



Easley Little League

2026 Season

8U Rules & Regulations

Official Little League Regulations and Playing Rules apply except where there is a conflict or modification caused by the rules in this handout. In cases of conflict with the Official Little League Rulebook, these “local rules” apply.

Game Structure & Timing

1. Game Length

- a. Games will consist of six (6) innings or the time limit is 1 hour during the games (whichever comes first).
 - i. No new inning begins after time expires.
 - ii. If time expires during the top of an inning, the bottom of the inning will be played only if the home team needs their turn.
 - iii. No extra innings – ties stand during regular season.

2. Run Limits Per Inning

- a. When the 10th consecutive batter of the inning comes to the plate, the offensive team will automatically be recorded as having two (2) outs. Play will continue until 3rd out is recorded or the 10th batter has scored.

3. Scorebook

- a. Home team is to keep the official scorebook for the game.

Team Composition & Player Participation

1. Defensive Players

- a. 10 players will play the field on defense.
- b. Teams may start the game with 8 players without penalty. Any players arriving after the start of the game will be added to the end of the lineup.
- c. 7 or fewer players at the start of the game = Forfeit.
- d. A catcher must be used at all times regardless of number of players.

2. Defensive Playing Time

- a. Each child must play six defensive outs per game
- b. Free defensive substitution allowed.
- c. Players must remain in the same defensive position for the entire inning (unless injured).

3. Batting Order

- a. Entire roster bats for the duration of the game.
- b. Any players arriving after the start of the game will be added to the end of the lineup.

4. Courtesy Runner

- a. Allowed for the catcher at any time.
 - i. Courtesy Runner = player who made the last out.

5. Injured Player

- a. If a player is injured and unable to continue, it is not an out when the vacant spot in the batting order comes up.

Field Setup & Equipment

1. Field Dimensions

- a. Bases are set at 60 feet
- b. Pitching Circle
 - i. 6-foot radius (12-foot diameter)
 - ii. Centered at 46 feet from home plate.
 - iii. Marked with a line across the center



- c. A chalk hash mark $\frac{1}{2}$ way between 1 st and 2 nd bases. $\frac{1}{2}$ way between 2nd and 3rd bases and $\frac{1}{2}$ way between 3 rd and home plate will be marked for all games

2. Outfield Positioning

- a. Outfielders must be at least 20 feet behind the bases and in the grass or behind the line.
 - i. All fields have variables
- b. Umpire will enforce positioning

3. Baseballs

- a. Regular baseballs that are provided by Easley Little League will be used for all games. (Regular Season and Tournament).

4. Cleats

- a. No metal cleats allowed.

5. Protective Cups

- a. All Players must wear a protective cup.

Pitching & Batting Rules

1. Coach Pitching

- a. Coach must throw overhand.
- b. Must keep both feet inside the circle until release.
 - i. One foot on the chalk counts as inside.
 - ii. First violation = warning.
 - iii. Second violation = defense chooses:
 - 1. Result of play or no pitch.

2. Player Pitcher

- a. Must wear helmet with face guard.
- b. Positioned behind coach pitcher.
- c. Even with 46' chalk mark.
- d. At least one foot inside pitching circle until ball is hit.

3. Batter Rules

- a. 6 pitches or 3 strikes.
- b. Out after 6th pitch unless 6th pitch is fouled.
- c. Foul fly caught = batter out.
- d. A hit batter is considered a ball. The batter does not take first base.

4. Bunting

- a. Not allowed

5. Bat Regulations

- a. Must meet USA Bat Standard (except wood bats).
- b. No tee-ball bats.
- c. See Little League Rule Book for specifics.

6. Batting Helmets

- a. Batters must wear protective helmets during practice, as well as during games.
- b. Helmets with facemasks are optional.

7. Base Coaches

- a. There may be adult coaches in the first and third base coaching boxes when the team is at bat.

Catching & Defensive Rules

1. Catchers

- a. Must wear full gear along with protective cup with throat dangle.
- b. Adult coach from opposing team may assist catcher in returning balls to pitcher.



- c. No coach interference on plays at the plate
- 2. Defensive Coaches**
 - a. Two Defensive coaches allowed on the field:
 - i. One in outfield grass (instruction only)
 - ii. One assisting catcher returning balls to pitcher only.
- 3. Defensive Control / Dead Ball**
 - a. Time called when:
 - i. Ball is under control by any infielder, and
 - ii. Umpire determines play has ended.
- 4. Infield Fly Rule - Does not apply.**
- 5. The hidden ball trick is illegal.**

Base Running Rules

- 1. Stealing** – No stealing allowed
- 2. Passed Balls** – Runners may not advance on passed balls.
- 3. Runner hit by batted bat**
 - a. If a batted ball hits a runner, the runner returns to the bench and it is counted as a defensive out. The batter is awarded first base.
- 4. Runner Interference**
 - a. Interference will not be called unless it is deliberate and/or willful.
- 5. Sliding / Avoiding Contact**
 - a. If there is a play on the runner at any base, the runner must slide or avoid contact.
 - i. The player could be called out if they do not slide, it is a judgement call by the umpire.

Interference & Special Situations

- 1. Coach Interference**
 - a. If a batted ball hits coach:
 - i. Dead Ball
 - ii. Batter returns to box, and
 - iii. No pitch declared.
 - b. If umpire declares interference was intentional:
 - i. Batter is out
 - ii. Runners return to base occupied at time of the pitch.

Authority & Governance

- 1. Umpire Authority**
 - a. All games are under the jurisdiction of the UIC (Umpire in Charge) once officials take the field.

Coach & Player Conduct – Sportsmanship

- 1. Coaches represent their community at all times.
- 2. Use of vulgar or offensive language is prohibited.
- 3. Must conduct themselves respectfully.
 - a. **Coach ejection:**
 - i. Must leave park premises immediately.
 - ii. Must take their child with them.
 - iii. Coach must sit out next scheduled game.
 - iv. Coach may not be on park grounds for that next game.
 - v. Player may return for next team game.
 - b. **Player ejection:**
 - i. An out will be recorded each time that player's batting spot comes up.

