



# 8U Baseball Rules

(Adopted March, 2025)

**High School (NFHS) rules apply except as follows:**

**Home Team Determination:**

Coin Toss or Ball Roll will determine Home and Visitor.

**Umpire:**

The Home team will supply the parent volunteer umpire.

**Game Time:**

Games will start at exactly 6:30 PM (coaches synchronize your watches with each other and the umpire before the game begins).

Both coaches and the umpire may agree to begin a game before 6:30 PM.

The parent volunteer umpire will keep the official time.

No inning will begin after 8:15 during the regular season.

A game is considered complete after four (4) innings if the trailing team is unable to score enough runs to tie or win. If the score eliminates one team at the end of four (4) innings, the game will be considered complete and the score reported accordingly. If both coaches agree, they may continue playing for the remaining amount of time or innings. The official score, however, will be reported based upon the official complete game.

**Scorekeeping:**

Each team shall keep score in the SBAA supplied score book. Please exchange line-up prior to the 6:30 start time. Each scorer shall keep score for both teams and are encouraged to check with each other throughout the game to confirm the score and minimize any scoring disputes. The umpire does not keep any score and will not resolve any disputes involving game scores.

The winning team is required to report the final score of the game on the SportsEngine app. Any scores not reported at the end of the season will be recorded as a 1-1 tie.

### **Warmups:**

Each team will have an opportunity to warm up on the infield, with the first team to vacate the infield 20 minutes before the start time (Example: With a 6:30 scheduled start, team 1 will vacate the infield at 6:10 team 2 will then have 10 minutes until 6:20 to warm up, if so chosen).

Please be respectful of anyone who is preparing the infield (i.e. raking, setting bases, chalking) by vacating the infield or re-raking as needed. Infield maintenance will not be used as a delay to the start time of the game or for any reason related to infield practice time. Any final infield preparation that may be needed should be concluded at 6:20 - 6:25. Lack of infield maintenance will not be used as an excuse to change or interpret a rule differently than listed or accepted. If maintenance cannot be completed before the 6:30 start, it will then have to be worked on between innings if needed.

**New for 2025:** Soderville baseball recommends allowing for at most 2 minutes of warmups when switching sides during the game. This will allow for more game to be played. Please have your catchers ready to go, or a coach available to help warm up your pitcher.

### **Forfeits and Late Arrivals:**

Each team must have at least 8 uniformed players before play can begin.

Forfeits, due to lack of players, will be called at 6:45 PM (based on the Umpires official time). If players arrive after the forfeit has been called the two teams are encouraged to scrimmage with or without an umpire.

Coaches are encouraged to have your extra players play on the short-handed team. There is no minimum time or inning limit for a forfeited game. The forfeited game will be scored as 1 - 0 and must be reported by both teams.

### **Playing Time:**

In each game, all players are **required to sit once** before any player can sit twice. No player may play the same position more than 2 innings in a single game. All players must play at least one inning in the infield and one inning in the outfield. Plan ahead for this rule as many games may only make it three innings during the season. Catcher is considered an "outfield" position for this rule. Failure to comply with this rule will be reported to the director.

### **Timeouts:**

Coaches may visit the field at any point to attend to an injured player.

Calling a timeout does not stop the official game time so make them as quickly as possible.

### **Field Setup:**

Bases are **60 feet** apart.

Pitching rubber at **46 feet** measured from the front of the pitching rubber to the back of home plate.

Outfield: On deeper infields, City park #1, #2, #4. The beginning of the outfield can be marked at 50' radius from the pitching plate. If the field is NOT marked for a game the outfield will be the grass. Field MUST be marked in order to play at this depth. No imaginary lines.

### **Pitching:**

Coaches will pitch to their own team. Six (6) pitches are allowed to each player. Overhand pitches are required.

All batters will receive 6 pitches or until the batter hits the ball into fair territory, whichever occurs first. If the batter hits the 6th pitch foul, they will be allowed an additional pitch. If the batter continues to foul off the last pitch, they will continue to receive additional pitches until they either hit the ball in fair territory, swing and miss, or fail to swing. There are no walks or hit batters awarded 1<sup>st</sup> base.

Either the Head Coach or Assistant Coach may pitch. If an additional parent is needed to pitch, please notify the other head coach and/or umpire of this information. During the regular season and pool play, more than one coach may pitch in a game.

### **Equipment:**

No metal cleats are allowed.

Catchers must wear a helmet, facemask, shin guards, and chest protector to play. If needed, borrow from the other team. Safety is the goal.

Athletic protection, not required, but highly recommended.

Helmets are to be worn by all batters, base runners, and on deck players.

For allowed bats, follow MYAS rules. <https://www.myas.org/bat-standards> (Follow 9U)

### **Game Play:**

Games are 6 innings or when the time limit is up (Reference 8:15 time rule).

Each inning is limited to 5 runs or 3 outs, including the 6<sup>th</sup> inning.

Bunting is not allowed.

No stealing or leading off.

No head first running slides at any base. This will be an automatic out. Safety is the goal.

Infield fly rule will not be called.

Foul tip on 1<sup>st</sup> & 2<sup>nd</sup> strike must be above the shoulders of the batter to be out, if caught.

The "orange" base at first base may only be used by the runner. Any defensive player attempting to make an out at first base must use the normal white base.

Ball hit to the outfield will remain live (runners can advance) until:

- The outfielder throws the ball towards the infield and the ball hits the infield dirt OR is caught or attempted to be caught by a player who is standing in the infield dirt after it is thrown in by the outfielder.
- OR**
- The outfielder has possession of the ball inside of the diamond (not just on the infield dirt) (ex. outfielder runs it in).

\*\* If an outfielder drops the ball the ball will remain live and the play will continue until the above is met.

All runners must stop running at the base they are attempting to take when the ball is deemed a dead ball. An infielder does not need to have control of the ball before the runner must stop advancing.

Balls hit to the infield will remain live until the ball is fielded and a throw is made in an **attempt** to record an out or the ball is in control of an infielder and no play is made. Runners holding on a base may come off the base 1 time during the play. If they go back they must stay. (Ex. Runner on second base, ball hit to shortstop, shortstop fields and then runner on second leaves after the throw.)

Overrunning a base negates a dead ball for that runner only and that runner may be put out.

Runners can not advance on an overthrow.

Four players are allowed in the outfield. All outfielders must start each at bat at the edge of the grass. As soon as the ball is hit, the outfielder can move forward to field the ball.

The player playing the pitcher position must start each at bat within 3 feet of the pitching rubber

If the coach that is pitching is struck by a batted ball, it will be considered a dead ball. The player will resume his/her at bat, and that pitch will be counted as a non-pitch. (ex. Coach was struck on 5<sup>th</sup> pitch, player has 2 more pitches left instead of 1)

Only the current batter and the player next in the line-up are allowed to practice swinging during the game. Both players must be on the playing field and the on-deck batter must be standing in the on-deck circle. No other player is allowed to swing a bat during the game, including players outside of the playing field.

While batting, two (2) coaches plus one (1) pitching coach are allowed on the field. One (1) coach on the first base line and one (1) on the third base line. While on defense, two (2) coaches are allowed in the field. Both coaches may roam as needed.

Coaches are encouraged, but not required, to use a courtesy runner for a player that will be used as a catcher in the next inning. The courtesy runner will be the player that made the last out in the previous inning. This is intended to speed up the down time between innings and keep the game moving as quickly as possible.

Two coaches will be allowed on the bench during the game. Additional "helpers/coaches" will be allowed to help prepare catchers and warm-up players between innings as needed.

Any person under the age of 18 that is coaching a base is required to wear a helmet.

### **Conduct:**

No deliberate contact will be allowed. Any deliberate contact will result in an out along with suspension of the player for the remainder of the game and the player's spot in the batting order will be considered an out for the remainder of that game. Umpire will have the final call on this along with reporting the infraction to the Baseball Director.. Accidental contact will happen, so be flexible.

As mentioned in the SBAA code of conduct, no foul language by player, spectators, or coaches will be allowed. The umpire will warn as needed. Second offense will result in an out. Third offense will result in suspension of player for the remainder of the game. Spectators or coaches will be required to leave the area with a report made to the Baseball Director.

### **Ties:**

If the game is tied at the end of the regulation time limit (no new inning to start after 8:15) or six (6) complete innings the game will be considered a tie and reported as such. If time is available and both the umpire and head coaches agree, one (1) more additional inning can be played in an attempt to determine a winner. After that one (1) inning and the score remains tied the game will be considered a tie. Coaches and the Umpire should consider the speed that the game has been played and the light conditions at the time a decision is made (i.e. dusk, the last couple innings taking 20 minutes etc).

All rules regarding innings pitched, substitution, etc. apply throughout the completion of the game

No new rules apply because the game is extra innings.

If a game is called because of weather/darkness AND either team has a chance to win AND the game is unable to be completed before the start of the tournament, the game will be considered a tie regardless of score.

### **Rainouts and Darkness:**

**SBAA weather policy regarding severe weather and lighting applies to all games.**

The coaches will call games that are in progress.

Regular season games will be considered complete after four (4) complete innings (3-1/2 innings if the home team is leading).

Incomplete games called because of weather or darkness will be rescheduled by the coaches based on field availability or at the prescheduled make up dates.

Games that are suspended will continue where they left off exactly at the same point (i.e. runners on base, batting order, number of out's etc).

Coaches may cancel games because of weather before the 6:30 start time by speaking with each other and then notifying the team players and umpires as needed. If in doubt players should report to the field.

**Tournaments:**

(Rules below modify and take precedent over regular season rules above)

SBAA In-house Tournament - teams will be ranked based on the following criteria (listed in order):

1. Win/Loss record
2. Head to head results
3. Runs Against

Time limit on games is 90 minutes (i.e. no new innings will start after 90 minutes).

If a game is called by the umpire because of weather/darkness the game will be considered complete after four (4) complete innings if the score has eliminated the trailing team. This also includes the 5<sup>th</sup> (fifth) inning.

If a game is called because of weather/darkness AND either team has a chance to win, the game will be suspended and continue at the earliest possible time determined by tournament director (see above).

Ties:

Day games will be played until a winner is determined.

If a game is played at night and no lights are available, an extra inning can begin before 8:30 in an attempt to determine a winner. Coaches and the Umpire should consider the speed that the game has been played and the light conditions at the time a decision is made (i.e. dusk; last couple innings taking 20 minutes etc). If it is determined that there is not enough good light remaining, the game will be continued as soon as can be scheduled by the tournament director.

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