

8U Division Rules – 2023 Interleague Play

1. 60' bases and 46' pitcher's mound will be used in this division.
2. Teams must have a minimum of 8 players to start a game, if not this counts as a forfeit for team without enough players. The coaches/umpire may agree to start game 15 minutes late (time/field opening permitting)
3. Teams will use **10 players when on defense** (1 pitcher, 1 catcher, 4 infielders, and 4 outfielders) with free substitution at the beginning of every half inning. No player will sit out more than 2 (two) innings per game. Each team must field a catcher regardless of the amount of players in the game.
4. **No outfield coaches will be permitted.** 1st base coach, 3rd base coach and pitching machine operator permitted on field.
5. Teams must bat their entire roster – every player that comes to the game is placed on the roster and bats in turn whether on the field or not.
6. All games will start per the agreed upon league schedule.
7. Coaches will exchange lineups with player's names and numbers prior to game time.
8. At least **Three (3)** completed innings must be played to complete a game in case of rain or darkness (3 1/2 innings if the home team is ahead at the time).
9. There shall be a **maximum of 7 runs scored per inning** or 3 outs required to end an inning (except called last inning).
10. **Mercy Rule** in effect when a team is leading by **fifteen runs after three innings or ten runs after four completed innings**, and said team is declared the winner and the game ends. (Mercy rule does not apply in called last inning).
11. Umpire to establish official start time of each game with coaches and scorekeepers from both teams.
12. Game timers shall be set for 75 minutes.
13. **When timer goes off at 75 minutes:**
 - a. If game is in **top half** (away team at bat) of inning, last inning will be called and current inning becomes the last inning and will be played with an unlimited run situation (3 outs required to end at bat – 7 run limit not in effect).
 - b. If game is in **bottom half** (home team at bat) of inning, the current inning is completed. **Mercy Rule may apply at this time if needed.** If mercy rules does not apply, a last inning will then be played with an unlimited run situation (3 outs required to end at bat).
14. If game reaches 6th inning prior to 75 minutes, 6th inning becomes last inning.
15. If home team is ahead at bottom half of called last inning, game is over (home team does not bat) and home team is declared the winner.
16. If game is tied after top half of called last inning and home team scores go ahead run during their at bat, game is over and home team is declared winner.
17. If score is tied following conclusion of home team at bat (3 outs made) in the called last inning, the game is declared a tie. Game is over.
18. The official start of each inning shall be defined as the precise moment when the third out of the home half is made. If any time remains on the timer when the third out is made and prior to 75 minutes, the game will continue.
19. Batted ball that hits home plate and remains in fair territory is a fair ball.
20. **USSSA and USA bats will be permitted (up to 2 ¾ in diameter, must not exceed -13 rating).**
21. Steel or metal cleated shoes are not permitted.
22. All jewelry shall be removed before playing a game (watches, necklaces, earrings, etc.).
23. Helmets must be worn at all times by batters, base runners, and batters in the on-deck circle (chin straps are recommended). One team warning will be given for helmet violations before outs will be called.
24. The pitcher/player must wear a helmet with a facemask and remain within the ten (10) diameter circle until the ball is put into play.
25. There shall be free substitution at the start of any inning, unless an injury occurs.

26. The pitcher/coach shall pitch to his/her own batters. **The pitching machine must be set up over the pitching rubber at the 46' mark.** The pitcher/coach must have at least one (1) foot in the designated ten (10) foot diameter circle.
27. The pitching machine will be set at approximately **40 mph.**
28. Pitching machine may be adjusted at the start of the top, and the start of the bottom of each inning (at bat).
29. The pitcher/coach must attempt to avoid interfering with play while the ball is live. Pitcher/coach shall not touch the ball until play is completed and the ball is dead.
30. If the machine is hit during a play by a batted ball or infielder, it may be adjusted accordingly following the completed play. **If a batted ball hits the pitching machine or the pitcher/coach, the play is dead and the batter is awarded first base only.** Any and all runners on base will be awarded one base only.
31. In case of machine failure or inclement weather affecting machine performance, a coach shall pitch overhand to his own batters from the 46' pitching rubber.
32. **Play will be stopped when any player (not the coach) has control of the ball inside the circle.** Base runners will return to the last base touched, if they have not reached the designated hash mark **twenty feet** from the next base. Runners reaching the designated 10 foot hash-mark prior to the umpire calling the play dead will be awarded the next base.
33. A base runner may advance one base on a ball thrown out of the playing field.
34. **The batter is not permitted to bunt the ball.** A player will be warned and a foul ball will be called. If it is the third strike, then the batter will be called out.
35. There will be a maximum of seven (**7**) **pitches thrown to a batter**, this includes foul balls. On the seventh (7th) pitch the following conditions will apply:
 - a. The batter will be called out for not swinging or swinging and missing.
 - b. The ball will be hit into play.
 - c. One (1) "extra pitch" will be given for a foul ball. When in an "extra pitch" situation the same conditions apply as stated for the seventh (7th) pitch.
36. There shall be **no base stealing**. Infield fly rule is not in effect.
37. A base runner should slide at any base where there is a play being made (except first base – runner may slide). The intent of this rule is to avoid injury. The umpire may call the runner out if the runner does not slide and the umpire judges the play at the base close enough to warrant a slide.
38. A base runner will be called out if he intentionally runs into a fielder attempting to put a tag on him. If the umpire views the act as malicious, the runner will be ejected from the game. No appeal is permitted.
39. If a base runner fails to touch a base or fails to tag up on a fly ball and the umpire sees the infraction, the umpire shall call that base runner out as soon as the play is completed. There is no appeal play. If the base running infraction is the third out, all runs scored by the following base runner(s) shall not count.
40. When on defense, coaches must remain in their dugouts, unless to have a defensive conference or to address an umpire, in which "TIME" must be called to do so.
41. Catchers must wear a catcher's helmet and all remaining catcher gear. A protective cup is recommended.
42. Team shirts and long pants must be worn.
43. Coaches are not allowed to modify established rules.
44. A courtesy runner will be allowed for the catcher when he is on base with two outs. The courtesy runner used must have been the last offensive out.
45. Calls by the umpire are FINAL. There will be NO protests allowed. This is a recreational league.
46. Unsportsmanlike conduct by players or coaches will not be tolerated. Taunting of umpires, players or coaches will not be tolerated. Coaches are responsible for their spectators. If a spectator is asked to leave the premises and does not comply, the effected team will be forced to forfeit the game (one warning will be given).
47. With respect to facilities, schedules and weather, if you are unable to play or complete a scheduled game, it is the responsibility of BOTH head coaches to find a mutually agreed upon makeup date and time.
48. When you are the hosting facility, field preparation, required equipment, and umpire scheduling are your responsibilities.
49. Home team is responsible for raking field and making sure dugouts are clean. Umpires responsible for bases.

