



## **8U Baseball League Rules & Bylaws**

The primary objective of Lynn Haven Baseball/Softball league will be to encourage good sportsmanship, teamwork, honesty, commitment, and self-esteem, thus enabling players to become healthier and responsible as they grow older.

Emphasis is placed on sportsmanship, developing skills, and promoting enjoyment.

The league will be run by the City of Lynn Haven under the direct supervision of the department of Sports and Recreation. The recreation specialist will act as the representative of the department of Sports and Recreation and the City of Lynn Haven. \*League formation will be determined by the number of players signed up for an age group.

### **Recreation Department Staff Will:**

1. Run the Lynn Haven Baseball/Softball league in accordance with the league bylaws and the rules and regulations of the City of Lynn Haven.
2. Approve expenditures for each league and for general expenditures.
3. Fundraising by individual leagues is expressly prohibited unless authorized by the Director of Sports and Recreation. The Department of Sports and Recreation has several Sponsorship Packages available.

### **Ownership of Property:**

All materials, property, and equipment purchased by the city will become city property. No person may purchase any equipment or supplies with city funds. All-star uniforms purchased by the city may not be given away nor sold. The recreation specialist will ensure that all league equipment is properly inventoried and stored during the off-season.

### **Official Scorekeeper:**

Each home team during the season will be the official scorebook. It will be each coach's responsibility to maintain and keep the book for review later if needed. Each team will be given a scorebook to keep throughout the season.

### **Playing Time:**

Each player must play 3 consecutive defensive outs. If a game is called for time it is the coach's responsibility to make sure each player bats before the game is finished. Violation of this rule will result in a forfeit.

### **Uniforms:**

The uniforms will be provided by the league, through the Sports and Recreation Department. Uniforms must be worn in entirety throughout all league games and may NOT be altered in any way. The only exception to this rule is that players may choose not to wear the provided socks and may furnish their own socks. Any sizing errors or lost uniforms must be replaced at the cost of the parent.

### **Ineligible Players:**

Any team that plays a player who is not a member of the league or is not eligible to play in the league will forfeit all games in which the ineligible player participated. Any head coach or assistant coach who knowingly allows an ineligible player to participate in league games will be dismissed. Further reprimand will be reviewed on a case-by-case basis by the Sports and Recreation Department.

### **Awards:**

First and second-place teams of each division will receive a trophy. All other teams will receive a medal. Awards will be given to the coaches at the end of the final game to distribute as they'd like.

### **General Game Rules (All age groups):**

1. Home team score book will be the official score book. Scorebooks will be issued before the season. Scores will be updated online.
2. Home team will sit in the 1st base dugout.
3. NO practicing on the infield or on the chalk lines before the games.
4. Each team must clean out their dugout after each game and practice.
5. No parents should be on the field unless they are coaching.
6. Parents must keep bleachers clean.
7. NO tobacco use on the field or bleachers. There are designated smoking areas marked throughout the park.
8. NO profanity! If the staff or umpires hear any profanity by coaches, players, or fans you will be expelled from the game or asked to leave the park. NO warnings!
9. If a player or coach is expelled from the game for unsportsmanlike conduct, they must also miss the next game. If the infraction is severe enough the Department of Community Services will decide the outcome.
10. All equipment must be turned into the City of Lynn Haven after the last game of the season. All-star equipment will be reissued.
11. Park in designated parking spots ONLY.
12. NO flip drills on any fences.
13. No digging trenches or holes on the field while trying to dry the fields.
14. No new innings will be allowed to start after an hour and twenty minutes from the beginning of the game.
15. Coolers are not permitted.
16. There will be one additional inning if the game is tied at the end of the time limit. A variation of the Texas tie breaker will be used. The batter that got out the previous inning will start on second base. The extra inning will start with one out. There will be a 3-run limit per team in this extra inning. If the inning ends in a tie the game will be recorded as a tie.

### **Coaches:**

All coaches participating in the City of Lynn Haven baseball/softball league must be screened and approved by the Department of Community Services. The City of Lynn Haven and the Department of Community Services have the right to deny any person from coaching, if with good reason, it is felt they would not be good for the league.

## Coaches Rules:

**\*Each coach will need to complete a background check, register through Community Pass, AND receive an official coach's badge from the Recreation staff. These badges must be worn At all times during any games or team practices. Any coach without a badge will not be allowed on the field. If a coach loses their badge, they will need to contact Sports and Recreation staff as soon as possible to get a replacement (Each team is allowed 4 coaches with a 5<sup>th</sup> alternate/backup that also counts as a dugout parent) \***

- If a team does not have a coach present with a badge at the time of the pre-game coaches meeting with the umpire, they will forfeit the game immediately. Coaches who have either temporarily misplaced their badge or lost them, must notify a member of the Sports and Recreation Department prior to this moment. Coaches will be given the option to provide a valid form of I.D. to receive a temporary badge. It is the coaches responsibility to return the temporary badge and pick up their I.D. following the game.**

1. Coaches will demonstrate good sportsmanship always.
2. Coaches will not organize or cause to organize a practice before the official practice date.
3. Coaches will not condone any players or parents to stay home or away from practices or games to play only the best players or not play certain players.
4. Coaches will not teach a player to demonstrate falsehood with their skills or play. (Teach proper fundamentals).
5. Coaches will not abuse any child in any way physically, mentally, or verbally.
6. The head coach is responsible for their assistants, players, and spectators of their team. Head coaches are the only ones that may appeal or speak to umpires.
7. Any coach, player, parent, or spectator involved in fighting must leave the sports complex and parking area immediately, or the police will be notified. Trespassing charges will be filed and subject to suspension by the Department of Community Services. Failure to leave the complex in a timely manner will also result in ejection of the coach and forfeiture of the game.
8. Any coach displaying unsportsmanlike conduct will be ejected from the game and must leave the park promptly.
9. Any coach or player ejected from a game for unsportsmanlike conduct will serve a one-game automatic suspension from their next league game.
10. Any coach or player that is ejected from a second game during the season for unsportsmanlike conduct may be subject to suspension for the remaining games of the season.
11. Any team representing the City of Lynn Haven at another ballpark is bound by the rules of Lynn Haven and the rules of that league as well. Violation of these rules may result in the dismissal of the coach.

12. Any rule not covered in this rule book will then be then refereed to the Dizzy Dean Rulebook.

a. A courtesy runner will be allowed and encouraged for the catcher in each age group.

b. If a pitcher starts a motion and then stops it will be a balk. The pitcher must make the move to the plate without stopping. This is a judgement call by the umpire.

**Outside Teams:**

Any team playing in the Lynn Haven baseball/softball league that is not a Lynn Haven team will not be eligible to win the league or play in all-stars.

**Player eligibility baseball:**

Any youth player between three (3) and fifteen (15), residing within the playing area as defined for each league shall be eligible to participate in the Lynn Haven Baseball program unless ineligible within the provision of this paragraph:

1. Ages for participation in the various leagues area as follows:

a. T-Ball..... Ages 5 & 6

b. Farm..... Ages 7 & 8

c. Minor..... Ages 9 & 10

d. Freshman..... Ages 11 & 12

2. League placement shall be determined by the player's age on April 30th of the current year.

3. The Sports and Recreation Department reserves the right to evaluate a player and place them in an age division that they would not qualify to participate in otherwise.

**Team Selection**

1. All players must attend evaluations on the specified time and date for their age group. If they are unable to attend and are not already preformed, they will be randomly assigned to a team.

2. Grades will be given to the players by the recreation staff and coaches with drills being run by the recreation staff and volunteers.

3. Teams will be determined by evaluations and the coaches' draft. Any player that has a parent coaching will automatically go to that parent's team and the remainder of the players will be determined at the coach's draft. ***\* Each coach is allowed to request 5 preformed players prior to the draft. Coaches' kids count toward these 5\****

4. Siblings will be put on the same team unless the parent specifies differently.

5. Special requests are not allowed unless a parent wishes to request that their child not be placed with a specific coach for personal reasons. We will try our best to honor those requests, but it is not guaranteed.

6. Uniforms will be ordered shortly after the conclusion of the draft, and no changes can be made.

**NOTE: If you have any questions about the above rules regarding interpretation, clarification, etc., please contact the Sports and Recreation Department. The Sports and Recreation department reserves the right to amend the rules at any time with or without advance notice.**

## **COMMON RULES OF**

### **DIZZY DEAN BASEBALL, INC.**

All coaches and leagues must try to get rule interpretations and problems solved by their state and national officers before contacting the Commissioner's office. When a rule is not covered in these sections, refer to Official Baseball Rules Published by Major League Baseball, Inc.

#### **1:00 THE PLAYING FIELD**

- 1:01** The playing field shall be regulation size for age group participating (See field layouts and Official Measurements). All other conditions are covered under Official Baseball Rules Published by Major League Baseball, Inc.
- 1:02** Fence distances are recommended distance; see field layout section for proper age group (See National State Executive Board for approval for tournament play if conditions are less).

#### **2:00 EQUIPMENT**

- 2:01** All players must be in full baseball uniform (cap, numbered shirt, pants & socks).
- Team uniforms shall be the same color. T-shirts (sleeves) of not more than two colors may be worn with the uniform.
  - No other organization's patches may be worn on a Dizzy Dean tournament team's uniform.
- 2:02** A NOCSAE approved protective helmet with full ear flaps will be worn by all batters, base runners and catchers (coaches are not required to wear a helmet).
- A player refusing to wear a helmet, after being warned to do so by the umpire, will not be allowed to continue as a player in the game and shall be replaced by a substitute. The substitute

will assume the ball and strike count if the player was a batter or will take his position on the base he occupied if he was a base runner.

- It is recommended that all players wear athletic supporters.
- A catcher must wear a chest protector, shin-guards, protective cup (MALE CATCHERS ONLY), NOCSAE approved helmet, mask, and a throat protector.
- Shin guards MUST have knee and metatarsal protection (soccer style shin guards are NOT acceptable).

**2:04** Players not in full uniform shall not be permitted to play in the game.

**2:05** All uniforms must be same color for tournament play.

**2:06** A number must appear on the back of the uniform shirt to assist the official scorer and spectators in identifying the players in tournament play (Numbers not required on coaches' shirts).

**2:07** The bat shall be an unaltered baseball bat (not softball), with the following age specific requirements:

a) For ages 5-12, all non-wood bats "MUST" meet 1.15 BPF (Bat Performance Factor) for the life of the bat and "MUST" possess a "clearly identifiable" manufacture's certification stamp. This will include 2 1/4, 2 5/8, and 2 3/4 barrel bats. The 1:15 stamped bat is also legal.

- BBCOR bats are legal for use in ages 5-12.
- USA BATS are legal for use in ages 5-12.

b) For ages 13-19, all non-wood bats "MUST" meet BBCOR (Batted Ball Coefficient of Restitution) and "MUST" possess a "clearly identifiable" manufacture's certification stamp.

- A bat shall not weigh numerically more than, three ounces less than the length of the bat.
- The diameter of the bat shall be no larger than 2 5/8 barrel.

c) Bats that are broken, cracked, dented or deface the ball are illegal.

d) There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob.

- Molded grips, Sting Stoppers and Choke up knobs are illegal.

**2:08** Any player found to be using an illegal bat will be ejected from the game (along with the Head Coach) and must sit out the remainder of the current game and the next scheduled game.

- If there is a second instance of using an illegal bat by the same player or under the supervision of the same Head Coach in the same baseball season, in addition to ejection, the matter is to be immediately referred to the National State Executive Board and the National Commissioner. Any further action must be approved by the National Commissioner.
- Any player, coach, parent, individual, group, or company who creates, possesses or uses an altered bat in any Dizzy Dean practice, game or tournament shall be banned from Dizzy Dean Baseball for life.

- 2:09** Any player warming up the pitcher must wear a mask and a cup while in the down or crouch position.
- 2:10** A Dizzy Dean approved baseball signed by the commissioner should be used in all levels of play and must be used in all tournament play.
- 2:11** Metal cleats will not be allowed for participants (coaches, players, and umpires) twelve (12) years and under.
- 2:12** A leather mitt may be used by the first (1st) baseman and the catcher only.
- 2:13** Equipment must be kept in the dugout.
- 2:14** All casts, splints and braces must be padded. Any player equipment judged by the umpire to be unreasonably dangerous is illegal and cannot be worn.

### **3:00 RE-ENTRY SUBSTITUTION**

- 3:01** Dizzy Dean Baseball is played under re-entry substitution in local league and tournament play.
- a) Any starting player (except a player pitcher) may be removed from the game by being replaced legally with a substitute, and then returned to the lineup one time; however, he must be inserted in the same position in the batting order that he possessed at the start of the game. The starting player may return to the lineup at any time, on offense or on defense. This includes all games.
  - b) Once the substitute has been removed from the game he cannot return. He can make only one appearance in the game.  
*EXCEPTION: See Common Rules 3:03, and 7:06.*
  - c) Once a player pitcher has been removed from the mound (including being removed for a pinch runner), he may not return to the mound in the same game.
- 3:02** A batter removed from the game because of too many appearances on the field by the manager in one inning cannot return to the field until the current half inning of play has been completed.
- Should this batter be a substitute player, he cannot return to the game at all, because a substitute can make only one appearance.
  - EXCEPTION: See Common Rule 3:03.
- 3:03** If a manager or coach has used all of his eligible players and a player is injured, ejected, or becomes ill and cannot continue, the OPPOSING MANAGER must select one or more players on the bench who has already been in the game to replace the injured, ejected or ill player(s).
- If there is no one for the OPPOSING MANAGER to select, the game will be forfeited.
  - A coach or player that is ejected must sit out the remainder of the current game and the entire next game. That player or coach becomes an illegal participant until he has set out his required games. Do not violate any pitching rules. In the event a team does not have the minimum number of players required the game will be forfeited.



**3:04** When play is halted by officials for an injury, and a player is removed from the game, he will be declared an injured player and will not be allowed to return to the game. Only an eligible player may be used as a replacement for the injured player. See Common rule 3:03.

## 4:00 MANAGER AND COACHES

**4:01** A team may have a manager and (3) coaches as listed on your tournament team roster.

**4:02** Two adults may coach the bases if they choose to do so.

**4:03** With the exception of the base coaches, all players, managers, etc. must remain in the dugout throughout the game.

- EXCEPTION: For Farm League (ages 5 & 6), See Farm League Rule 21:07.

**4:04** Only registered adult coaches and manager of the team are permitted on the coaching lines. The adult manager or coaches, whether or not they are on the coaching lines, may moderately dispute any decision or may discuss any point with the umpires to the extent allowed by the rules of professional baseball; however, if he at any time makes any derogatory remarks or undue criticism about or to the opposing players or umpire, he shall immediately be ejected from the current game and must sit out the entire next game.

**4:05** The manager is responsible for the conduct of all coaches and players.

- This includes the baiting or heckling of umpires and opposing players from the bench.
- PENALTY: Coaches or players may be removed by umpires or game forfeited (umpire's judgment).
- Any spectators acting in an inappropriate manner or heckling the umpires may also be asked to leave the premises ENTIRELY.

**4:06** A manager or player that is ejected must sit out the remainder of the current game and the entire next game. **\*\* If a coach is ejected, they must leave the premises ENTIRELY. They will not be allowed to stand in the parking lot or the back of the field and attempt to coach from there.**

- That player or coach becomes an illegal participant until they have set out their required time.

**4:07** Any manager or coach going on to the playing field to talk to the same batter (or a batter going to the dugout or bench to talk to a manager or coach) more than one (1) time at bat (overall maximum of 3 time outs per inning) will be required to remove the current batter from the game and make the substitution in the lineup.

- He may re-enter at completion of the inning if he can do so without violating the substitution rule.
- NOTE: The only exception to rule 4:09 and 4:10 is in case of injury or if time is called by the opposing team or the umpire.

**4:08** Each team will be allowed a maximum of four (5) adults in the dugout, one (1) manager and three (3) coaches and one (1) dugout parent.

**4:09** Any manager who calls time and goes onto the playing field more than once (1) in one (1) inning per pitcher (not game) to talk to a player or players, will be required to remove the current pitcher. The pitcher may not return to the mound in the same game.

### **7:00 FORFEITURE, APPEALS & PROTESTS**

**7:01** Should a question arise as to the interpretation of the playing rules, only the manager/head coach may appeal.

**7:02** A team failing to field at **least seven (7) uniformed players** within fifteen minutes after the scheduled game time shall forfeit the game. A forfeit shall count in league standings. Teams dropping out of the league will have the results of their previous games discarded (League play only See Tournament Section for tournament rules).

**7:03** Playing illegal players or pitchers will result in forfeiture of games in which players or pitchers participate if protested by the opposing manager or coach. Should both teams use illegal players or pitchers both teams will be credited with a loss.

- A youth that is not an approved player on the playing roster is an illegal player.
- If a player belongs to another Dizzy Dean team or league and participates in a game in your league, he is illegal.
- A pitcher who has not had their required rest is illegal and the game will be forfeited if protested.
- If a manager or coach knowingly plays a player that is illegal after being told to stop by the local league, District Director, State Director or a National Director in that state, and continues playing an illegal player, that team and/or organization shall lose their franchise. You cannot back up into the tournament bracket past the last game played. In tournament play, only the last game played will be affected by forfeiture of the game.

**7:05** An ineligible player is one who is legally a member of the team but who is ineligible to play or pitch in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the manager to keep a record of his players and pitchers.

**7:06** The playing of an ineligible substitute will result in a protest if protested by the manager of the opposing team before the completion of the game. The penalty for the playing of an ineligible substitute will result in the replaying of the game from the point of the infraction if the protesting manager's team loses. Refer to Common Rules 7:10 and 7:11.

**7:07** A protest which involves an umpire's judgment may not be made (i.e. Ball/Strike, Fair/Foul, Safe/Out).

- A. The only legal protest is one in which a violation of playing rules has occurred, or the use of an ineligible player, ineligible substitute, or an illegal player. Refer to Common Rules 7:10 and 7:11.

**7:08** The protesting manager on a play situation must immediately notify the umpire that the game is being played under protest.

- Failure of the umpire to make this announcement shall not affect the validity of the protest. Refer to Common Rules 7:10 and 7:11.

**7:09** A protest based on a overall game shall be considered only if it is placed in writing and submitted to the league president within forty-eight (48) hours by email to Sports@cityoflynnhaven.com.

### 9:00 SPECIAL RULES

**9:01** No spectator shall be allowed on the playing field during the playing of any game. In the event that spectator's swarm on the playing field during the playing of any game, the umpire in chief will request that the field be cleared by both managers within five (5) minutes under penalty of having the game forfeited.

**9:02** No adult will be allowed on the playing field during the playing of any game without the consent of the umpires; and no persons except the officially registered players of the team, the manager and the coaches will be allowed on the bench or in the dugout during the playing of any contest.

All coaches must have badges.

**9:03** A baseball player, manager, coach, umpire or game official, will not be allowed to use tobacco products, alcohol or profanity during the ballgame.

- If, in the opinion of the umpires, a player or manager or coach or scorekeeper conducts themselves in an unsportsmanlike manner or commits any act which may maim or injure an opposing player, if deemed deliberate, they shall be ejected from the game.
- When a manager, coach, or player is ejected, they must leave the dugout area or bench and sit out the remainder of that game and the next scheduled game. The ejected coach will not be allowed to coach from behind the fences.
- The tournament director shall have the authority to remove any manager, coach or player for the remainder of the tournament for any flagrant unsportsmanlike conduct.

**9:04** 8U Baseball overthrow rule:

• Overthrows – If the ball is overthrown either from the outfield or the infield and goes out of play (beyond the out of bounds area), the base runners are entitled to advance one base at their own risk. The umpires will stop the runners from advancing if the ball is overthrown more than once after a hit. Once the ball is in the infield in hand and controlled by a defensive player, the umpire will call time and all runners must stop on the base they are on and may not continue advancing until the next hit.

• If the runners are more than halfway to a base when time is called, the umpire will award the base, but if the runner is less than halfway, they will be asked to return to the last base touched.

**9:05** No manager, player, substitute, or coach shall at any time, whether from the bench, the coach's box or on the playing field or elsewhere:

- a) Incite or try to incite by word or sign a demonstration by spectators.
- b) Use language which will in any manner refer to or reflect upon opposing players, an umpire or any spectator.
- c) Call "time" or employ any word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.

**9:06** In league play all ground rules must be given on paper to the visiting manager and coach. Only those rules will be honored. You cannot make up ground rules as the game progresses. These ground rules must be filed with the league president before the schedule begins.

**9:07** In tournament play all ground rules will be covered between coaches and umpires before each game.

**9:08** The home club must have their pitcher warmed up and ready to pitch after eight (8) warm up pitches, or two (2) minutes, immediately after the umpire notifies the teams to play ball.

**9:09** Any runner is out when he does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if he maliciously runs into a fielder. Leaping/Jumping over an upright player is an out.

**9:10** No artificial noisemakers allowed. Penalty: Offender will be removed after one (1) warning.

**9:14** Any manager, coach or player that is ejected must sit out the remainder of the current game and the entire next game.

**9:15** A courtesy runner is allowed for the catcher only (All Age Groups).

- The courtesy runner shall be any player who is not currently in the game. (Except a sick, injured, or ejected player)
- Use of a courtesy runner does not burn the substitute.
- If no substitutes are available, the last batted out is to be used as the courtesy runner.
- If there is no substitute or last batted out, the courtesy runner option cannot be used until the above listed criteria can be met.

**\*Note: NO INTENTIONAL WALKS ARE ALLOWED AT ANYTIME DURING 8U BASEBALL\***

- Each Game will last 6 innings or until one hour and 20 minutes. No new inning will start after one hour and 20 minutes, however any inning at that time will be allowed to finished.
- **NOTE: Any game that involves a time limit, time will start on first pitch to a batter.**

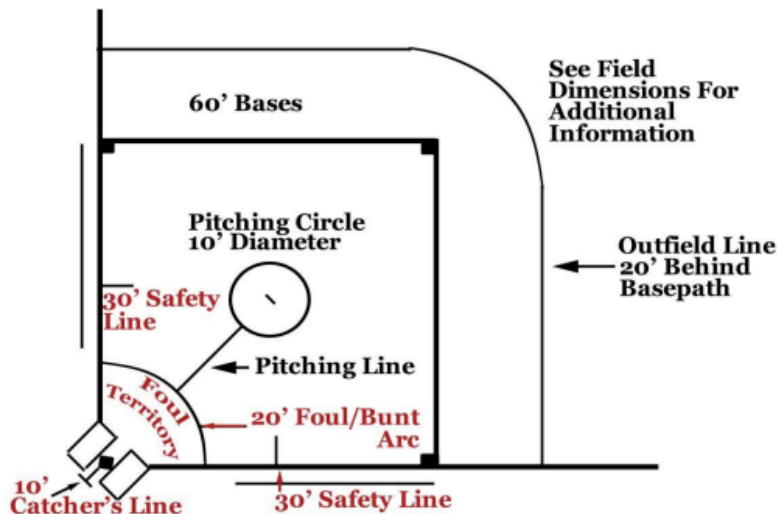
## FARM LEAGUE RULES (5-8 YEARS OLD)

- There is **NO** Infield Fly, **NO** Walks, and **NO** Stealing in Farm League.

### 1:00 PLAYING FIELD

All efforts will be made to ensure the following proper playing field; however, due to limited field availability variations may occur.

- 1:03** First (1st) and third (3rd) baselines shall be sixty (60) feet from the point of home plate.
- 1:04** The distance from the point of home plate to second (2nd) base and from first (1st) base to third (3rd) base shall be (84) feet (10) inches.
- 1:05** The pitching circle will be ten (10) feet in diameter and the center will be forty-six (46) feet from the back of home plate.
- 1:06** There will be a twenty (20) foot chalked arc from the first (1st) base line to the third (3rd) base line in front of home plate.
- The ball must be on or past this line to be fair; if not, it is a foul ball.



- 1:07** Halfway/safety hash-mark (30) feet will be drawn on the first baseline and third baseline in front of home plate.
- *Infielders must stay behind this 30' hash mark until ball is hit.*
  - *PENALTY: Offensive manager gets choice of result of the play or negate the last pitch thrown.*
- 1:08** The minimum recommended homerun distance shall be 140 feet. Any new field should have an outfield fence of 200 feet.

### 2:00 EQUIPMENT

**2:15** Tennis shoes or baseball shoes with RUBERIZED cleats may be worn

- **NO METAL OR PLASTIC CLEATS.**

**2:16** All batters and runners must wear NOCSAE approved batting helmets with chinstrap.

- Any batter who steps into the batter's box without his headgear is awarded a strike.
- Any player running the bases who deliberately removes his headgear (includes chinstrap), in umpire's decision, is out.
- **EXCEPTION: Home run over the fence or time out.**

**2:17** A catcher must wear a chest protector, shin-guards, protective cup (MALE CATCHER ONLY), NOCSAE approved helmet, mask and a throat protector.

- Shin guards MUST have knee and metatarsal protection (soccer style shin guards are NOT acceptable). See Common Rule 2:02

**2:18** Pitcher must wear a facemask.

### **3:00 RE-ENTRY SUBSTITUTION**

**3:05** In league play, if a manager has used all of his eligible players and a player is injured, becomes too sick to continue, or is ejected; the game will not be forfeited.

- a. In the case of an injured or sick player, the OPPOSING MANAGER must select as a replacement one of the players on the bench who has already been in the game.
- b. In the case of an ejected player, he shall simply be scratched from the lineup and the team will play with a player short.
- c. No team shall play with less than eight (8) players in league play. No out shall be charged when that player would have batted.

**NOTE: an injured player who has been replaced cannot return to the game.**

**3:06** Dizzy Dean Baseball is played under re-entry substitution in local league and tournament play.

- a. In Farm League, any starting player may be removed from the game by being replaced legally with a substitute, and then returned to the lineup one time; however, he must be inserted in the same position in the batting order that he possessed at the start of the game. The starting player may return to the lineup at any time, on offense or on defense. This includes all games.
- In Farm League, a player who plays in the pitchers circle will be considered an infielder.
  - **EXCEPTION: See bullet under Farm League Rule 3:07.**
    - b) Once the substitute has been removed from the game he cannot return. He can make only one appearance in the game.
  - **EXCEPTION:** If a manager has used all of his eligible players and a player is ejected, injured, or becomes ill and cannot continue, then the OPPOSING MANAGER must select one or more of the

players on the bench who have already been in the game to replace the ill or injured player or players. See Common Rules 3:03, and 7:06.

- This only applies to a substitute and not an ejected player.
- If there is no one for the opposing manager to select, then the game will be forfeited.
- An injured player who has been replaced cannot return to the game.
- No team shall play with less than eight (8) players in league play.

**3:07** Batting All Available Players is allowed in COACH PITCH AGE GROUPS ONLY.

- Opting to bat All Available Players must be declared before the game starts.
- If this option is used, you must finish with the same number of batters you started with.
- If this option is used and a player cannot bat in their allotted slot, an out will be called every time that player is scheduled to bat (Remainder of the Game.)
- Minimum number of players (10) must be maintained at all times. (PENALTY: Forfeit)
- If Batting All Available Players “Free Defensive Substitution” is allowed. Batting order must be maintained at all times.

#### 4:00 MANAGER AND COACHES

**4:06** Any manager or coach going on to the playing field to talk to the same batter (or a batter going to the dugout or bench to talk to a manager or coach) more than one (1) time at bat (overall maximum of 3 timeouts per inning) will be required to remove the current batter from the game and make the substitution in the lineup.

- He may re-enter at completion of the inning if he can do so without violating the substitution rule.
- EXECPTION: Injury or if time out is called by the opposing team or the umpire.
- PENALTY: if opting to bat All Available Players, an out will be called (current at bat) for violations of this rule. Player will resume spot in batting order (future at bats), if eligible to do so.

#### 5:00 REGULATION GAMES

**5:02** A game will be six (6) innings in duration or one hour and 20 minutes. No new inning will start after an hour and twenty minutes.

- The game will be called after the opposing team has been numerically eliminated by the run rule.

**5:03** There will be a maximum of one defensive time out per inning with each time out being no more than one (1) minute in length. The scorekeeper will keep a log of time outs.

- For a violation of this rule, you will remove the player pitcher.
- Player may re-enter without violating substitution rule at the complete of the inning.
- If no substitutes are available, the game will be forfeited.
- DO NOT VIOLATE ANY SUBSTITUTION RULE.
- Note to Umpires: Try to keep these violations from occurring.

**5:04** Any league game called for bad weather after three (3) complete innings will be considered a complete game.

- If interrupted before three completed innings the Sports and recreation department will attempt to reschedule the game at the point of interruption.

### 6:00 PITCHING RULES COACH PITCH

**6:06** An offensive coach will pitch to his own batters.

- The coach may only coach the batter until he reaches first (1st) base or after he leaves third (3rd) base.
- The coach will be replaced after one warning of a violation for the remainder of that game. See Common Rule 4:03 or 4:04.

**6:07** The pitcher may pitch anywhere from in front of the 20 foot foul arc to the pitching circle.

- He may not cross the foul arc or enter the pitching circle.
- He must keep one foot or knee on or astraddle the pitching-line.
- The coach may pitch over-handed or underhand to the 6 & 7 year olds.
- He must pitch overhand to the 8 year olds.

*PENALTY: For not standing or kneeling on or astraddle the pitching-line, the defensive team gets the choice of the play or negate the last pitch thrown.*

**6:08** Any batted ball that hits the pitching coach will be a dead ball and a no pitch.

- If the pitching coach intentionally (in the umpires' judgment) allows the ball to hit him, the batter will be out.
- No runner may advance.

**6:09** The offensive coach (pitcher) must attempt to leave the field and try to pick up the batter's bat.

- The offensive coach (pitcher) that does not attempt to get off the field and/or interferes with the defensive player to keep him from making a play will cause the batter to be out.
- No runners advance.

### 7:00 FORFEITURE, APPEALS AND PROTESTS

**7:18** The umpire may call time-out for injury or protest. These time-outs will not be charged to a team.

**7:19** An appeal play will be handled in this manner.

- The manager will make his appeal to the plate umpire who will consult the base umpire.
- The manager must identify the correct player by name or number and also the correct base involved in the play, no second chance if he names the wrong player or base.
- If he is correct, the base runner is out.
- Appeal must be made before the next pitch is thrown.

### 9:00 SPECIAL RULES



**9:06** Umpires may make judgement calls and issue warnings if they deem that a coach is intentionally stalling the game and therefore preventing the players from developing. Further disciplinary action may be required.

**9:07** All ground rules will be covered between coaches and umpires before each game.

**9:16** If a player is injured by being hit with a batted ball in the face, throat or head, time will be called immediately, and all players will be awarded:

- a. One (1) base if player injured was an infielder.
  - b. Two (2) bases if player injured was an outfielder.
- The awards are from the time of the pitch.
  - Any other injury deemed serious enough in judgment of the umpire will be handled in the same manner.

***NOTE: THIS IS A JUDGMENT CALL AND CANNOT BE APPEALED OR PROTESTED.***

**9:17** If a batter squares to bunt and then swings, he will be called out (umpires decision).

**9:18** The play will be stopped when the lead runner stops running. If the ball is in control in the infield the umpires may stop the play.

**\*Note: NO INTENTIONAL WALKS ARE ALLOWED AT ANYTIME DURING 8U BASEBALL\***

## **20:00 OFFENSE**

**20:01** After one warning per game, per player for slinging his bat, the batter will be out, a dead ball called, and no runners advance.

**20:02** An offensive batter will receive five (5) pitches before being declared out.

- He will be called out on three (3) swinging strikes.
- If fifth (5th) pitch is fouled, he may continue to bat.
- If fifth (5th) pitch is fouled and caught it is an out.
- If the fifth (5th) pitch or 3rd strike is a bunted foul the batter is out.

**20:03** Any base runner leaving the base before the ball reaches home plate is out (umpire's decision).

- The ball is dead and all other runners return to base occupied prior to pitch.
- The pitch will not count.

**20:04** If a runner misses a base; it will be an appeal play to the umpire (See appeals and protests).

**20:05** It is not an out for ages 5 & 6 if a batter has one foot entirely out of the batter's box when contact with the ball is made. Delay dead ball, defense gets choice of the play or negate the last pitch thrown.

**20:06** There will be a maximum of six (6) runs per inning, per team.

**20:07** An executed bunt is allowed only once per team per half inning. An executed bunt is defined as a bunt that crosses the foul arc and the batter (or other runner) is either thrown out, reaches

base, flies out. Violation for subsequent bunts; Delay dead ball, defense gets choice of the play or negate the last pitch thrown.

## 21:00 DEFENSE

**21:01** No rolling the ball intentionally will be allowed

- No outs will be allowed by rolling the ball.
- Runners will be automatically be safe if the defensive team rolls the ball (Umpire's decision).

**21:02** The infield fly rule will not be in effect.

**21:03** Only ten (10) players on the field (There must be 6 infielders inside the outfield line & 4 outfielders outside the outfield line until the ball is hit).

**21:04** The defensive player listed as pitcher will stay in the 10 foot circle until ball is hit.

- The player may have one foot outside the circle.

*PENALTY: Offense gets choice of the play or negate the last pitch thrown.*

**21:05** Play shall not be stopped by the defensive team heading off or stopping the front-runner.

- Any other runner may continue at his own risk.
- Any play made on a runner other than the front-runner will release the front-runner.
- Other runners may continue.

**21:06** In league play if a team has less than ten (10) players, the manager may decide which position(s) to leave vacant on defense. EXCEPTION: Pitcher and catcher.

**21:07** Five (5) and six (6) year old teams may have two (2) coaches on defense.

- The coaches must remain behind the outfielders, in foul territory, until the play is over.

*PENALTY: Delay dead ball option to the offense when play is complete.*

**21:08** The defensive catcher must be in a direct line, no more than 10 feet behind home plate, to make a play on a batted ball.

*PENALTY: Offensive team gets a choice of the play or negate the last pitch thrown.*

**\*Note: NO INTENTIONAL WALKS ARE ALLOWED AT ANYTIME DURING 8U BASEBALL\***