

## 8U Division

All General League Rules shall be in effect, with the following additions:

1. Games will be played with a 10" ball
2. The distance between the bases shall be 60 feet. The pitching distance shall be 30 feet. These rules may be waived to conform to the conditions of the playing field. However, under no circumstances will these distances be shortened by more than five (5) feet.
3. Game times will be **1 hour and 15 minutes**. No new inning will be started after time expires, but the inning will be finished, unless daylight does not allow or the home team is losing by more than 5 runs.
4. Runners may lead off the base (no more than 15 feet) after the pitcher releases the ball – but **NO STEALING ALLOWED**. The pitched ball is dead when it crosses the plate, unless successfully swung at and hit into play by the batter. This rule means that there is no possibility of the catcher attempting to throw behind any runner on base.
5. There will be no walks. After the batter receives 4 balls from the opposing pitcher, the offensive team's coach will pitch the **remainder** of the strikes. If the batter had two strikes from the opposing pitcher, then she will only get one more pitch from the coach. If there were no strikes from the opposing pitcher, then the batter will still get three pitches. A foul ball with two strikes will not be an out. Another pitch shall be thrown until the batter swings and misses or puts the ball in play.
6. The coach pitcher must remain in the pitching circle at the time of the pitch until the play is dead. One foot must touch the pitching rubber. The player pitcher must also be in the pitching circle at the time of the pitch, to the side or behind the coach pitcher, and only one foot needs to remain in the circle. If a batted ball hits the coach pitcher, the ball is dead, and the batter continues her turn at bat. No strike shall be called for the pitch. During the play the coach is not allowed to coach their players while coach pitching and must stay in the circle.
7. Illegal pitch will not be called. However, the pitcher must make every attempt to pitch legally. If in the umpire's opinion the pitcher is gaining a gross advantage from an illegal pitch, then the coach must correct or remove the pitcher.
8. There will be no bunting or slapping allowed from a coach pitch. Bunting is allowed on a pitch from the opposing team's pitcher.
9. The dropped third strike rule will not be in effect.
10. The infield fly rule will not be in effect.

11. There shall be a (5) run per inning rule. As soon as the 5th run is scored, that half inning will end, and the defensive team will take their turn at bat.

a. Example: If the team at bat has scored 4 runs with the bases still loaded, and the batter hits a ball over the outfielders' heads, the inning will end as soon as the runner from third scores the fifth run. No other runners touching home plate will count towards the score.

12. The maximum number of players on defense shall be ten (10), with a minimum of eight (8).

a. Outfield defensive positions are defined as 3 outfielders which must play at minimum 10 feet – to the outfield side- from the natural baseline at the time of the hit ball.

b. Fields are to be chalked at the 10' line. Or use the grass line on smaller fields.

c. Outfielders may not line up as infielders – 6 infielders – 4 outfielders for a 10 player team.

13. Pitchers may pitch no more than two (2) innings per game. One (1) pitch in an inning constitutes a full inning pitched. A third inning may be pitched if the game goes over 4 innings.

14. If hit by a pitch by a player pitcher on the fly – batter may have the option to take first base.

a. If hit by coach pitch, batter will receive another pitch (does not count)

b. A ball that hits the ground then hits the batter will not be considered hit by pitch – the pitch will be considered a ball.

15. Runners must be back on base at time of pitch or out is recorded, hesitation rule in effect.

\*\*\*16. Runners can **only advance one base on a batted ball being fielded in the infield** that has not crossed the 10' outfield line. Any ball hit to an infielder who has possession and then overthrows the ball to any **will not** attest to an extra base for the runner as only one base is allowed to a ball hit in the infield.

\*\*\*17. Runners and batter/runner **may advance** extra bases while a **hit ball** remains in the **outfield (outside the 10' line)** and must stop at the next base once the ball is in control in the infield (inside the 10' line). Control will be a ball caught in the glove or **hand or an attempted catch and within reach of the player which is under the umpires discretion \*a non arguable rule.**

\*\*\*18. When the ball returns into the possession of a player inside the 10' outfield line the runners cannot continue to run. If two runners are between the same bases at the time of the

possession, the lead runner will be awarded the extra base; the trail runner will be placed on the base last touched.

19. Speed up rule is in effect. Baserunner for catcher only with 2 outs. Baserunner must be last recorded out.