

8U Fall Rules updated 09/2017

Description	8U	Comments
Pitching Distance	35 ft.	
Base Distance	60 ft.	
Game Length	5 Innings -or- 1 hr 15 Min	*All games in 8U must be played out, with the exception of "Run Rule" Games. If game is shortened due to weather, a full 2 inning game will count as a complete game. Games under a full 2 innings must be rescheduled. Games under a full 2 innings, but at allotted time will count as a complete game. Umpires Please note: No new inning will start after the Applicable Division time limit.
8U Umpires		The coach for team at bat will be the umpire for their hitters. A strike zone will be agreed upon prior to the game. The umpire calling strikes will be positioned behind the pitcher. The umpire on the field will also call plays made on runners at any base. The Coach for the fielding team may assist as an additional umpire.
Time Between Innings	1 Minute*	*Players are allowed 1 minute to get to their positions on the field. Pitcher is allowed 5 warm up pitches. If either is exceeded, violating team will be penalized 1 out during next at bat. Rule is enforced by Opposing Coach & Umpire.
Run Limit/Innings	Yes	* 4 runs *See Equalizer Rule. Except in International Tie Breaker Innings which are a 6run maximum per team.
International Tie-Breaker League Definition	*	The League definition for International Tie Breaker Rules is as follows: Teams will start the last listed batter with a complete at bat in the batting order from the prior inning (ie: the last baserunner or out) on second base. The Run Rule for Tie Breaker Innings is a 6 run maximum per team.
Equalizer Rule	Yes	In Any Non Tie-Breaker Inning, teams trailing in the game may score additional runs above the 4 run limit. Teams may score no more than 4 additional runs over their opponents score to "equalize" the 4 Run Limit.
Run Limit/Games	Yes	*Team Ahead by 10 Runs After the 4th Inning, Team Behind Coaches Option to Continue Game.
Minimum Number of Players	7*	Teams can begin the game with no less than 7 players. If any additional players arrive they must be placed at the bottom of the batting order.
Grace Period	*	* 15 min delay until forfeiture. Game length will be shortened by delayed time. In 8U-16U divisions a 2 run penalty will be assessed to the late team, after the Grace Period.
Playing Time	*	* No player will sit out more than 1 consecutive inning, and no more than 2 innings per game, except due to injury. Violation will result in forfeiture of contested game.
Rotation Rule	*	*Each Player must play at least 1 inning each game in an Infield position,with the exception of Pitcher & Catcher. No exceptions are permitted without Board Of Directors approval. Violation will result in forfeiture of contested game.
Pitching Rule	Yes	8U division pitchers may pitch no more than 2 consecutive innings, and no more than 3 innings per Game.
Pitcher Walks	Yes	In order to encourage Pitcher development, a Pitcher may only walk one batter per inning maximum. If a pitcher walks 2 batters in any single inning, Coach will come in to pitch to the second walked batter, and any additional walked batter in the same inning. Coach will assume any strike count on the batter. "Hit By Pitch" does not count as a walk against the Pitcher, and a batter Hit by a Pitch is granted first base.
Coach Pitching	Yes	After the umpire calls the fourth ball on the second walk in an inning the coach will come in to pitch to their team. Coach will call strikes. Coach will assume any strike count on the batter. Coaches must pitch from the rubber. Coaches have a maximum of 3 pitches unless the the batter strikes out (pitched or swinging), fouls off, or puts the ball in play. No base stealing when the coaches are pitching. *Players May Not Bunt on Coach Pitching.*
Pitching Innings	Yes	If a pitcher throws one pitch to a single batter it is considered an inning pitched.
Walks	Yes*	Allowed with a maximum of 1 per inning per pitcher. Only 1 base will be awarded to the batter on a walk.
Coaches on Field	Yes*	Coaches must stay in relative area of the Coaches Box at First and Third Base. Coaches May not move more than half of the base path while players are hitting.
Infield Fly Rule	No	*Umpires Please Take Note*
Speed Up Rule/Courtesy Runner	Yes	* The last recorded out may run for the catcher when there is two outs.
Dropped Third Strike	No*	Batter May Not Advance on Dropped Third Strike, as defined by ASA ruling.
Thrown Bats	Yes	Unintentional or not, bats thrown by a batter for more than 6 feet from the batter's box get one warning per game, per team. Batters will be called out on subsequent bat throws.
Base Stealing	Yes	After the pitch crosses the plate.**No Stealing Home.** Players leaving early will be called out per ASA rules.
Sliding	Yes	Per ASA Rules *NO HEADFIRST SLIDING
Bunting	Yes	Per ASA Rules, No Bunting from Coach Pitching
Advance on overthrows	Yes	Not on overthrows from the catcher on a non batted ball. (a steal attempt)
Defensive Positions	10 Players, (4 Outfielders)	Players must play in the appropriate positions.
Injuries	*	* If a player must leave the line-up due to injury, illness or another engagement, the team WILL NOT be charged with an out in her batting position as long as the team with the departing player notifies the other team prior to the departing player's at bat.
Negative Cheers	No*	The League does not tolerate "Negative" cheers. Coaches and Managers must monitor their Players and Fans, and abide by the Code Of Conduct.