

5.2 Local Rules:

5.2.1 Local Rules – 8U

Managers shall be responsible for the conduct of the coaches, players and parents. If such behavior continues or the umpire ejects the individual from the game/fields, the manager shall enforce the ejection or the game will be forfeited. **Any manager, coach or player ejected during or after a game will be suspended for (1) game and not be allowed at the fields at the next game.** Any disputes or complaints about officials, umpires or other teams should be brought to the attention of the League President during or immediately after the game.

- **Less than (8) players at game time constitute a forfeit. The score will be recorded 6-0.**
- Ten players will play the field when on defense, with a standard infield and four outfielders.
- All players must play at least 3 innings in the field. When playing DH, must play at least 2 innings.
- We will use 60ft base paths.
- You can have two adult base coaches on the field at 1st & 3rd when batting. (They are the base umps.)
- **All players present will be entered in the batting order (up to 15 max).**
- Weekday Games-seven innings. Weekend- (2) five inning games if possible. When playing two games, add game scores together and report as a single game score. Each team should be "home" team one game of DH.
- Players can advance at their own risk until the ball reaches the infield; can advance only to base they are going to once the ball reaches the infield. **Players can't advance on an overthrow.** Players can only advance one base on an infield hit. Base hit to RF must be played to any base but 1st base.
- The team batting will have their coach pitch to them (Overhand, Underhand). There are no walks.
- There is no bunting, stealing or leading off. Runners must stay on the base until the ball is hit.
- Players must wear a helmet. All catchers must wear full catchers gear.

Bat Rules

Note: the 8u-12u bat rules are the same as last year. Any youth USSSA/BPF bat and any youth USA Bat of any size barrel or weight can be used. Each standard comes in several barrel sizes. The only restrictions are that 13u and up players can only use BBCOR -3 and players cannot use BBCOR -3 for 8u-12u. Check out the USSSA site [here](#) for additional bat rule info.

- **Three pitches per batter, batter is out if they do not hit the 3rd pitch; a player stays alive on fouls until miss. If a coach calls a dead ball that pitch will not count towards the batter's three pitch's.**
- Six run maximum per inning, unlimited runs the last inning.

- The game is official (3 ½ innings if the home team is ahead or 4 innings if the visitor is ahead) and the game will be over if the run differential is 12 or more. The 3 innings played in the field rule does not apply when a game is shortened by weather, the 12 run rule or DH play.
- Umpire calls are final. The coach that is pitching will serve as the umpire; can defer base calls to base coaches if desired.
- Defensive coaches are not allowed on the field. Coaches can set-up along foul lines if needed.
- Outfielders cannot make put outs at bases nor infield plays. Must be a minimum of 10 feet beyond base paths.
- If line drive hits coach pitching, ball is dead, batter is awarded a single; runners advance 1 base.