



Cary-Grove Youth Baseball and Softball

Tournament of Stars (TOS)

8U Baseball Rules

General Rules and Field Dimensions

- 1) Coach and kid pitch
- 2) Base length: 55 feet
- 3) Pitching rubber: 38 feet
- 4) Type of baseball: Wilson A1228 Soft Compression Baseball or comparable
- 5) Game length: Six innings, no new inning after one hour and 45 minutes (*excludes the championship*)
- 6) If a game is cancelled due to weather or darkness, it shall be considered a complete game after three innings (2 1/2 innings if the home team is ahead).
- 7) Large-Lead Rule: 12 runs after three innings (or 2 ½ innings if the home team is leading), 10 runs after four innings (or 3 ½ innings if the home team is leading), 8 runs after five innings and any subsequent innings (or 4 ½ innings if the home team is leading)
- 8) Player age as of May 1
- 9) All pool-play games will start with a coin flip with the coach from the team who travels farthest making the call. The coin flip will determine the home team during pool play. The game clock will start when the home team takes the field in inning one. Bracket games will be seeded.
- 10) A minimum of eight players per team is required to begin a game.
- 11) Pool-play games may end in a tie.

The current Official High School Rules published by the National Federation of the State High School Associations (Fed. Rules) apply unless specifically stated otherwise herein.

Please also see the TOS Newsletter found on Tourney Machine and the CGYBS website.

A. Coach Pitch/Kid Pitch

- 1) Odd innings (1, 3, 5) will be kid pitch and even innings (2, 4, 6) will be coach pitch.
- 2) During the odd innings, a player from the fielding team will pitch to each batter until the ball is hit in play, the batter is called out with three strikes called by the umpire (swing and miss or called strikes), or the pitch count reaches four balls before the third strike. If the pitch count reaches four balls before the third strike, the batting team's coach will come in and pitch. Each batter is entitled to **three pitched balls**. The batter will be awarded another pitch for each foul hit on the last pitched ball and subsequent pitched balls unless the foul ball is caught resulting in an out (See C 8). A swing and miss on the third (or subsequent) pitch is an out. There are no walks.
- 3) During the even innings, each batter is entitled to **five pitched balls** per at bat. The batter will be awarded another pitch for each foul hit on the last pitched ball and subsequent pitched balls unless the foul ball is caught resulting in an out (See C 8).

- Three strikes are not an out, the batter is entitled to and may miss the five pitched balls. A swing and a miss on the fifth (or subsequent) pitch is an out. There are no walks.
- 4) If a pitcher hits a batter, the batter is not awarded first base.
 - 5) If a kid pitcher hits two batters, the pitcher shall be removed from the pitching position.
 - 6) Players may only pitch one inning per game.

B. Batting

- 1) Every player shall bat. Each team will use a complete batting order.
- 2) On-deck warm-ups for players waiting to bat are not allowed.
- 3) A batter who throws the bat will be automatically out.
- 4) A player who arrives after the game begins must bat at the bottom of the batting order.
- 5) A hit ball which goes under or bounces over the outfield fence shall be declared a ground-rule double.
- 6) No bunting is allowed.
- 7) When a batted ball hits the pitcher (coach) or umpire, the play is considered dead and the batter is awarded first base. All runners will be allowed to advance one base or to the base they were pursuing when this occurs.
- 8) A courtesy runner (last batted out) is mandatory for a batter who reaches base and is playing the position of catcher in the next inning after there are two outs only.
- 9) Each team can score a maximum of five runs in each of the first five innings. Once a team scores five runs, their turn at bat is considered over and they will immediately take the field. **In the sixth inning only (and subsequent innings if needed to break a tie), there is no run limit.**
- 10) All bats must conform to the following rules. All bats must be:
 - USSSA 1.15 BPF stamped, 2 1/4" diameter or less, no weight restrictions
 - USA Baseball (no weight or barrel restrictions)
 - BBCOR
 - Wood
 - No bat may be longer than 33"

Any batter that enters the batter's box with an illegal bat (i.e. does not comply with the bat rules) shall be called out immediately upon discovery (via appeal or the umpire's call). The batter may also be called out after batting and reaching base so long as the illegal bat is discovered prior to the first pitch of the following batter. In this case, the defensive team has the option of taking the penalty (an out) or the result of the play. If the penalty is taken, all runners shall return to their original bases. A second use of an illegal bat by any player shall result in forfeiting the game.

C. Fielding

- 1) A maximum of 10 defensive players will be on the field, six on the infield and four in the outfield.
- 2) Coaches are not allowed on the field for the defensive team.
- 3) Pitchers must throw overhand from the pitching rubber.
- 4) All outfielders will play at a minimum of 20 feet behind the dirt infield. (A stripe will be painted on the grass to mark this.) Outfielders may not make force plays at any base and must throw the ball in to an infielder.

- 5) No player will be positioned closer to home than the pitcher.
- 6) The player playing the position of pitcher when a coach is pitching must be within the six-foot circle which surrounds the pitching rubber prior to each pitch.
- 7) A player **MUST** be wearing a cup to play catcher, no exceptions.
- 8) There will be no foul-tip outs caught by the catcher unless the ball is hit higher than the batter's head and the catcher catches the ball.
- 9) The catcher may not stand while receiving a pitch.

D. Base Running

- 1) There are no lead-offs.
- 2) Runners may only advance as many bases as the batter advances. If the batter only reaches first base, then all other base runners are allowed to advance one base only. If the batter reaches second base, then all other base runners are allowed to advance two bases. If the batter is put out while trying to advance, then all other base runners shall be allowed to advance as many bases as the batter was pursuing, but do so at their own risk. **This rule replaces the half-way rule.**
- 3) When the ball is in the infield, runners may only get the base to which they are advancing even with an overthrow.
- 4) The Infield Fly Rule does not apply.
- 5) No base runner will be allowed to advance after a fly ball is caught.
- 6) A runner hit by a batted ball is out and the play is considered dead unless the batted ball has passed an infielder other than the pitcher. Remaining runners may advance to the base they were pursuing.
- 7) If the base runner collides with a fielder attempting to make a putout, the runner will be called out.
- 8) Fielders may not obstruct base runners by standing on a base or by standing in the base line when the ball is not being thrown to them for a play. Fielder obstruction will result in the runner being awarded the base he was pursuing.
- 9) No head-first slides are allowed. The runner will be declared out if sliding in this manner.
- 10) Base runners must slide to avoid contact.