*8U*

*In House Rules*

*Official Little League rules shall govern except as modified by these rules:*

General Rules:

1. All games will be six (6) innings or a maximum of 2 hours in duration.
2. A new inning may not be started within 15 minutes of the game time limit.
3. In the event an inning has been started prior to the 15 minute cut-off, and has not been concluded upon reaching the game time limit the game shall be concluded, the incomplete inning disregarded and the score shall revert back to the last completed inning.
4. Exceptions and Modifications to the two (2) hour time limit shall be as follows:
   1. The two (2) hour time limit may be waived provided there is no conflict with another scheduled game and playing conditions allow for the safe continuation of play.
   2. Both managers must agree upon extending play, if time warrants, prior to the start of the game.
   3. If in the course of extending play, conditions become such that play can no longer be continued and must be stopped during the course of an inning, the game shall be considered ended, the incomplete inning disregarded and the score shall be reverted back to the last completed inning.
5. If a game is delayed due to weather and started late, the total remaining available playing time for the day shall be evenly distributed among all games to be played.
   1. Example:-Games scheduled for the day on a particular field are at 6:00 p.m. and 8:00 p.m. Due to playing field conditions, the start of the 6:00 p.m. game is delayed thirty (30) minutes.

Remaining game time = 4 hours - .5 hour = 3.50 hours

Game time limit for each game = 3.5 hours/2 = 1 hour 45 minutes

1. Each team manager shall be responsible for communicating changes in game durations to the teams following them
2. If a game is anticipated to start more the sixty (60) minutes late, managers should consider postponing the game until a later date.
3. If a game is delayed due to umpires, managers or players being late, the loss of playing time shall be deducted from your time slot only. The games following yours shall not be penalized or shortened due to this issue.
   1. In the event, umpires are not available at the start of a game, team managers are responsible to solicit help from parents or utilize a coach from each team to act as umpires.
4. **Suspended Play** - In the event a game is suspended due to weather or other reason, and needs to be resumed at a later time/date, the game will be resumed from the point of stoppage. At the time of the stoppage, each manager should verify the count on the batter, score, outs, inning, etc. Each manager shall verify that both scorebooks are in agreement prior to leaving the playing field.
5. **Late players** - In the event a player(s) comes late to a game that is already in progress, that player(s) will be permitted to be added to the end of a teams batting order provided that team has not batted thru it s entire line up. Once the teams lead off hitter has had his second official time at bat, no additional player(s) will be permitted to be added into the batting order or game
6. **Injury/Illness** - In the event a player must be taken out of a game due to injury or illness and is unable to bat in his/her spot in the batting order, that team WILL NOT be penalized with an out for each time it is his/her time to bat. That player’s position in the lineup will be skipped for the remainder of the game. Once a player is removed for injury/illness and skips a turn at bat, that player is ineligible to return to bat or play for the remainder of the game. Additionally, in the event a player is out due to injury/illness in a game and is ineligible to return, in the event that that particular game is suspended and resumed at a later date, that player is still ineligible for that game once it is resumed.
7. **Regulation Games** –
   1. A game is considered to be regulation, if stopped due to weather or unsafe playing conditions, when 3 ½ innings are completed the home team is leading.
   2. A game that is tied after four (4) innings, and stopped due to weather or unsafe playing conditions, may be resumed at a later date in accordance with Rule 9 of this General Rules section and continued until one team has scored more runs than the other in an equal number of innings.
   3. Games tied after six (6) innings of play that cannot be extended in accordance with Rule 4 of this General Rules section shall be concluded and a tie awarded to each team in the league standings.
8. **Protests and Interpretations**
   1. Only a team manager may question an umpire call
   2. Any protest or request for interpretation must be made immediately prior to the next pitch to the umpire and opposing manager
   3. The Baseball Board will make the final decision on all rule(s) interpretation and protests.
   4. THERE WILL BE NO PROTESTS CONSIDERED ON JUDGEMENT CALLS BY THE UMPIRE.
9. **Score Books** - The home team score book is the official score book for each game. The visitors team scorekeeper is expected to check w/ the home team to verify the accuracy of the official score book. In the event of a discrepancy, play shall be halted until the discrepancy is resolved by the team managers/scorekeeper.

Playing Rules:

1. Two (2) youth umpires will be assigned to each game.
2. Prior to the start of the game, the team managers shall clearly define and agree upon the field ground rules with each other, and confirm those rules with the umpires.
3. A team may field a maximum of 10 players, with 4 outfielders evenly spaced. No rover position is permitted
4. Teams must field a minimum of 8 players or forfeit the game.
   1. Any game that is forfeited will be scored as 6-0
   2. A fifteen (15) minute grace period shall be extended to each team for late players, however, the time limit rules as given in the General Rules section are still in effect.
   3. In both teams do not have the minimum required number of player to start the game, each team shall be assessed a loss in the league standings.
5. A continuous batting order shall be used. All uniformed players must bat except as noted in Rule 11 of the General Rules section.
6. Free substitution of defensive players is permitted.
7. A 5 run limit- no continuation, per inning will be in effect except for the last inning where the defense must record 3 outs.
8. A 10 run “mercy” rule will be in effect will be in effect after 4 ½ innings if the home team is leading and after 5 innings if the visiting team is leading.
9. **Possession Rule -** Possession is established when an infielder takes a throw from the outfield and has control of the ball in the infield as defined in rule 12, at which time the umpire will call “possession”.
10. The bases will be used to establish a player’s position when the umpire rules possession.
    1. If a runner has both feet off the base in the direction of the next forward base from which he is occupying, he is permitted to attempt to advance one base after “possession” is called by the umpire.
    2. If the base runner is ruled not to have both feet off the base at the time the infielder takes possession of the ball and makes it safely to the next base, the umpire will have that runner returnto the previous base. However, if the defensive team makes a play on the runner and he is called out – THE OUT STANDS. Remember, it is run at your own risk.
11. Once the umpire rules “possession” there will be no extra bases awarded on any kind of overthrow even if you are making a play on the runner.
12. An outfielder who runs the ball into the infield will not be considered in “possession”. The ball must be in possession of an infielder.
13. If the ball is thrown out of play from the outfield, the runner will be awarded the base he is going to and that is all.
14. The infield is considered the area between the foul lines and the perimeter of the outfield grass. A ball thrown from the outfield into the backstop area is not considered in the infield while in the possession of the catcher, unless the catcher brings the ball to home plate or in front of it.
15. Runners can advance one base on a ball that does not leave the infield and do not have to have both feet off the base before the ball is fielded.
16. There is no tagging up on fly balls to the infield.
17. Adult Pitchers
    1. Pitching Circle shall be 9 feet in diameter and located 40 feet from the front of the circle to the back point of home plate.
    2. If the adult pitcher is hit with a batted ball, the ball shall be ruled “dead” and the pitch shall not count.
    3. If the adult pitcher inadvertently touches or catches a ball not yet ruled in possession while the base runners are in transit, the ball will be ruled “dead” and all runners will return to the previous base regardless of if they had both feet off the base and were attempting to advance to the next base.
    4. Adult Pitchers are encouraged to move out of play along the first base side on balls that are it into the outfield grass to avoid any interference with the play, and should remain off the field until the umpire call possession.
    5. The adult pitcher must keep on foot inside the pitching circle. The youth defensive pitcher must also keep on foot inside the pitching circle until the ball is put into play
18. The seven (7) pitch or three (3) strikes rule will be in effect. The umpires will inform the adult pitcher at several intervals of the pitch count. The batter must swing at the 7th pitch or be called out. If the 7th pitch is fouled out of play, the batter shall receive another pitch.
19. Foul balls caught by the catcher will be an out only if the ball travels above the batters head and does not come in contact with the back stop.
20. Foul tips on the 3rd strike will be an out regardless of the location provided the ball is caught cleanly by the catcher.
21. Any batter that throws a bat will receive a **PLAYER WARNING.**
    1. Any subsequent infractions of this rule by the same player shall result in the player being called out.
22. Base runners are not permitted to leave the base until the ball is hit.
    1. **EACH TEAM** will receive one (1) warning per game for a base runner leaving the base early.
    2. Subsequent infractions of this rule will result in the base runner being called out.
    3. In the event that the base runner leaves the base early, and the ball is put into play by the batter, the ball shall be ruled dead and all runners shall return to their original positions prior to the play. This pitch shall count towards one of the batters seven ( 7) pitches.

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1. Runners must avoid contact while running the bases. Base runners should slide at any base, (except 1st), to avoid contact. In the event there is a play on a runner that does not slide and no contact occurs between the runner and the fielder, the runner will not automatically be determined to be out for not sliding. **This is a judgment call made by the umpires, there will be no protests considered on these calls**
   1. A runner NOT attempting to avoid contact will be called out if there is a play at a base and they make no attempt to slide to avoid contact with the defensive player. **This is a judgment call made by the umpires, there will be no protests considered on these calls**
2. Headfirst slides are prohibited except for when returning to a base. The umpire may use his discretion when determining whether a head first slide was necessary.
3. Any runner that runs out of the baseline by more than 3’ to avoid being tagged will be called out. **This is a judgment call made by the umpires, there will be no protests considered on these calls.**
4. All base runners must keep their helmets on until they return to the dugout area.
5. Teams will be permitted a courtesy runner with two (2) outs for the catcher. The player that recorded the last out shall run for the catcher.

**Rules of Conduct**

1. Team Managers are responsible for the conduct of their coaches and players at all times during pre-game warm-ups, games, and post –game handshakes.
2. Only the TEAM MANAGER is permitted to question the Umpire regarding a call.
   1. There will be no discussion, questioning or protests regarding judgment calls on the part of the Umpires.
   2. Anyone who in any way attempts to harass or intimidate a youth umpire shall be reported to the league for disciplinary action by the Baseball Board.
   3. Any TEAM MANAGER witnessed by a Board Member harassing, intimidating or yelling at a Youth Umpire will be subject to immediate dismissal
   4. TEAM Managers are responsible for the conduct of their coaches with regard to Youth Umpires, and ensure his coaches are respectful to these young people AT ALL TIMES.
3. Throwing or kicking of equipment at any time in anger is prohibited and the guilty person(s) may be subject to removal from the game.
4. Verbal abuse of any kind towards an Umpire, Manger, Coach or Player is strictly prohibited and the guilty person(s) shall be reported to the Baseball Board for disciplinary action and possible dismissal.
5. Any person(s) threatening physical abuse harm or retaliation against an Umpire, Manager, Coach, or Player shall be removed from the game by the Umpire and the matter shall be reported to the Baseball Board for review and disciplinary action.
6. Any Manager, Coach or Player that is ejected from a game shall be subject to a one (1) game suspension of his/her teams’ next game.
   1. A 2nd infraction will result in a 3 game suspension
   2. Subsequent infraction will result in the individual being subject to disciplinary action by the Baseball Board.
7. During games, only Managers, Coaches, and Players are permitted in the dugout area. Team managers shall be responsible for ensuring parents and siblings remain out of the dugouts and from around the area of the backstop.

**Team Responsibilities**

1. Home Team –
   1. Line fields prior to game
      1. Visiting team managers/coaches should assist wit hthis as much as possible
   2. Supply two (2) baseballs
   3. Make sure all tools and equipment are returned to the equipment room if your game is the last of the day
   4. Ensure that the equipment room is securely locked and field lights are turned off before leaving the field if your game is the last of the day
2. Both teams shall keep a scorebook for each game.
3. Each team manager shall ensure that his/her team cleans the dugout at the conclusion of each game of any trash, bottles, etc.
4. Time permitting each team shall equally share the available pre-game time for infield warm-ups.