

# 2019 8U PLAYING RULES

1. Games will be **6** innings, unless it is a tie game or called by the Umpire in Chief. Games will be played to conclusion or deemed unsafe due to darkness based on the judgment of the umpire or tournament director.
2. Each team will play with 10 defensive players on the field.
3. Home team is decided by coin-flip for all games.
4. A team must forfeit a game if at least eight players are not present for the start of the game. If a team should drop below the eight-player minimum during the game, the forfeiture rule shall apply.
5. **Each batter will receive 6 pitches.** A batter can strike out. A batter can only record a strike by a swing resulting in a foul or miss. If the 6<sup>th</sup> pitch is fouled off or an errant pitch (umpire judgment), the batter is still alive for another pitch. Foul balls keep the batter alive.
6. The fielder in the **pitcher position** must have at least one foot on the dirt of the mound when the ball is released.
7. There is no stealing or leading off. Runners may not leave the base until the ball crosses the plate or is struck. One warning per team. Second offense, runner is out.
8. **The Infield Fly Rule is in not effect.**
9. The batting team will provide an operator for the pitching machine. He/she may not coach or instruct from the playing field while the ball is in play. The machine operator may direct/advise the batter prior to release.
10. Runners may advance no more than one base on an initial infield **overthrow**.
11. **Play stops when the ball is in possession of any player within the arc or the infield (extending into foul territory).** Any runner off base and ½ way to next base at time of possession can advance or recede to the nearest base. An infielder at any time may attempt to get a runner out. Upon the runner safely reaching base or being tagged out, play is over. No other runners can advance beyond the base they were heading to or occupying at the time the ball was first possessed in the infield. A player may not leave a base once possession is established in the infield. [----SEE CLARIFICATIONS AND EXAMPLES BELOW----](#)
12. A Continuous-Batting Rule will be used. All Players on the bench will be in the batting line-up. **There will be unlimited defensive substitution.** All players present must play at least 2 full innings in the field. If a player is injured and cannot continue to play the player's position in the continuous batting order will be crossed out. A player cannot re-enter the game if batting position is passed.
13. There will be a **six-run limit per inning** with exception of the 6<sup>th</sup> inning or any extra inning. This will not be in effect for any presumed "last inning" prior to the 6<sup>th</sup> inning.
14. **10 Run Rule** will be in effect so long as the team with fewer runs has had at least 4 at bats. This rule will also apply in all Playoff & Championship Games.
15. A team down by more than 10 runs prior to the 4<sup>th</sup> inning can score unlimited as needed to get within 10 runs to prevent the mathematical end of the game prior to their 4<sup>th</sup> at bat.
16. Outfielders can make outs at any base other than first. Outfielders cannot make put outs. Example – An outfielder can field a ground ball and get the force out at second only on a throw. The outfielder cannot cover second base or run in on infield and step on base. The ball must be thrown by the outfielder
17. **No bunting.** A fair ball judged to be bunted by the umpire shall result in the batter being called out. Runners may not advance.
18. If the batted ball **strikes the machine or the machine operator**, it is an automatic re-do and the pitch count returns to zero.
19. All machine adjustments will be at the discretion of the Umpire or Tournament Director.
20. There is **no on-deck circle** and there is no swinging of bats or playing catch outside of a fenced-in field by players or spectators.
21. All players and coaches must remain in the dugout, behind the fencing. Players are not permitted to leave the dugout during a game.

## **Stoppage in Play Clarification and Examples**

A runner cannot leave a base once possession is established within the infield. If a runner is ½ way to the next base, he can proceed to next base or back at his own risk, but cannot advance beyond the highest base of the two, regardless of defensive action (ex: ball over-thrown to outfield). If the runner is not at least ½ way to the next base when possession has been established by infielder, they can only be safe at the previous base, but are at risk.

**Example –** Runner on second and ball is hit into RF. Right fielder picks up ball and throws it to an infielder and the runner on second has passed third base, but has not reached the ½ way point to home. The play will continue and the runner can be thrown out at home. If the runner is safe on the play, they will have to return to third base. If the runner is tagged out at home, the out counts.

**Exception:** Infield fielded over-throw. When a batted ball is fielded by an infielder and a play is made to get a runner or the batter out, all runners may advance 1 more base at their own peril. They cannot advance beyond that next base.

**Example 1:** No runners on, batter hits ground ball to shortstop, bad throw gets by 1<sup>st</sup> baseman. Runner can advance to 2<sup>nd</sup> at his own risk (assumes ball remains in play). Runner can be safe or out at second, or can recede to 1<sup>st</sup> based on the throw. Under no circumstances can he end up at third.

**Example 2:** Runner on first, same situation, overthrow to first, the runner on first can run to third on an overthrow, but not beyond, regardless of action taken on defense.

**Example 3:** Runner on 2<sup>nd</sup>, ball hit to 1<sup>st</sup> base. First baseman fields ground ball and steps on first. At this time, the batter is out and the runner on second cannot advance beyond 3<sup>rd</sup> base, regardless of the throw.

**Example 4:** Runner on 2<sup>nd</sup>, ball hit to 1<sup>st</sup> base (same situation), first baseman fields ground ball and DOES NOT step on first, but throws to 3<sup>rd</sup> in an attempt to get the runner. The runner may proceed home at his/her own peril on an overthrow and the batter/runner may not advance beyond 2<sup>nd</sup> base.

**Example 5:** Runner on first, ball hit to center field. Runner rounds second as ball thrown in, and fielded by pitcher. The pitcher attempts to get the runner out at 3<sup>rd</sup>. The throw goes over the 3<sup>rd</sup> baseman's head. The runner must remain on third base as possession was established and the batted ball was not fielded in the infield.

**Example 6:** Runner on first. A hard ground ball is hit to right field. The right fielder throws to second base in an attempt to get the force out. The ball goes over the shortstop's head and into left field. This is not considered an overthrow and play is live as possession has not been established in the infield.

**Example 7:** Ground ball to third. Third baseman picks up ball and throws to first. Once the first baseman catches the ball, control on the infield has been established. If the third baseman does not throw the ball, control is established once the runner is safe at first.

**Recap: You cannot advance beyond the base you are headed to once possession is established in the infield other than one base if the defense is attempting to make the first out on a batted ball fielded in the infield.**

**Control on an infield hit is not established until a baseball play has been made, or the runner is safe at first.**

**The intent is to encourage the defense to get the ball in to the infield, and allow infielders the chance to throw out over-aggressive runners without repercussion.**