

# SOUTHWEST BASEBALL LEAGUE 8U DIVISION RULES

## **PARTICIPATION RULES**

***Note: every effort should be made to allow all players the opportunity to play at every position.***

All players shall play at least half of the game. For example, all players shall play at least 2 innings of a four or more inning game and 1 1/2 innings for a three inning game. All players will play in the infield for a portion of the game. This rule shall apply throughout the season, but shall not apply to city tournament, non-league and/or tournament game unless deemed by the rules of the governing organization. Note: Failure to comply with the above rules may result in suspension of coaching and forfeiture of games in question.

## **ROSTER**

Each Team will be comprised of at least 10 players, but should not exceed 14 players.

Note: See AABC Handbook for age classification.

## **HOUSEKEEPING**

### ***Field of Play***

The field is dimensioned with 60 feet between the bases.

A ten-foot pitcher's circle shall be marked on the infield, 46 feet from home plate. A coach has to pitch from inside the circle and overhand to the batter.

Once the ball is within the infield and possessed by the defense, runners must stop at the base they are running towards. The defensive team can tag the runner out during the play.

### ***Umpires***

There will be no designated umpires for the 8U division. Coaches will umpire the games in a professional manner.

### ***Score Keeping***

Score is to be kept, and it is recommended that both teams have a designated score keeper at all games. The home team will have the official scorebook.

A team that cannot field 8 players within 10 minutes after the scheduled game time shall forfeit the game. If at any time during the game a team cannot field at least 8 players, the team shall forfeit the game. A team that does not show up for a game shall forfeit the game.

## ***Equipment***

Prior to the start of the season, each team will be given one dozen (12) practice balls, one dozen (12) game balls, first aid kit, and catcher gear. Catcher gear, helmets and first aid kits shall be returned at the end of the season.

The home team of each game is responsible for providing the game balls.

## ***Uniforms***

A player should be in full uniform.

Players may not wear jewelry items at any time during games or practices.

## **OFFENSIVE RULES**

### ***General***

All team members shall bat in the order submitted to the official score keeper. All team members present for games shall be placed on the lineup card. Players that arrive late will be placed at the end of the batting list. At the coach's discretion, any player may be omitted from the batting order in the case of discipline, injury or illness before game time. If a player is not able to bat in the order turned in, the opposing team will be awarded an out during that at-bat, but not for any future at bats where he/she would have appeared in the lineup. Note: A player may come back into the lineup while maintaining the same spot in the batting order. If any player present is not participating in the game, the opposing coach must be notified. Free defensive substitution is allowed only at the middle or end of an inning unless an injury, illness or another circumstance warrants a change (such as an emergency restroom break).

### ***Batting Order***

Coaches are to use the line-up consisting of all players present.

The batting order must stay consistent throughout the game. Any player who leaves and then returns to the batting line-up must occupy the same place in the order. If a team does not have 9 players in the line-up, an out will be called for the ninth missing batter, or for any empty spot (when less than 9 players) if batting all.

## **GENERAL RULES OF PLAY**

### ***Terms of Play***

Each half inning shall consist of 3 outs.

A maximum of 6 runs is allowed per half inning of play. The ball is dead once the sixth player crosses home plate. Games can end in a tie.

If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off.

### ***Time Limits/Length of Play***

Games shall be 6 innings unless 1 hour and 15 minutes have been played. If possible, the home team should be allowed to bat the final inning before the game ends. Prior to starting the game, the umpire will inform the team if the game shall end immediately at 1 hour and 15 minutes, regardless of which team is batting. Coaches should be respectful of the umpire's time and if there are games scheduled on the field after the game. If the umpire rules the game is over, the score becomes final at 1 hour and 15 minutes, regardless of who is at bat.

No new inning shall not start with 5 minutes or less on the clock.

### ***Team Dugout Designation***

Third base dugout is reserved for the home team and the first base dugout is reserved for the visiting team. During tournament play, dugouts are on a first come first serve basis.

### ***Defensive Play and Dugout Rules***

Coaches may be on the first base coach's box and third base coach's box while their team is batting. Two coaches may be outside of the dugout while their team is on defense. All other coaches must remain in the dugout.

### ***Run Count***

There is no mercy rule. If the game is tied after 6 innings then the game will continue until the tie is broken or time is up.

### ***Overthrows***

Play is dead if the ball that is overthrown leaves the playing field, enters a dugout, or another player not currently involved in the play interferes with play. Each runner shall advance one base beyond the base earned prior to stopping the play. It is at the coaches (representing the game umpire) discretion to the base earned prior to the stoppage of the play.

Excessive running on over throws is not allowed. Runners should advance freely on hits to the outfield, however runners shall not advance more than one base on fielding errors if the ball stays in the infield. A second overthrow does not constitute extra bases. This rule encourages defense to throw the ball and offense to advance on hits.

### ***Speed of Play***

Coaches should make every effort to speed up play in all leagues whenever possible. This means the teams should be taking the field quickly. Coaches (umpires) will also carry extra balls to ensure faster speed of play on a passed ball or if a wild pitch is thrown with no runners on first and second.

### ***Base Advancement***

There will be no leading off or base stealing. Players may advance only on a hit ball. Runners cannot advance until the ball is hit. Batters may not advance to first base on a dropped third strike.

Base runners may not advance on a passed ball or a dropped strike. Play is dead while the catcher returns the ball to the pitcher.

### ***Coach Pitch***

A coach of the batting team will pitch with no more than five pitches per batter. A batter may extend his at-bat indefinitely by hitting foul balls on the fifth pitch (not caught in the air by the defense).

A batter may be called out on strikes according to the rules of baseball when batter records the necessary number of foul balls and/or swings without making contact.

Pitches taken without swinging are not called a strike. If a batter takes a pitch without swinging on the fifth pitch, the batter is out.

In the event a batted ball strikes the coach while pitching or instructing defense in the infield, the batter shall be awarded first base and runners on base will move up one base accordingly. A ball that strikes a defensive positioned coach shall result in two bases. Coaches that are pitching should use caution to avoid obstructing a player's ability to make a defensive play.

### ***On-Deck Batter***

The on-deck batter may be on the field to prepare, but must be within the designated on-deck circle. No other offensive players (other than the batter and base runners) shall be on the field at any time while their team is hitting.

### ***Pregame Infield***

Pregame infield may be taken as long as both teams have 10 minutes and infield is completed five minutes before game time. Home team takes infield first. The batting cage must also be shared, visiting team takes the cage first.

### ***Post Season Play***

A league tournament will be played at the end of the regular *spring* scheduled league season. The tournament will consist of all teams that played during the regular season.

***Rule Precedence:*** Any rule not covered in the above content will then revert to the AABC Handbook of Rules and or/Major League Baseball. Consult post season rules beyond the city tournament for more information on AABC rules.

