

****8U Rules of Play****

****Equipment****

1. All batters must wear a helmet with a facemask.
2. Catchers must wear full catcher's gear.
3. Regular baseballs will be used.
4. Players may use any bat that does not exceed 2 and 3/4 inch diameter and is stamped approved for play with the USSSA logo (or little league/Dixie youth).
5. Jerseys must be tucked in.

****Game Format****

1. Games on a weekday will be coach pitch only, 6 pitches max per player. Player can strike out. There are no walks. Games on a weekend will be player pitch, with the player throwing four pitches and the coach throwing four pitches. Player can strike out. There are no walks. Player is awarded first base on a hit by pitch.
2. Weekday games will be 5 innings or one hour and 15 minutes. No new inning can be started after the time limit is reached. Weekend games will 5 innings or one hour and 30 minutes.
3. An inning is completed when each team has an At-Bat which is finished by either making 3 outs, or scoring 5 runs. Maximum runs per inning will be 5 runs.
4. Tournament games will be coach pitch only. During the Tournament, a game will be ruled completed if the winning team has an advantage that is greater than the maximum number of runs that the losing team can score. During the Tournament, if there is a Rain Delay or a game is postponed the game will resume where it left off as soon as it can be rescheduled. During regular season, games will be

deemed an official game after 3 innings are played . If the home team is ahead, the game will be deemed an official game after 2 ½ innings are played.

5. Defensive Unit consists of infield positions and 4 outfielders. You can start with 8 players, but the 9th and 10th batting position will be ruled an automatic out.

6. Defensive Coaching: You may have 2 coaches in the outfield, deeper than the deepest outfielder. You may not physically assist a player at any time (i.e. " nudge him in the direction of the ball) . A 3rd defensive coach may be at the opening of their dugout, no more than a step or two outside of the dugout.

7. Offensive Coaching: A first base coach, a third base coach, a coach pitcher, and a volunteer to be behind the umpire at the backstop for retrieving passed balls.

8. During the Tournament, Home/Visitor will be decided by a coin toss.

9. Home team keeps official scorebook, visiting team provides scoreboard operator.

****8U SPECIFIC RULES OF PLAY****

1. The defensive player listed as pitcher shall stay in the pitchers circle until the ball is hit

(at least one foot in the circle). ****Penalty: ****The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch. First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

B. The Infield Fly Rule shall not be in effect at any time.

C. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order. If a player is listed on the line-up and does not take his turn At-Bat, the player will be called out. Once a batter has had an At-Bat, if he misses his next At-Bat for any reason, excluding injury, the player will be called out. If a batter bats out of order he is considered an improper batter. If the batter does not actually hit the ball, the proper batter may take his place and will have the current pitch or swing count from the improper batter (i.e. the improper batter has one strike, then the proper batter replaces him, the proper batter would begin with one strike). If the batter hits the ball into the field of play and is ruled safe, if the opposing team appeals prior to the next batter taking any action (taking a swing or receiving a pitch), then the improper batter is ruled out and any base runners will return to their base prior to the improper batter's at bat. If the opposing team does not appeal and the next batter has taken at least one swing or received one pitch, the improper batter becomes legal and the batting order continues with the player currently at-bat. (For example, if the #8 batter hits in place of the #7 batter and NO appeal is voiced, the line up would continue with the #9 batter, thus the #7 batter was skipped and does not get an at-bat. If the appeal was voiced, the #8 batter would be called out and the lineup would continue with the #9 batter).

D. The coach pitcher can be as close as 30 feet from home plate. A coach pitcher's line is drawn and the coach pitcher may straddle or have at least one foot behind the line.

E. Teams may use free substitution on defense, however, you are limited to one defensive change per inning. The batting order shall remain the same.

- F. A pitched ball that bounces and is then hit by the batter as a fair ball is a LIVE ball.
- G. Each team may have one intentional walk per GAME.
- H. Batters must maintain two feet in the batters box. The batter may be ruled out if he is outside the line and hits the ball or is struck by a pitch.
- I. A thrown bat will result in a team warning. All subsequent thrown bats will be ruled as an out. Each team will only receive ONE warning. This is a safety issue and the coaches MUST teach their players not to throw the bat.
- J. Runners shall not leadoff or steal bases. A runner is out for leaving the base before the ball is hit.
- K. If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a live ball (If a batted ball is deflected by a fielder in fair territory, hits a runner or an umpire while still in flight, and then is caught by an infielder it shall not be a catch), but the ball shall remain in play. If a fair ball touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. If a batted ball in fair territory hits a runner prior to the fielder being able to make an attempt on the ball, the runner is out and the play is called dead.
- L. A ball that rolls under the outfield fence shall be deemed "dead" as soon as an outfielder or outfield coach raises his hands to identify the ball as being out of play.
- M. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
- **Comment: **When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.**

N. Coach Pitch interference: If the coach pitcher interferes with the defensive play in any way, it is a dead ball and no runners advance.

O. If a batted ball strikes the coach pitcher, the ball is dead and the play is repeated with that pitch not counting in the overall pitch count.

P. Outfielders may not come into the infield at any time prior to the ball being put into play.

Q. A defensive player without the ball shall not intentionally obstruct a runner from advancing. The coach of the batting team may choose to take the outcome of the play, or have the runner advance to the next base. For Example: If a runner is blocked from reaching second base and is tagged out, if interference is called, the coach may elect for the player to remain safe on second base. If a player is rounding second base heading to third base and is obstructed and called out "if interference is called, the coach can choose to have the runner advance safely to third base. If interference is called but the runner had already advanced safely, the coach may choose to accept the outcome of the play. The player does not have to go back just because interference was called.

R. No base coach may physically assist a base runner, i.e. "no touching. The runner will be ruled out.

S. There will be official score kept during regular season. If the game ends in a tie, you will go to a 6th inning to break the tie. If the game is still a tie after the 6th inning, the game will be ruled a tie.

T. Home/Visitor team will be assigned by a coin toss made by the Umpire, league official or the written schedule.

U. A pitcher must wear a chest protector.

V. Other Items of Importance:

1. All-Star evaluation TBD. Evaluation process will be explained in coaches meeting each season.

2. You must have a representative from your team at the try outs and selection process.

3. Only one all-star coach may be selected from the

he all-star managers own regular season team. The second all-star coach must be a manager or coach from another team within the same division as the all-star manager.

4. The all-star coaches selected shall be board approved coaches of a regular season team if the coaches were the starting coaches and coached on the team all during the season. If a coach was not a starting coach and was not a coach during the regular season, he will not be eligible to coach for the all-star team.

****RULE 10.00 " SPORTSMANSHIP, EJECTIONS & SUSPENSIONS****

****General Statement: ****The matters of sportsmanship and unsportsmanlike conduct shall be taken extremely serious. The teams you compete against will exhibit an elevated and sometimes fierce level of competition. Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators should exhibit good sportsmanlike to ensure a positive impact in the development of the participants. Thus, it is paramount that managers, at all times, have absolute complete control of their coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators both on and off the field as well as in the grandstands.

****Comment: ****Any reference to the term **"MANAGER"** in these rules is intended by definition (a person appointed by the team as the highest ranking on field official to be responsible for the team's actions on and off the field, to include the grandstands and to represent the team in communications with the umpire and the opposing team), to designate the highest ranking on field team official.

10.01 Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators who exhibit abusive, vulgar, unbecoming or unsportsmanlike conduct shall be immediately ejected. Warnings shall not be issued for abusive

, vulgar unbecoming or unsportsmanlike conduct.

10.02 Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators who exercise the use of profanity or abusive language, regardless to whom it is directed, shall be immediately ejected. Warnings shall not be issued for the use of profanity or abusive language.

10.03 Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators who throw equipment shall be immediately ejected. Warnings shall not be issued for throwing equipment.

10.04 Managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators who leave their position in the field, on base, on the bench or in the dugout, dugout area or grandstands to participate in an altercation, fight or brawl shall be immediately ejected and local law enforcement shall be notified. Warnings shall not be issued for participating in an altercation, fight or brawl.

****Rule 10.01 â€" 10.04 Comment:**** Violation of any article of Rule 10.01 â€" 10.04 may, if warranted, require a team to forfeit a game or games and/or be removed from the league/tournament.

10.05 When adult (18 years of age and older) coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors or spectators are ejected for any reason, the manager shall also be ejected for failure to maintain absolute complete control of coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors or spectators.

10.06 Managers, coaches, assistant coaches, trainers, scorekeepers, parents, sponsors and spectators ejected from a game shall immediately remove themselves and all personal belongings from the vicinity of the playing field and/or grandstands to the parking area outside the venue and shall remain outside the venue for the remainder of the game ejected from plus one additional game. Under no circumstances shall ejected managers, coaches, assist

ant coaches, trainers, scorekeepers, parents, sponsors or spectators return to the vicinity of the playing field and/or grandstands upon game completion. Ejected managers, coaches, assistant coaches, trainers, scorekeepers, parents, sponsors and spectators returning to the vicinity of the playing field and/or grandstands upon game completion shall be treated as trespassers and local law enforcement shall be notified.

****Rule 10.06 Comment: ****Managers, coaches, assistant coaches, trainers, scorekeepers, parents, sponsors, and spectators ejected from a league/tournament ending game (i.e. elimination game, championship game), shall be required to forego their attendance at the team's first game in their next sanctioned event.

10.07 Players ejected from a game shall immediately remove themselves and all personal belongings from the dugout and dugout area and shall be confined to the grandstands. An ejected player may remain in the grandstands as long as doing so is not a disturbance or disruption to the game. If warranted, an ejected player shall be removed from the grandstands to the parking area outside the venue and shall remain outside the venue for the remainder of the game.

10.08 Managers, coaches, assistant coaches, trainers, scorekeepers, players and other dugout personnel shall be confined to the dugout for the remainder of a game as an alternative to an ejection at the sole discretion of the Umpire(s).

****Rule 10.08 Comment: ****For managers, confinement to the dugout is not applicable for violating Rule 10.05.

10.09 Certain actions of managers, coaches, assistant coaches, trainers, scorekeepers, parents, players, sponsors and spectators call for immediate suspension. Such acts include but are not limited to, a physical attack or the threat of a physical attack on an umpire, game official, tournament official or association director and/or officer. Knowingly competing with or against illegal or disba

rred/suspended managers, coaches, assistant coaches, trainers, scorekeepers, players, sponsors and spectators. Participating in or permitting a fraud to be perpetuated. Competing under an assumed or altered (miss-spelled) name, and/or date of birth. Purposely utilizing false information to damage, harm, hurt, impair or mar Georgia USSSA Baseball.

****RULE 11.00 " PROTESTS****

11.01 Umpires will work to settle all situations on the field. Protests shall be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-In-Chief and then to the League Director before the next pitch in the game is delivered. Protests shall not be accepted after the final out of the game.