

2021 8U Fall Baseball League Rules

(AGE AS OF 5-1-21)

1. All participants will be expected to behave within the confines of the approved playing rules and the bounds of general ethical, moral, and honesty standards of good conduct. Coaches and players may not argue judgment calls made by the umpire including balls and strikes. **PENALTY: EJECTION.** Players, Coaches and spectators may not charge, touch or yell at umpires. Coaches should be an example of good sportsmanship and expect the same of their players. An ejected player, coach or spectator may not participate in the remainder of that days games and the next 2 games played.
2. A regulation game will consist of 6 innings **or 1 hr.20 minute time limit whichever occurs first.** In the event of a tie game, the two coaches can play one more inning to break the tie. After one inning if the game is still tied, the game will end as a tie game. The umpire will keep the time. It will be the umpire's sole discretion how much time is left in the game. Any game that is shortened by weather will be considered a complete game if 40 minutes or more has been played! *No metal cleats.* Big barrel bats are allowed. No larger than 2-3/4 inch.
3. Coach Pitch – Overhand form inside the circle (35' center) - Only swing/miss or foul ball strikes will be called, a batter will have three swings to hit the ball. A foul ball on the third swing does not constitute an out. If the last pitch is foul it will not count as the seventh pitch. There are strikeouts. Each batter has seven pitches after seven pitches the batter is out. There are no walks or hit by pitch bases awarded. **NO BUNTING IS ALLOWED -**
4. Players are expected to hustle on and off the field.
5. Batting helmets are mandatory for all offensive players on the playing field. Catcher must wear appropriate catching equipment.
6. Players are to remove all jewelry prior to the beginning of the game.
7. One warning per bench for bat throwing. Second offense, batter is out.
8. All players must bat. Any ten may be placed on the field at any time. If it becomes necessary to vacate a position in the lineup due to injury or a player having to leave that team shall *NOT* be charged an out. If a player shows up after the game has started he must be inserted at the bottom of the lineup.
9. Roster. If a team does not have ten (10) players to start the game, they may borrow player(s) from any other team (only to have 10 total players) as long as the players are registered in the league. **ALL PLAYERS MUST BE REGISTERED** in the league **PRIOR** to play. age as of 5-1-21.
10. Line-up cards are to be completed and exchanged with the other team five minutes before game time.
11. Any coach, player or spectator ejected from a game by an umpire must immediately leave the field and/or other area as instructed by the umpire. Failure to do so may result in forfeiture of the game in progress and suspension from the league.
12. One base on overthrow out of play for all situations. An overthrow is considered a ball that has gone beyond the fence line and is determined to be “out of play”
13. No base stealing, and no lead offs. One warning, then out!
14. **Each inning is 3 outs or 5 runs scored**
15. Fielding set-ups must be a conventional infield (1st, 2nd 3rd and SS) **and the pitcher must stay within the circle positioned behind the coach during the pitch.**
16. Runners are never required to slide. However no player shall initiate malicious contact
17. If a batted ball hits the pitcher (coach) the ball is dead. The batter hits again.
18. Play is over when ball is thrown to pitcher (Coach) in the circle or at the umpire's discretion. All runners not considered ½ ways will return to base.
19. No one is permitted to move or transport any seriously injured player who requires medical attention except the player's parent or the rescue squad.
20. No Infield fly will be called.

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