



Baseball 8U National League Rules

Player Participation

1. All players assigned to the team will play in the field and bat during the game.
2. Any player arriving after lineups have been exchanged or after a game has already started can be entered into the game by placing him/her at the bottom of the lineup. The coach is responsible for notifying the opposing team's scorekeeper to of the addition to avoid a "batting out of order" call. Batting out of order will result in an out.
3. If a player becomes sick or injured during the game, the umpire and the opposing team's coach must be informed immediately to prevent a batting out of order call.
4. An official game must be played with no less than 8 players. If a team has only 7 players present, the game may be played as an "official" game, but an automatic out will occur whenever the 8th batter position comes up. It is the responsibility of the opposing team to notify the umpire when the 8th batter is due up if they wish to enforce this rule. If a coach with only 7 players does not want to play an official game, then the game will be declared a forfeit. If a team has less than 9 players, only current SRA 6U League players may fill in for up to the 9th player. 6U players must bat last in the batting order and play outfield each inning.

Game Rules

5. The start time (game clock) for each game will begin with the first pitch of the game.
6. Games will end due to the time limit or 5 innings, whichever comes first. The umpire is responsible for keeping the official time.
7. No new inning may be started after 75 minutes of play. A started inning will be played to completion.
8. Any inning started after 60 minutes of play will be considered the 'last inning' and will be declared the unlimited inning. This must be stated prior to the beginning of that inning.
9. There is a 5-run limit per inning for the first 4 innings. In the 5th inning (or 'last inning'), will be an unlimited inning.
10. Mercy rule is in effect; 10-run lead after 4 innings, 3 ½ innings if the home team is ahead in score.
11. Any game stopped due to weather that has completed 4 complete innings (3 ½ innings if the home team is in the lead) will be declared an official game. If a game is stopped due to weather before it is an official game, the entire game will be replayed.
12. The home team scorekeeper is the official scorekeeper.
13. The infield fly rule does not apply to coach's pitch leagues. All infield flies with runners on base will be live balls.
14. In the event of forfeiture, the score will be recorded as 5-0. The score equates to the number of innings in a regulation game.



15. Any ties in the playoff standings will be broken by using the following methods in this order until the tie is broken, and seeding is identified: (1) Head-to-Head, (2) Overall Runs Allowed, (3) Overall Runs Scored, (4) Coin Flip
16. ITB (International Tie Breaker) Rule is in effect at the beginning of the 2nd extra inning following the conclusion of regular play. ITB only applies to playoffs and championship games. Regular season games can end in a tie.

Field Positions

17. There can be no more than 6 players in the infield (1B, 2B, 3B, SS, P, C); Teams must play a catcher if you have 10 or more players present. All remaining players must be placed in the outfield (positioned on the grass at least 10 feet from the infield).
18. There are two options for the child catcher: (1) If the catcher is positioned behind the plate, the player must wear full protective gear (catcher's helmet, chest protector, leg pads, and protective cup). The game will not be delayed while waiting for the catcher to put on gear. (2) The catcher can be positioned against the fence behind the plate wearing a batting helmet with a face protector attached.
19. Player pitcher must wear a protective face mask.
20. Players are not required to be rotated; however, coaches are highly encouraged to rotate players both on the field and in the batting order to enhance the player's development.
21. Pitching rubber will be set at 38'-0" from home plate with a 12' radius (pitchers circle). The child pitcher must have at least one foot within the pitcher's circle until the ball is hit.
22. All infielders other than the pitcher may not play defensively more than one foot in front of the base lines prior to the ball being hit.
23. Two defensive coaches can be positioned in the outfield.

Pitching

24. Each batter will be thrown up to 6 pitches by their team coach or designated pitcher.
25. If a player does not swing on the 6th pitch, he/she will be out. The batter will have three swings. After the 3rd swing and miss, the batter will be called out. A player cannot "strike out" by fouling the 6th, 7th, etc. pitches.
26. If a pitched ball hits a batter without swinging, the ball will be declared dead, and the pitch will not count.
27. In the event the pitching coach is hit with a batted ball, the ball will be declared dead, and the batter will be awarded first base as long as the pitching coach made every attempt to avoid contact with the ball. All other runners will be awarded one base.
28. All coaches will be required to release the pitch from within the pitching circle and will be required to throw an overhand style pitch.



29. The pitching coach is required to remain on the field, in the pitching circle, while pitching and make every attempt to avoid contact with a batted ball. Time will be called if a defensive player attempts to throw the ball to the pitching coach whether he catches it or not. If the umpire deems there is interference by the pitching coach while on the field, then the batter will be called out and all other runners will return to their initial position.

Batting

30. All batters will wear a protective helmet with a face protector attached.
31. The bat restriction for this league will be set at a maximum of a drop -10. No enforcement will be taken in this league and players will only be encouraged to meet the requirement for upcoming seasons.
32. Any players batting out of order will be called out if the opposing team makes an appeal. The appeal rule goes into effect after the first pitch is thrown and expires once the player arrives on base.
33. There are no walks and bunting is not permitted. There will be a 10' arc in front of home plate. If a ball does not travel beyond the arc, it will be called a foul ball. All intentional bunts will be counted as strikes, except in the event of a bunt on the third strike. That bunt will be counted as a foul ball if contact was made.
34. If a ball hit in fair territory bounces over the fence, gets stuck in the fence, or rolls beyond the gap in the right field fence, a ground rule double will be awarded to the batter. All other base runners will advance 2 bases.
35. Any batter throwing the bat will be given 1 warning. If the same player or any other member of the same team throws the bat a second time, the batter will be called out, and base runners will be returned to their original base position. The umpire may choose to issue a single warning to both teams.

Base Running

36. There is no leading off a base. A base runner cannot leave the base until the ball is hit. The umpire will call out any base runner leaving early.
37. Base runners will not be allowed to run on overthrows at 1st or 3rd base.
38. On balls hit into the outfield, base runners will be allowed to advance two (2) bases with the hitter advancing no farther than 2nd base. On balls hit within the infield, runners will advance to only the next closest base. For the purposes of this rule, a ball hit into the outfield must be a well-struck ball that reaches the outfield as a result of the hit. If a fielder attempts to make a defensive play and the ball subsequently bleeds out of the infield, it will not be considered a ball hit into the outfield.



39. A 'dead ball' will be declared if the ball leaves the playing area on any overthrow to 1st or 3rd base. One base will be awarded to each runner.
40. Outfielders are not permitted to tag a baserunner (or the base on a force play) and record an out.
41. Any base runner hit with a batted ball (unless deflected by a fielder) will be called out if they are not on a base.
42. There is no sliding into 1st base except when returning to the base. The base runner will be out.
43. All base running appeals (base runners failing to touch a base) will be made by the defensive team throwing the ball to the appropriate infielder who will then tag the base. The umpire will then have the final decision on whether or not a base was missed.
44. Base coaches are not allowed to touch the players when they are on bases. Base coaches may catch a player who trips over the base to prevent the player from falling and possibly being injured. After time has been called base coaches may give high fives, tie shoes, etc.
45. There is a California base on 1st. The runner is to run outside the base line and tag the outside bag. The defensive player is to tag the base in fair territory. This is to make it safer for both players.
46. Players are not required to slide into any base. However, umpires will have sole discretion if intentional contact is made. Any player may be ejected from the game for a flagrant collision with any fielder.
47. Runner is out on head-first slide except when returning to a base. This is an illegal slide per Summerfield Recreation's internal rules, regardless of any other rule book.

General Rules

48. Players are not allowed to practice or play games wearing metal cleats.
49. Coaches are encouraged to have players hustle onto and off the playing field in order to speed up play.
50. Players are not allowed to throw batting helmets or bats. There will be 1 team warning, and the next offense will be an automatic out. The umpire reserves the right to eject any player from the game.
51. Any coach, player, or parent ejected from the game by the umpire must leave the park and shall serve one full game suspension for the next game. Any additional ejections will result in disciplinary actions of the Board of Directors, including dismissal from coaching duties.
52. Any player ejected from a game will be immediately removed from the batting order and that player will be an automatic out every time his/her spot comes up in the batting order.