

South Central Little League Rookie Division (8U) Rules - Baseball

1. The Rookie (8U) Division is intended for boys and girls, ages 6-8 years old.
 - a. Participating boys' and girls' playing age will be determined by how old they are on August 31 of the year in question.
2. All players, coaches and parents are to conduct themselves in an orderly manner. Disorderly or unsportsmanlike conduct of the aforementioned people could result in removal from the park.
 - a. NO parents are allowed on the playing field at any time.
 - b. Coaches and/or assistant coaches are prohibited from any and all FOUL LANGUAGE. Failure to do so may result in the eviction from the playing field.
3. Managers and/or assistant coaches are prohibited from drinking ALCOHOLIC BEVERAGES, or being under the influence of ALCOHOL AND/OR DRUGS before and/or during any activity affiliated with South Central Little League (games, practices, etc.).
4. Rookie Division (8U) games will be 6 innings or 60 minutes, whichever is reached first. If the 60-minute time limit is reached before 6 innings have been completed, the current inning may be completed. A new inning may not begin once the 60-minute time limit is reached.
 - a. Games become official when 4 complete innings have been played or 3½ innings if the home team is winning.
 - b. A maximum of 6 runs may be scored per inning, except in the last inning when the offensive team may bat until 3 outs are recorded.
 - c. The mercy rule may be called into effect when/if any of the following criteria is met:
 - i. The home team is ahead by 15 runs after 3 innings
 - ii. The home team is ahead 10 runs after 4 innings
 - iii. The home team is ahead 8 runs after 5 innings
 - d. A game will be considered forfeited to the opposing team if a team is unable to field a minimum of 8 players at the scheduled starting time.
 - e. A team can compete with 8 players, but will be assessed an automatic out when the 9th batter is due up in the lineup, regardless of the game situation.
 - f. The head coach of each team is responsible for exchanging a completed lineup prior to the beginning of the game with the names of all players present with jersey numbers. In the event a player arrives late, that player will be added to the end of the lineup.
 - g. Only bats that bear the USA Baseball logo signifying the bat meets the USA baseball bat standard will be permitted. The bat must be 30 inches and under with no more than a 2-5/8-inch diameter. Following Little League rules, only bats officially approved by Little League, Inc. will be used. The head coach of each participating team will be responsible for ensuring players do not use bats not approved by Little League. For the first violation during the season, a warning will be issued to both the hitter and the head coach. For the second violation, the hitter will be called out and the head coach will be removed from the game.

- h. Batting helmets must be approved by the National Operating Committee on Standards for Athletic Equipment (NOCSAE).

PLAYING RULES

1. Defensive Team

- a. Regular infield positions (pitcher, catcher, first base, second base, third base, shortstop) will maintain a position inside the marked infield-outfield line. There will not be more or less than 6 infielders. All other fielders must remain in the outfield grass at all times.
- b. The player-pitcher will be beside, left or right, of the designated coach pitcher. The player-pitcher must begin each play by having one foot inside the pitching circle.
- c. Catchers may wear a full catcher's mask with throat guard, chest protector and shin guards, and will take a regular catching position behind the batter. If proper equipment is not available, or a team's personnel is limited, a player may wear a batting helmet and stand at the backstop.
- d. Each team, while playing defense, shall have the option of placing 2 coaches in the outfield to help instruct the players. The team playing defense may also provide a coach behind the catcher to retrieve balls and keep the game moving. All other coaches must remain off the field of play. Any defensive coach on the field must remain in the outfield grass and is prohibited from interfering with a live ball at any time.
- e. Defensive players may not block the path of runners unless they are making a tag or going for the ball. (This will be a judgment call on the umpires' discretion). **PENALTY:** If any of the above infractions by the defense occurs, resulting in an out, the runner will get the next base.
- f. Coaches may move defensive players to different positions, however, when a player is moved they must remain playing that particular position for the remainder of that inning. In short, a player can only be moved to a different position 1 time during an inning, unless an injury occurs. **IMPORTANT:** If a player is not paying attention that could lead to harm or safety of that player or others, the coach has a responsibility to place that child into another position, preferably the outfield, where that player and others would be more comfortable and safe.
- g. No infield fly rule.

2. Offensive Team

- a. The ball shall be pitched by a pitcher-coach from or just in front of the pitcher's mound. The pitcher should stand approximately 30-35' from the batter, which is approximately 10" in from the rubber on the pitcher's mound. If the pitcher-coach intentionally touches a batted ball, the runner going to first will be called out and the play shall be called dead. If the pitcher-coach intentionally fails to remove himself from a play being made to any base - the runner advancing to that base shall be called out as a result of the coach's intentional obstruction.

- b. The batter will be given 6 pitches to place the ball into fair play. No player will strike out on a foul ball.
- c. Should a batted ball come into contact with the pitcher-coach, the ball will be ruled dead, the pitch will not count, and the batter will return to the batter's box.
- d. Batters must attempt to lay the bat down. If a bat is thrown, the batter will receive a warning. Upon any subsequent violation, the batter will be called out.
- e. Should any player become injured by a batted or thrown ball, the ball is immediately ruled dead and the base runners advance to the base they are going to.
- f. Batting out of order. Coaches are responsible for ensuring their players bat in the proper order. The scorekeeper, as well as coaches from both teams, will notify the umpire as soon as they become aware of a player batting out of order. The action taken is as follows:
 - i. When the umpire is notified of a player batting out of order **BEFORE HE/SHE** actually puts the ball in play, the order will be corrected, with no penalty/out assessed. When the umpire is notified of a player batting out of order **AFTER HE/SHE** puts the ball in play but **BEFORE ANOTHER PLAYER** puts the ball in play, the order will be corrected, with **ALL BASE RUNNERS RETURNING TO THE PROPER BASE**, with no penalty/out assessed.
 - ii. When the umpire is notified of a player batting out of order **AFTER BOTH HE/SHE AND THE NEXT BATTER HAVE PUT THE BALL IN PLAY**, all plays will be considered to stand as are, the order is considered correct, with no penalty/out assessed.
 - iii. Once batting orders have been exchanged prior to the start of the game, any player arriving late will be added to the bottom of the batting order.
- g. It is the responsibility of the defense to stop runners from advancing from base to base. The umpire will call the play dead at first sight of advancement being stopped. Upon an overthrow to first base and if the ball remains in play, all runners may advance one additional base at their own discretion (i.e. batter may advance to second, baserunner on first may advance to third, baserunner on second may advance home). If the first baseman or another infield player retrieves the ball and no throw is made to attempt an out on an advancing runner, the play is dead. Upon an overthrow to any other base, runners may advance until stopped by the defense or the umpire calls time.
- h. A team may have 2 base coaches on the field when batting. Base coaches **MUST** remain in the coach's box while the ball is in play, and **MAY NOT TOUCH THE BASE RUNNER. PENALTY:** The baserunner is out.
 - i. If there is a play at home plate, the baserunner must slide or they will be called out.

3. Base Runners

- a. A base runner who intentionally throws off their helmet while running bases will be warned and called out upon a second incident.
- b. If a base runner runs out of the baseline to avoid being tagged (umpire judgment), the base runner will be called out.

- c. If a base runner leads off the base before the batter hits the ball, the base runner will be called out.
- d. Runners missing the base will be called out by the umpire. A runner missing home plate will be called out if he/she goes into the dugout. The runner must return in a reasonable amount of time. A runner must be tagged if not a force play. Coaches cannot touch or assist a runner to return and touch home plate or any other base. **(NO APPEALS)**.
- e. If two runners are on base at the same time, the lead runner is safe, the second runner will be called out if tagged if he/she doesn't return to their base safely.
- f. No stealing.

GROUND RULES

- g. Any fair ball that bounces over or under the fence is a double. Players should raise their hands and let the umpire retrieve the ball.
- h. Any overthrow or pitch that goes over, under, or through a fence, gate and/or into the dugout, or into a stack of equipment, is a dead ball and allows runners to advance one base.
- i. Coaches and the team players will be the only people allowed in the dugout.
- j. All coaches and assistant coaches are encouraged to wear a shirt and hat bearing the team name or letter.
- k. An umpire may be appointed, or non-participating coaches may serve as umpires.
- l. Coaches may talk to his/her players on the field during a dead ball; coaches will not be allowed to slow down the game. Each coach is allowed one trip to the field during a dead ball in an inning.
- m. There will be a no protest rule. Any and all questions/concerns will be decided at the time in question. This decision will be made by an umpire (or those serving as umpire) or any board member present.
- n. **NO** parents are allowed on the field during a game. Parents using foul language of unsportsmanlike condition will be warned once then asked to leave the park. Appropriate action will be taken by the umpire or any board member present.
- o. Coaches acting in an unsportsmanlike manner will be warned once. Upon a second time they will be ejected and must leave the park.
- p. Players are expected to also act in a sportsman-like manner.
- q. The coaches whose teams are first on a particular day will be responsible for:
 - i. Getting out all the equipment.
 - ii. Stripe the field, if need be.
 - iii. Get the field in condition to play.
 - iv. Inspect the field for holes, rocks, glass and unsafe conditions.
- r. No game will be started until the aforementioned items are completed. The coaches whose teams are last to play on any particular day will be responsible for:

- i. Putting away and locking up all the equipment.
 - ii. Police the entire area and pick up all trash in the dugout, playing field, concession stand area and bleachers area.
- s. These rules were developed to ensure fair play and some general fundamentals of baseball.

PARTICIPATION

1. Player Participation

- a. All players present for a game (whether playing defense or not) will be included in the batting order (continuous batting order), even if they are not playing defense in a given inning.
- b. Each team may play up to 10 players on the field defensively.
 - i. Infield (5) - pitcher, catcher, first base, second base, third base, shortstop
 1. The player pitcher must keep one foot inside the pitching circle at the beginning of each play
 - ii. Outfield (remaining players) - must begin each play in the grass of the outfield playing area
- c. If a player cannot bat due to injury or illness, an out may be called in place of that player's turn at bat.

2. Umpiring Rules

- a. Coaches of teams not playing will serve as umpires for all games.
- b. A batted ball will remain in play until the umpire grants and declares "time."
- c. When a batted ball hits the Coach Pitcher, "time" will be called. The ball will be ruled dead. The pitch will not count. The batter will hit again.
- d. When, in the judgement of the umpire, an infielder has control of the ball, "time" will be called when the lead runner:
 - i. Stops advancing
 - ii. Retreats to a base
 - iii. Is called out
 - iv. An overthrow is made in an attempt to stop the lead runner, resulting in one additional base for each base runner

3. Postseason Tournament

- a. A postseason tournament may be held at the conclusion of the regular season and will be played the final week of the regular season.
- b. Seeding will be based on head-to-head results between the teams in the Rookie Division (8U).