shed between diamonds 1 and 2. There will be pitching rubber in both the equipment room and shed. Please pound these in before games start and take them out at the end of the night so they don't get ripped up when the diamond is dragged. Please put all equipment away after you're done using it, or after the last game of the night.
3. Uniforms – Each player is required to wear their t-shirt, rubber cleats or tennis shoes. (no sandals and no jewelry) Batters, runners, and catchers are required to wear helmets. If a runner deliberately knocks off their helmet, they will get one warning. The next time they do it, they are out. T-Shirts can Not be altered
4. Time rule – All of the games will be for 60 minutes or 6 innings in length. The home team will set the timer on the scoreboard. If the scoreboard is not working, then the home team is responsible for keeping the time. Once the timer goes off that inning WILL be completed and be the LAST inning. Even if the home team cannot win, the inning MUST be completed (differential points will be kept track of for standings). Please keep the games going. Most of the time is wasted between innings, so having someone in the dugout helping the girls would be ideal.
5. Run Rule – 6 runs per inning or 3 outs, whichever comes first. There is NO UNLIMITED run in any innings. A game will go no longer than 6 innings, unless tied at the end of the 6th.
6. Rosters – A minimum of 8 eligible players must play, or your team is forced to forfeit. (players from the younger leagues are eligible to play) A team may substitute from the younger league if fewer than 10 players are available. If rostered players show up before the first pitch, the non-rostered player can bat, but CAN NOT PLAY IN THE FIELD. You must bat your entire roster.
7. Concession stand – every family needs to make sure that their volunteer hours are met by the end of the year or they will be charged \$100. If you are a coach or assistant coach, you do NOT need to do volunteer hours.
8. After each REGULAR season game, each player may get either a Slushy, or 2 Freeze sticks.

Offensive rules

1. Count - There will be 3 strikes. All Strikes will be swinging strikes.
2. No infield fly rule

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3. Bunting and stealing – are not allowed. The runner must stay on the bag till the ball is hit. If caught leaving early, they will get 1 warning. If anyone else is caught leaving early, it will be an out. Players may only advance to 1 base per hit at bat. Unless the event that the 1st base is open and the batter hits a ball that goes well past the outfielders then the batter can advance to 2nd base, however a play can be made on them to get them out at 2nd base.
4. Catcher Courtesy Rule – If your catcher is on base with 2 outs, we ask that you call time and put in a courtesy runner. This runner will be the last player called out. Coaches have your catcher ready for the start of the inning.
5. Sliding. Sliding is not mandatory but is suggested. When a runner creates malicious contact and/or interference with any fielder with or without the ball, in or out of the base line the runner is out, and any other runners must return to the base touched at the time of such action. This is not an appealable action and will be decided by the umpire covering such action.
6. Orange Bag Rule – A batted ball hitting the orange bag is foul. The batter/runner must use the orange bag when running through 1st base. She does not need to use the orange bag while rounding 1st base when attempting to run to 2nd base. 2) If the infielder covering first base uses the orange bag (i.e., errant throw from fielder or throw from catcher to first on dropped third strike where ball is in foul territory on first base side of field), the runner must use the white bag. If not, she could be called out for interference.
7. If a batter throws their bat, they will get 1 warning and so will their team. If anyone else on their team throws their bat again during the game, they will be called out. The coaches should make this very clear if it happens.
8. Ball bounces then hits batter – This is not a windmill league, so if the ball hits the ground first and then hits the batter, it is a dead ball unless she swings.

Defensive Rules

9. Max is 10 players on defense. The 10th player must be an outfielder.
10. Pitching – Pitching will be done with the pitching machine. It is up to the coaches to have it setup before each game. It should be setup in the pitcher's circle and at least 32 feet from home plate. The team will pitch a player for 3 strikes. If a player gets 3 strikes, they are out. The batter will only strike out if she swings and misses three times. The defensive pitcher will remain on the field in a defensive capacity next to the coach and pitching machine.
11. Catching equipment – Catchers are required to wear helmet and mask, chest protectors and shin guards.
12. Coaches should be on the field to coach and teach their defense. The coach will not make any defensive plays. If a live ball either via throwing from a player or hit from a bat makes contact with the coach while they are on the field to pitch to their batter it is considered a live ball.

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Misc. Items

1. Good sportsmanship is expected AT ALL TIMES. Behavior including ridiculing, teasing, and making inappropriate comments to players and coaches will not be tolerated. Coaches are responsible for the behavior and actions of their players and fans. Anyone displaying bad sportsmanship may be warned, but it could result in the immediate forfeiture of the game. A second warning will result in the forfeiture of the game.
2. Score –Home team will be responsible to keep score and the home team will need to report the final score to the league commissioner. Very important that the scores are recorded each week.
3. The home team should occupy the first base dugout and gets the game ball after the game.
4. Inclement weather – (if lightning is present, suspend the game immediately until it's safe to play, 30 minutes since the last verified lightning flash or strike)
 - A. BEFORE A GAME STARTS – A member of the executive board is the only one who can call a game off due to the weather before a game starts. The game must be rescheduled within 7 days, but it doesn't have to be played within 7 days. It must be played before the end of the regular season though.
 - B. ONCE THE GAME STARTS – A member of the executive board may call the game due to the weather. If an executive board member is not present and cannot be reached, then the coaches need to come to an agreement and call the game.
 - C. COMPLETE GAME – A game that is called due to the weather is considered a complete game if over 3 innings. For the make up the game will start from the exact spot it was delayed. If the game is just delayed, the game is continued that same day as though there was no interruption.

Most of all make sure your girls have fun!!!

4/22/2019