

TBA 8U Baseball League Official Rulebook

Section 1: General Rules

1. **Age Division**
 - Players must be 8 years old or younger as of the league's official cutoff date.
 2. **Game Length**
 - Games consist of **6 innings** or **1 hour 30 minutes**, whichever comes first.
 - No new inning may begin after the time limit has expired.
 3. **Field Dimensions**
 - Base paths: **60 feet**
 - Pitching distance: **40 feet** (coach pitch or kid pitch)
 4. **Ball Specifications**
 - Official 8U baseball (8.5–9 inches circumference).
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Section 2: Batting Rules

1. **Batting Order**
 - All rostered players must be in the batting order.
2. **Pitching**
 - Pitchers are to pitch no more than 2 innings in 1 game and a maximum of 4 innings per day if 2 games are played and then must rest for 2 days (2 night's sleep). For example, if a player pitches on Monday, he/she is eligible to pitch on Wednesday. Delivery of a single pitch constitutes having pitched in an inning.
 - A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game unless removed to administer treatment for a "blood" related injury. In this case, the pitcher may return but must return no later than the next inning and may only pitch to complete the number of outs remaining at the time the pitcher was removed. Coaches should use discretion regarding innings pitched if a player throws an excessive number of pitches in an inning or complains of a sore arm. A pitch count is recommended, but not required. Do not overuse your pitchers.
 - No walks or hit-by-pitch awards.
 - Dropped 3rd strike rule does NOT apply, the batter is out.
 - Pitchers starting an inning receive no more than 5 warm-up pitches. Pitchers brought on in relief in the middle of an inning may receive up to 10 warm-up pitches. Intentional walks are NOT allowed. A pitcher must make an effort to throw 4 hittable pitches towards the plate to a catcher who is in a normal catching position. If there is no result "Hit or Strikeout" the batting teams coach will finish the at bat throwing from a kneeling position or other means to replicate the angle of youth pitcher.
 - No walks will be issued. The at bat will only end on a batted ball or strikeout.

- Other than prescription eyewear, pitchers may not wear sunglasses and any long sleeve shirt worn under a pitcher's uniform must not be white.
 - Managers/coaches are allowed 2 trips to the mound per pitcher. Managers/coaches making a 2 nd trip to the mound for the same pitcher must replace the pitcher. Trips to the mound should take no more than 1 minute.
 - A pitcher will receive a warning for the first two batters they hit when pitching. If a third batter is hit by the same pitcher, they will automatically be removed from the pitching position and allowed to play any other position allowed under the lineup rules stated above.
3. **Bunting**
- Bunting is **not permitted**.
4. **On-Deck Batter**
- Must remain in designated safe area until their turn.
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Section 3: Base Running

- **Stealing & Leading Off**
 - No stealing bases or leading off.
 - Runner may leave base only after the ball is hit.
 - **Overthrows**
 - One base allowed on an overthrow (optional league rule).
 - **Slide Rule**
 - Players must slide or avoid contact at home plate.
 - **Pinch Runner**
 - A pinch runner must be used for the next half-inning's catcher if that catcher is on base with 2 outs or the 5 run limit is being approached. A pinch runner may also be used in the event of an injury to a base runner.
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Section 4: Defensive Rules

1. **Players on Field**
- Maximum of **10 players** (4 outfielders).
 - Outfielders must start on the grass.
 - Players must be rotated evenly between infield, outfield and the bench and can't play the same position for more than 2 innings per game, except for a catcher who may play 3 consecutive innings at the same position.
 - If enough players are in attendance, no player shall sit out defensively twice in any game before every other player sits out at least once, and a good faith effort must be made to ensure that no player sits out disproportionately to any other player throughout the season, regardless of skill level.

2. **Infield Fly Rule**
 - Does **not apply** at 8U level.
 3. **Pitcher Safety**
 - Pitcher must remain near the mound until the ball is hit.
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Section 5: Scoring

1. **Runs per Inning**
 - Limit of **5 runs per inning**.
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Section 6: Equipment

1. **Helmets**
 - Required for all batters and base runners.
 2. **Catcher Gear**
 - Catchers must wear full protective gear.
 3. **Bats**
 - Must meet league standards (USA Baseball certified).
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Additional Notes

- Coaches are responsible for maintaining a safe and positive environment.
- Coaches may stand in the outfield to assist with positioning and to provide real time feedback for their players.
- The Batting teams coach that is designated as the “coach pitcher” may kneel behind the mound and must make every attempt to avoid interference with a live ball. If the “coach pitcher” comes into contact with a live ball, the play is dead and the at bat will resume from the previous count prior to that ball being put in play.