

TYA YOUTH DIVISION RULES 2023

8 Year Olds

GAME FORMAT

- 1) 42 ft pitching / 60 ft distance between bases
- 2) 6 inning games - no extra innings in regular season; playoff rules provide for extra innings
- 3) Time limit –
 - a) Games shall be limited to **2 hours (120 minutes total)** Arrive 15-30 minutes prior to games for warm-ups.
 - b) The game should start on time and fit within the allotted time slot if another game is immediately after.
 - c) Official game is deemed to be 3 innings during regular season and 4 innings in playoffs
 - d) Record & confirm your official start time with opposing coach & umpire.
 - e) No new innings shall occur after 1hr and 35 minutes from the official start of the game. The "final" inning of regulation must be discussed and agreed upon by head coaches and umpire before the 95 minute mark. For example, the "final" inning could be the 4th, 5th or 6th inning. There are no extra innings during the regular season.
 - f) ****Exception:** Thurs 5:30pm game at Haindl field must be played within **1hr and 45 minutes**, so no new innings shall occur after 1hr and 25 minutes from the official start of this game.
- 4) Roster, lineups & batting order
 - a) All players shall be included in the batting order
 - b) Ten players play the field on defense....4 outfielders (**All outfielders must be on the outfield grass**)
 - c) Unlimited substitutions and re-entry, except for the position of pitcher:
 - i) A player removed as a pitcher may not pitch again in the same game
 - ii) Game can be played with a minimum of 7 players
- 5) A half inning shall be complete when one of the following occurs, whichever comes first:
 - a) Three (3) put outs are achieved by the defense
 - b) Six (6) runs are scored
 - i) In the "final" inning, there is NO run limit
- 6) Score will be kept. Report your scores and pitchers to umpire after each game. The umpire will have a scorecard to track score and pitchers. We will keep track of W-L records for purposes of playoff seeding.
- 7) General:
 - a) No leading, no stealing
 - b) No dropped 3rd strike rule
 - c) No infield fly rule
 - d) No slash bunts (squaring to bunt, then pulling back and swinging the bat)
 - e) No head first slides towards any base
- 8) Each team must have a catcher. Assistant coaches must help gather missed balls behind home plate to improve pace of play.
- 9) The umpires will be Majors division players or recent graduates of the program. **REMEMBER – they are learning too. Work with them and support them. Any disrespect toward or yelling at them will result in coaching privileges being revoked by TYA Board.**
- 10) The team on defense can have one coach on the field to assist the defensive players for the first few games. Let's try to avoid this if we can, or at a minimum, only allow it for a few games until the kids are comfortable.

PITCHING

- 11) The distance between the front of the pitching rubber and the back tip of home plate shall be **42** feet. Use common sense here – start the season at 40 feet and let's move back to 42 feet by mid-season. The 8u travel league distance is 42 feet. Next year in Minors, the distance is 46 feet. Use this as an opportunity to challenge and develop your pitchers not beef up their strikeout totals.
- 12) To be fair to players on both teams the kids with the best chance of throwing strikes should be pitching. Kids will not learn to hit “kid pitch” if the ball is not close to the strike zone. **Games are not the time to “try pitching”** - this should be done during practice. If they do a decent job in practice, give them a chance in the game.
- 13) Balls and strikes will be called. In order to keep the game moving, the strike zone must be a bit liberal (**chin to shin – and 4 inches off the plate either in or outside - we want the boys to be aggressive**). Batters can strike out with three strikes (swinging or called). Foul balls are strikes (except strike 3).
- 14) **There are no walks.** The *at-bat team's coach* will step in and pitch after 4 balls and finish the at-bat (strike out or ball put in play). The player who was pitching resumes pitching for subsequent at-bats. The coach who is pitching should be ready to jump in – to keep pace of play moving.
- 15) Hit by Pitch (HBP). If the batter is hit by a pitch, the batter (or his coach) can elect to receive coach pitch (as specified above) or take first base. The batter can strike out if he elects to hit.
- 16) No re-entry for pitchers.
- 17) Pitch Count:
 - **A player cannot pitch more than 2 innings in 1 game and cannot pitch more than 3 innings over a 3 day span** (i.e. a player, who pitches 2 innings on Thursday, can pitch only one 1 inning on Saturday.)
 - **Pitchers should have a minimum of one day of rest before they pitch another inning.**
 - Coaches must be mindful of the boys' arms. (Note: In the Minors pitchers are kept on an inning and pitch count with required rest dependent upon pitches thrown.)
 - if a pitcher hits 2 players in an inning, they are removed from the pitching position and may not return to pitch in the same game.

BASE RUNNING

- 18) Base runners will be called out for the following: jumping over a defensive player to avoid a tag, making contact with the intent to dislodge the ball, **sliding head first into any base**, running out of the base paths to avoid a tag.
- 19) A runner is out when a fair ball touches the runner before a fielder has had a chance to make a play on it. The ball is dead and no runners advance.
- 20) **Runners should slide feet first.** Runners must avoid contact with opponents at home plate.
- 21) There is no leading, no stealing, no bunting and no infield fly rule. Base runners cannot leave the base until the ball is put in play.
- 22) Base running will be all you can get within reason. Ex: The batter hits a single – the batter stays at first base. If they hit the outfield grass on a fly they can try to run for a double. The first base coach should direct the runners. We do not want the boys running wild.
- 23) A batter can go for an extra-base hit if the ball is well hit over or through the infield, either in the air or on the ground. However, we should not allow extra-base hits on fielding errors where the ball goes through the fielder's legs or under his glove.

- 24) Overthrows: The runner may not advance on an overthrow and is awarded the base closest to him at the time of the overthrow. There is no difference between an overthrow that lands in fair, foul or out-of-play territory. Coaches should use similar discretion on errant throws from the outfield to the infield.
- 25) **As a general principle, the lead runner on base should move the same number of bases as the batter. So if the batter gets a double with a runner on 1B, then the 1B runner will stop at 3B.**

GENERAL

- 26) In the event a team has less than 7 players the game will be a forfeit in the standings. Coaches should then even out the teams and have a scrimmage game. We can consider rookie league call-ups as the season progresses.
- 27) In order to keep the game moving: (this really helps and make a difference)
- the catcher for the team at bat needs to have all equipment on and ready to go once there is one out – when inning ends get him out there with helmet on
 - please send in a pinch runner for catchers when there are two outs.
 - for the team at bat each player needs to know what position they are playing before there are 2 outs – when 3rd out is made get all players to their position, please do NOT wait until there are 3 outs and start telling your players what position they are playing
- 28) Please have all players running on and off the field in between innings. No walking.
- 29) It is the coaches' responsibility to clean the dugouts and rake the Infield after each game. Do not leave the field or dugouts a mess!

PLAYOFFS

- 30) In the playoffs, there is NO run limit in the "final" inning or "extra" inning. In all other innings, the run limit is 6.
- 31) The "final" inning of regulation must be discussed and agreed upon by head coaches and umpire before the 95 minute mark. Record/confirm you start times with opposing coach/umpire. For example, the "final" inning could be 3rd, 4th, 5th or 6th inning. No new regulation innings can start after 95 minutes. An "extra" inning can start after 95 minutes if the game is tied (see below.)
- 32) In the event of a tie after the final inning of the game, use the following tie breaker system:
- a) one "extra" inning will be played with the last batted out from the prior inning at 2nd base and 1 out
 - b) if the tie is not broken after one "extra" inning, use a coin toss.
- 33) At the discretion of the Youth Commissioner(s), extra innings in the championship game can be played by normal rules and the tie-breaker system in rule #27 is waived.
- 34) Suspended Game: If a playoff game is suspended for any reason (if not official), the game must be played from its point of interruption. Note: If a suspended game DOES NOT complete one (1) full inning, that particular game will be re-played in its entirety.