

Local Exceptions to Baseball Rules for Summerfield Recreation Association

2024		8U National Baseball	8U American Baseball	10U Baseball	12U Baseball
Base Distance		60'			70'
PLAYER PARTICIPATION	Max. Players on Field	12	10		9
	Min. Number of Players	8 / Can play with 7, but must take an out on the 8th batter			
	Lower League Players	May fill in for up to 9 players			
		6U players; must bat last and play outfield each inning	8U National players; must bat last and play outfield each inning	8U players; must bat last and play outfield each inning	10U players; must bat last and play outfield each inning
	Player Positions	1B, 2B, 3B, SS, and P; must play catcher if 10 plus players; all other players in outfield	1B, 2B, 3B, SS, P, C, and 4 outfielders	1B, 2B, 3B, SS, P, C, and 4 outfielders	1B, 2B, 3B, SS, P, C, and 3 outfielders
		All players will play in the field each inning and all players will be on the batting roster	10 players in the field and all players on the batting roster. The same player cannot set out more than 1 inning per game	Players must play at least 2 full defensive innings by the end of the 4th inning and 3 defensive innings if the game goes 5 innings or more	Players must play at least 2 full defensive innings by the end of the 4th inning
		N/A	N/A	Pitchers are not permitted to return to the pitching position once removed. Coaches may have 2 defensive visits per inning. Pitcher must be changed on 2nd visit. 1 pitch = 1 inning	
	Injured/Sick Players	May leave game, no out will be charged			
Late Players	May enter game, must bat last in the order				
GAME RULES	Game Length	Maximum 5 Innings			6 Innings
	Last Inning	No new inning after 75 minutes			No new inning after 90 minutes
	Run Limit	5 runs in first 4 innings		5 runs in first 3 innings	5 runs in first 3 innings
	Run Limit (Last Inning)	Unlimited 5th Inning (or unlimited "last inning" if started after 60 minutes of game play)		Unlimited 4th and 5th Innings	Unlimited 4th, 5th, and 6th Innings
	Mercy Rule	10-Run lead after 4 Innings			
	Official Game - Weather	4 Innings (3 1/2 if Home Team is ahead)			
	Bat Restrictions	maximum of drop -10			
	Bat Violation/Challenges	No enforcement of bat restrictions		Before pitch = batter warned, coach restricted / After pitch = batter out, coach restricted. Cannot challenge bat after batter reaches 1st base. 2nd bat violation results in head coach ejection. 2nd false challenge results in ejection of head coach	
	Playoffs / Tie Breaker	Championship Games have no time limit. Playoff games play with a time limit, but cannot end in a tie. During all tournament games; One extra inning is permitted for tie score, then ITB Rule goes into effect			
PITCHING	Pitcher Restrictions	Child pitcher must have 1 foot in pitcher's circle until ball is hit and must be wearing a helmet with face protector		2 innings per game / 6 innings per week. Playoffs allow 2 per game / 9 per week	3 innings per game
	Pitcher's Plate Distance	38' - coach pitcher must be within 12' circle while pitching	38' - coach pitcher must be touching rubber with one foot while pitching	46'	50'
	Coach Pitcher	Must pitch overhand within the 12' circle around rubber / 38' distance	1 foot touching rubber with overhand pitch / 38' distance	Player Pitch League	
	Catcher (Coach/Player)	Coach / Player optional	Player; Game will proceed with coach catcher if child is not ready at start of inning	Player plays catcher position. Full protective gear required	

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PITCHING	Pitches	6 pitch maximum / 3 strikes and out / cannot strike out by fouling 6th, 7th, etc pitches		Standard Baseball Rules	
		Ball hits batter without swinging is 'dead' and pitch does not count		No enforcement for a balk	Warning issued for a balk before enforcement
		Ball hits pitching coach is 'dead' and batter will be awarded 1st base. Other runners advance 1 base		Pitcher is removed after striking third batter	
BATTING / BASE RUNNING	Batting Protection	All batters will wear a protective helmet with face protector attached		Helmet required; face protector recommended	
	Batting Out of Order	Any player 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 batter arrives on base.			
	Throwing the Bat	Batter will be given 1 warning. If same player or another team member throws a bat, the batter will be out and all runners will return to their original base position. Umpire may issue single warning for both teams			
	Walks	No		Yes	
	Bunting	No		Yes	
	Advance on 3rd Strike	No			Yes, if 1st base is unoccupied, or 2 outs exist
	Leading Off	No		7' lead from base	Unlimited
	Stealing Bases	No		Yes, runner may steal after ball has crosses home plate following pitch	Unlimited
				Catcher throwback to pitcher is a dead ball / only to pitcher and only from catcher	
	Advance on Overthrow	An overthrow is considered a live ball as long as it remains within the playing field. If the ball leaves the playing field, on an overthrow, time will be called and players advance 1 base.		Unlimited	
	Ground Rule Double	Yes (See Below)			
	Must Slide at Home Plate to Avoid Contact	Not required. However, umpire has sole descretion if intentional contact is made. Player may be ejected from game for flagrant collision.			
	Head-First Slide	Not Permitted - Runner Out (Unless Returning to Base)		Permitted	
	Play is Stopped	Ball is in possession of an Infielder and Under Control		Unlimited Advancement	
	Courtesy Runners	N/A		Catcher or Pitcher; must be last batted out	
Infield Fly Rule	No		Yes		
DEFENSE	Infielder Restrictions	No more than 1 foot in front of the baselines		None	
	Outfielder Restrictions	No closer than 10 feet from the infield		None	
	Defensive Coaches	2 permitted in outfield	2 permitted in outfield FOUL territory	None on field	

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Ground Rule Double

If a ball hit in fair territory bounces over the fence, gets stuck in the fence, or rolls beyond the gap in the right, then the batter will be awarded a 'double.' All other base runners will advance 2 bases.