

8U Summer League Rules

2017

Field Decorum

1. Coaches are responsible for the behavior of their team players, fans, parents and guardians during games.
2. Coaches are to ensure that there is no abuse of the equipment.
3. The actions of players, managers, coaches, umpires and League officials must be above reproach.
4. Team Manager (head coach) and Coaches must display leadership and sportsmanlike conduct at all times.
5. The use of tobacco products, including smokeless tobacco, illegal substances and alcoholic beverages in any form, is prohibited on the playing field, benches, dugouts, or any area within the boundaries of the park by players, managers, coaches, umpires or any official. PENALTY: Automatic ejection from the game.
6. Parents, fans, players, managers, and coaches while participating in scheduled games or practices are not permitted to: a) Use profanity or gestures which may be considered profane. b) Deliberately harass or direct any discourteous remarks at the officials, players or any member of the opposing team.
7. Parents, fans, players, managers or coaches engaging or persisting in conduct or actions unfavorable to the spirit, principles and objectives of good sportsmanship shall receive one warning from the umpire. If the offense or offenses continue, offender or offenders will be ejected from the game.

Field Preparation and Upkeep

The home team is responsible for the following: a) Rake infield, base paths and mound, pulling dirt away from the lips b) Line the field c) Set out bases d) Clean out your dugout e) Clean out opposing dugout if not done or cleaned well enough f) Put away the bases g) Put away rakes and equipment h) Ensure storage box is locked. The above duties are also required at the end of practices.

Equipment

1. All players must wear an athletic support with cup (jock or jill).
3. Batters, on deck batters, base runners, players used as base coaches or bat boys shall wear double ear flap helmets which gives protection to the temple, ears, base of skull and top of head and must have a chin strap properly attached.

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4. It is mandatory that full catcher's helmet with face protector be worn, in addition to a chest protector, shin guards, and athletic supporter with jock/jill while catching in practices and games.
5. Running shoes or molded rubber cleats are acceptable foot wear. Metal cleats are not permitted in this division.
7. Coaches occupying a coach's box must be identified by, at least, a team cap in regular season play.
8. Home team supplies the game balls – Pro Nine Level 5 or equivalent.
9. Home team supplies the pitching machine – for example Louisville Slugger UPM45 Blue Flame Pitching Machine

General Rules

1. Full uniform and hats (supplied by the league) must be worn to all games. Shirts are to be tucked in. Base runners, batter, and on-deck batter must wear double ear flap batting helmets with chinstraps properly attached.
2. No gum, Spitz, etc. is allowed anywhere on the field including the dugout. Each team is responsible to clean up their dugouts after the game.
3. The Home team is responsible to prepare the diamond, line the field and fill in any depressions, before the game. After the game they are to rake the infield, home plate and pitching mound areas and make sure all equipment used during the game is returned to the bin and locked up. No children are allowed in equipment bin.
4. The Home team occupies the dugout behind third base.
5. Before a game, each Manager (Head Coach) must give a copy of his/her batting line-up to the opposing team and the home plate Umpire.
6. During a game, Coaches or parents cannot position themselves on the outside of the backstop behind the umpire in order to coach the team. Loss of game can occur if, after a warning, the problem still exists.
7. Coaches are responsible for the behaviour of their team players, fans and parents during games.
8. Games postponed or cancelled due to rain may be rescheduled by the coordinator, if there is time available in the schedule.
9. A "Base Race" will conclude every game.

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Playing Field

1. Bases shall be 60 feet apart. Bases are to be inserted in the appropriate apparatus embedded in the playing field. The Pitching Machine is to be set up at the pitching rubber.
2. The batter's box is to be 3ft. wide x 6ft. long and the inside line 6" away from the side of the plate. It shall extend 3ft. in front of and 3ft. behind the center of the plate.

Game Rules

1. TEAM COMPOSITION - All players on the roster are to bat. There is to be a maximum of 6 infielders including the pitcher and catcher, with a minimum of 8 players and a maximum of 10 players on the field for the defensive team.
2. DEFENSIVE ROTATION - All players must play at least 2 innings in the infield and 2 innings in the outfield every game. A player can play the catcher position for a maximum of 3 innings unless there are not enough players to rotate. Besides catcher, players can only play the same position for 2 innings.
3. INFIELD FLY - The infield fly rule does not apply.
4. BATTING - Bunting and running on dropped 3rd strike are not permitted. If a base runner leads off, all base runners and the batter will return to their original positions with the count on the batter to remain the same. No outs shall result and no runs shall score.
5. PITCHING - All games will be played with a pitching machine. Pitching is not allowed in the 8U Summer League games; including tournaments. Pitching machine distance will be approx. 46 feet from the plate. (Use pitching rubber as guideline). The pitching machine, must be operated by the team at bat. The pitching machine shall be set at speed level 7.

The person operating the pitching machine may move batters verbally within the batter's box to give them the opportunity to succeed in hitting the ball. Coaching the batter in the box with swing fundamentals and slowing the pace of the game will not be allowed.
6. UMPIRES - Managers, Coaches, Players and Parents are not allowed to visit the Umpires. Managers and Coaches should submit any umpire mentorship comments after the game to the home team's division rep.
7. DEAD BALL - If the ball hits the pitching machine or the pitching machine operator the batter is awarded first base and it is treated as a walk. If, in the judgment of the Umpire, the machine operator intentionally plays or deflects a fair hit ball, the ball is dead, the batter is out and runners cannot advance. No walks are allowed.
8. BASE RUNNING AND SCORING - If a base runner stops forward movement, he must return to his previously occupied base when a defensive player has control of the ball in the infield and in the judgment of the Umpire, there is no throw or attempt to make a play on any of the base runners.

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Runners may only advance one base per fielding error. Additional bases may not be taken on subsequent errors. A runner on 2nd can't score on an error made on a hit ball that stays in the infield.

9. OBSTRUCTION – Obstruction will be called on a defensive player if the bag or plate is not partly exposed. The entire orange portion of the safety base must be entirely exposed. Defensive players may not stand on the baseline without the ball. The runner will be awarded the base.

10. INTERFERENCE – Interference will be called on an offensive player if the runner contacts a fielder outside of the straight line between bases.

11. BATTING ORDER - All players will be included in the batting order. Players will be listed in the order they are to bat. Players arriving late will be added to the end of the batting order without penalty.

12. LEADOFFS - Leadoffs are not allowed. The ball must cross home plate before the base runner(s) can leave the base(s). When a base runner leaves the base before the pitched ball crosses home plate the Umpire shall call "Leadoff". All base runners and batter will return to their original positions with the count on the batter to remain the same, No outs shall result and no runs shall score.

13. STEALING - Stealing to 3rd is allowed at any time during the game, however, the ball must cross home plate before the runner can attempt a steal and there must be at least one strike called on the batter. Stealing home is not permitted.

14. SLIDE/AVOID – Slide or avoid rule is in effect. No headfirst slides are allowed. All offending players will be called out.

15. CATCHER INTERFERENCE - Catcher interference rule is in effect. No pitch is to be called.

16. TIME LIMITS - An official game consists of 6 completed innings – time permitting. A new inning should not begin once 1hr 45 minutes has passed after the scheduled start time of the game.

17. RUN LIMITS - 3 outs or 4 runs will constitute an inning (except that a team may score unlimited runs in its last at bat in the 6th inning). If a team is leading its opponent by at least ten (10) runs after four (4) or more equal innings have been played, or after 3-1/2 innings if the team second at bat should have a ten run lead at the end of its fourth inning, or before the completion of its fourth inning, the game shall be determined and the team in front declared the winner.

18. STANDINGS - No record of Standings is kept. Score keeping is required as to keep a record of games played. If a game ends in a tie it will remain a tie.

19. BC MINOR RULES - All BC Minor Baseball rules will be in effect but 8USL rules take precedence.

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Tournament Rules

- 1 In case of a tie after the round robin refer to section **29.01 Tiebreaker** of the BC Minor Baseball rules book.
- 2 In case of a tie in a play-off game extra innings will be played to break the tie.