

## 8u In-House Rule Highlights

The following rules and regulations will govern play for all CICB 8U regular season games and end of the year inhouse tournament with addendum rules added for the tournament. The list of rules and regulations are **NOT** intended to cover all of the rules but rather highlight areas that are referenced most often.

### Pitching Machine Implementation

While the pitching machine is being used for developmental purposes, please abide by these batting rules:

1. Player is out after 7 pitches (3 missed swings and player is out, no called strikes)
2. No player can advance on a walk
3. There is no stealing or advancement of bases on overthrows or pass balls in 8U baseball
1. Below are the settings for the 8U pitching machine, please make sure everyone is using the same settings.
4. 42 ft distance  
Power lever 2  
Release block 3 (actually 4<sup>th</sup> down)  
Micro adjust 4

### Game Length

1. Game consists of six innings or 90 minutes of play, starting at 6:00 pm or umpires official start time. Once an inning is started the inning must be completed, both teams get a chance to hit if home team is losing.
2. If an inning ends before the 90-minute time limit every effort will be made to start a new inning. Please do not "slow play" this process.
3. Ties will stand after darkness. Try to make every effort to complete the game but do not risk injury due to darkness. To ensure the playing of the full six innings, hustle between half innings and retrieve foul balls in a timely manner. It is ultimately the judgment of the Coaches to determine if the game should be completed or allowed to continue.
4. The 10-Run rule will take effect after 3 ½ innings if the home team is ahead, or four innings if the visiting team is ahead.
  - a. Exhibition innings may be played following the 10-Run rule takes effect, ONLY if both teams mutually agree to continue.
  - b. The final score reported to CICB should be when regulation stopped. Exhibition innings do not count towards final score.
5. If weather or darkness interferes with play so the game is called by the Umpire, it is a regulation game if four innings have been completed or
  - a. After 3 ½ innings if the home team is ahead, or four innings if the away team is ahead.
  - a. If a game is called when the teams have not had an equal number of completed turns at bat, the score will revert to the score at the end of the last completed inning unless the home team score a run(s) and equals or exceeds the away teams score. In that case the final score will be recorded as the score when the game is called.

Example: Home team is winning 5 -4 with two outs in the bottom of the fifth inning. If the game is called the final score is 5-4 the score does not revert back.
  - b. If weather or darkness interferes with the play so the game is called by the umpire but does not reach a regulation game, then the game is considered incomplete and will be completed at later date if possible.

## Game Play

1. Three outs or 5 runs scored ends an inning.
2. No walks
3. 4 outfielders will be used for all games
4. Seven pitches thrown maximum, 3 missed swings and the batter is out, no called strikes.
5. No stealing
6. Runners cannot advance on overthrows, including overthrows to second base
7. The runners may not advance once the ball has touched the infield surface, or a player standing on the infield. If a runner has rounded a base  $\frac{1}{2}$  way the runner is free to advance. The ball is **NOT** dead, runners still may be tagged out trying to advance. Focus on the fundamentals of the game.
8. Everyone must bat, and everyone must play the field. No player should sit again until everyone has sat once. It is strongly encouraged that all players get to play all positions. All players need to play both infield and outfield positions as equally as possible. No player should play in the same position more than twice a game.

### Example Rotation of Players:

3rd base to Left Field to Left Center to Short Stop to Center Field to 2nd Base to Right Center to Pitcher to Right Field to First Base to Catcher to Substitute

## Miscellaneous

1. The batting order for each game is determined by who was the last out of the previous game. The same batting order is to be used all season.
2. The home team is responsible for putting the bases on and off the field and making sure that the field is marked and cleaned up after the game. (This includes dragging the infield.)
3. Both teams need to email the game score to [cicompbaseball@gmail.com](mailto:cicompbaseball@gmail.com)
4. Have your line up and positions ready before the start of the game, so players know where they are batting and playing and can move quickly on and off the field to avoid any delays or other timing issues.
5. Read the Rules and Code of Conduct and pass on to your players and parents before the game season begins.

## 8u In-House Tournament Rules

### Tournament Rules Addendum

1. Players playing the "Pitcher Position" must be within two steps of the pitching machine.
2. Player may only play **THREE** Innings at the same position.
3. You can create a new batting order at the start of the tournament/game, and you can start at the top of the batting order at the beginning of each game, but once the batting order is set, you can't change it during a game.
4. CICB will supply tournament pitching machines, so all of the machines have new springs. Coaches only need to bring your machines to turn in.
5. Higher Seed is home team except Championship game then undefeated tournament team is home team, if a second championship game is needed then the higher seed in the regular season is home team for the second game.
6. Teams must have at least eight players with catcher position being one of the eight.
7. All bats must be an approved bat for CICB play.

### Game Length

1. Game consists of six innings or 90 minutes of play. Once an inning is started the inning must be completed, both teams get a chance to hit if home team is losing. Inning #6 will have no scoring limit for both Home and Away team. Defensive team must register three outs to end the inning
2. **An inning will not start 85 minutes after first pitch.**
3. Ties will stand after darkness. Try to make every effort to complete the game but do not risk injury due to darkness. To ensure the playing of the full six innings, hustle between half innings and retrieve foul balls in a timely manner.
4. The 10-Run rule will take effect after 3 ½ innings if the home team is ahead, or four innings if the visiting team is ahead.
5. If weather or darkness interferes with play so the game is called by the Umpire, it is a regulation game if four innings have been completed.
  - a. After 3 ½ innings if the home team is ahead, or four innings if the away team is ahead.
  - b. If a game is called when the teams have not had an equal number of completed turns at bat, the score will revert to the score at the end of the last completed inning unless the home team score a run(s) and equals or exceeds the away teams score. In that case the final score will be recorded as the score when the game is called.

Example: Home team is winning 5-4 with two outs in the bottom of the fifth inning. If the game is called the final score is 5-4 the score does not revert back.
  - c. If weather interferes during the play of the game during the tournament, and is called by the ump or the board, the game is considered complete and will revert back to the last completed inning for score.

## Game Play

1. Three outs or 5 runs scored ends an inning
  - Inning #6 will have no scoring limit for both Home and Away team. Defensive team must register three outs to end the inning
2. If 10 players, 4 outfielders will be used for all games, games can be played with 8 players, with one of the players being a catcher
3. Seven pitches thrown maximum, then batter is out (3 missed swings and player is out, no called strikes)
4. No walks
5. No stealing
6. **Coaches are not allowed on the field during tournament games, except for the pitching machine**
7. **Runners cannot advance on overthrows, including overthrows to second base**
8. The runners may not advance once the ball has touched the infield surface, or a player standing on the infield. If a runner has rounded a base the runner is free to advance. The ball is NOT dead, runners still may be tagged out trying to advance. Focus on the fundamentals of the game.
9. Everyone must bat, and everyone must play the field. No player should sit again until everyone has sat once. It is strongly encouraged that all players get to play all positions.

## Weather Policy

In the event of inclement weather CICB may modify game length rules to finish the tournament. The end of the year tournament must finish by 8:00 pm Sunday; there will be **NO** makeup games.

## Equipment Turn In

All equipment must be turned in after your team is finished with the tournament. There will be a sign out form located at the CICB Tent. A Board Member or Volunteer will go through your bag with you and check out.