



LOCAL RULES OF PLAY



XX. AGE GROUP PLAYING RULES – 8U

A. Umpires and General Playing Rules

1. At least one Umpire will be present at all 8U games. If no umpire is available, the Home Team Coach is responsible for notifying the Age-Group Director and/or a Board Member on duty. The Age-Group Director and/or a Board Member on duty will make every effort to find an Umpire or someone who is eligible to officiate the game.
2. The Umpire shall be positioned to the third base side of the batter's box.
3. No Infield Fly rule applies in 8U.
4. Base runners may attempt to advance only one base on an overthrown ball to 1st or 3rd base. Any base runner may be thrown out while attempting to advance to another base.
 - a) *DEFINITION: An overthrown ball is described as when a ball is put in play, a throw is attempted to either 1st or 3rd base, the ball is missed, and the ball enters foul territory.*
 - b) *EXAMPLE: A batted ball is fielded, and a throw is attempted to 1st base. The 1st baseman drops or misses the ball, and the ball enters foul territory. The base runner may attempt to advance to 2nd base. The 1st baseman can throw the ball, and the 2nd baseman (or other fielder) can catch the ball and tag the advancing runner for an out. However, if the ball then goes into the outfield or the fielder drops the ball, the base runner cannot advance beyond that one base.*
5. Time will be called when the player pitcher (circle player) has possession of the ball and holds the ball in the air above her head.
6. Time will be called when the lead runner is stopped and all the runners behind the lead runner have advanced as far as they can go.
7. The Run Ahead Rule shall be 15 after 3 innings, 12 after 4 innings or 8 after 5 innings.

B. Defense

1. Two coaches will be permitted on the field defensively.
 - a) *Coaches may be positioned either in the "outfield" behind all fielders or on a bucket outside his or her own dugout. "Outfield" is defined as the grassy area beyond first, second and third bases.*
 - b) *The coach on the bucket may not leave the area in front of his or her own dugout. On the second warning, the coach will be asked to move to the outfield or stand in the dugout for the rest of the game.*
2. The player in the pitching position must have at least one foot in the pitching circle. She must be positioned to the left or the right of the Coach Pitcher and at or behind the pitching rubber. The player cannot leave the circle until the ball is hit by the batter. The pitching circle will have an 8-foot radius or 16-foot diameter.



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3. When a fielder playing in the pitching circle fields a ball hit into play with at least one foot touching or inside the pitching circle (8 ft. radius around the pitching plate), the player must attempt a throw to 1st base to make an out at that base.
 - a) *Neither running the ball to the base nor intentionally rolling the ball to the fielder at 1st base is an acceptable means to record an out.*
 - b) *If a ball is fielded with both feet outside the pitching circle, the player may record an out by any means prescribed by the normal sanctioning body rules (i.e., tagging the runner, touching the base for a force out, etc.).*
4. Each team will field no more than 10 players on defense. The player in the “Rover” (F10) position must be positioned in the grass and may not be on any part of the infield unless approved by the Board of Directors and Age Group Coordinator.

C. Offense

1. The Coach Pitcher must begin pitching inside the pitching circle. Delivery may begin with one foot touching the circle line.
2. When a coach pitches to a batter and the ball is hit into the playing field, the coach must run outside the 1st or 3rd base lines before instructing the base runners.
3. Each batter will receive a total of five (5) pitches or three (3) strikes, whichever comes first. A strike is a swing without contact with the pitched ball. If the 5th pitch is a foul, the batter will continue the at-bat until the ball is put in play or a pitch is not batted.
4. If a player hits the ball over the fence for a homerun, all runs will count regardless of the run limit established for the inning. See XVI GAMES – Section M.