



**NORTH JEFFERSON JUNIOR BASEBALL ASSOCIATION**  
6385 W. 52<sup>nd</sup> Ave., Unit 4, Arvada, COLORADO 80002  
Phone Number: 303-422-7406; Fax Number: 303-456-1566  
www.njjba.org

# 8 & Under Baseball Program

## Program Information, Rules and Guidelines

Last Updated: 12-12-2015

### 1.0 General Information

#### 1.1 Common Rules and Guidelines

1. It is the Head Coach's responsibility to inform your assistant coaches and parents of these rules.
2. The Head Coach is responsible for the behavior of his players, coaches and parents.
3. Common sense shall govern play.
4. Scores and standings are not kept during league play. Coach your team as such and give all players on both teams a positive experience. The 8-and-UNDER Program is ultimately about **FUN AND FUNDAMENTALS**.
5. Prior to the game, please personally introduce yourself (both head coaches and assistant coaches for each team). As an association, we rely on a collaborative effort to insure a positive environment for the kids. If needed, lend each other assistance.
6. Rotate your batting order from week to week to even out the plate appearances for all players.
7. Get your catchers equipment on prior to the last batter hitting in an inning to speed the transition time from offense to defense. Have an assistant get the catcher dressed as soon as possible following his / her at bat.
8. Create your line-up and defense position rotations prior to the game. Get a parent or assistant coach to assist in placing the kids in their defensive positions and/or get ready to bat.
9. **ABSOLUTELY NO CHEWING TOBACCO WILL BE ALLOWED.**

### 2.0 TEE BALL - Common Rules and Guidelines

#### 2.1 Player Eligibility

1. Program is reserved for boys and girls ages 4 or 5.

#### 2.2 Game Requirements

1. Bases shall be set at 50 feet.
2. The pitching rubber shall be set 40 feet from the back of home plate. Defensive players shall not cross over an imaginary arc of the same distance until the ball is hit.
3. Game times: **60 minutes**. When time expires team will finish current at bat and then the game ends. Manage the game - start and end ON TIME

#### 2.3 Offense

1. Every player bats each half inning
2. Coaches can, and are encouraged to position their batters and help them during their at bat.
3. A hit must travel 10' or it is a foul.
4. There are no strikeouts.
5. There will be no bunting, leading off, or stealing in any 8U games.
6. The last batter shall "clear the base", thus ending the half-inning.
7. While on offense it is encouraged to have 4 coaches on the field. One coach behind home plate helping the batter, and a base coach behind or beside each base to help the runners advance correctly.



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## 2.4 Defense

1. Defensive players shall not cross over an imaginary arc of the same distance as the pitching rubber until the ball is hit.
2. All normal infield positions will be filled and the remaining players dispersed in the outfield on the edge of the grass. 2-3 defensive coaches may be on the field at all times to assist positioning the players.
3. Rotate players from infield to outfield, and in different positions from game to game, and inning to inning.
4. Defense is encouraged to make outs, but if an out is recorded the offensive player that is deemed out shall remain on base.

## 3.0 MACHINE PITCH MINORS - Common Rules and Guidelines

### 3.1 Player Eligibility

1. Program is reserved for boys and girls ages 7 and under. Typically though, this program is for 5 and 6 year olds that are experiencing machine pitch for the first time.

### 3.2 Field Requirements

1. Bases shall be set at 60 feet.
2. The machine shall be set 40 feet from the back of home plate. Defensive players shall not cross over an imaginary arc of the same distance until the ball is hit.
3. Game times: **1 hour and 15 minutes or six innings**. New innings shall not be started after 1 hr. Manage the game - start and end ON TIME.
4. The dial settings on the machine shall be 40 - 43. A dial setting of 43 equates to about 35 mph.
5. To assist in speeding up the game, have a designated coach supply enough game condition balls for each game. Use a bucket to collect the balls at the machine, and assist in the collection / transfer of balls back to the coach after each at bat.

### 3.2 Offense

1. Each batter gets Seven pitches in each at bat, if they do not make contact on the first five they will get two soft toss/tee swings for a total of seven before ending their turn at bat. A strikeout is recorded if the batter misses the 7th pitch. If the batter fouls the 7th pitch they will continue at bat until the ball is put in play or they swing and miss. (This is to keep the defense involved)
2. In an effort to get players more at bats and not spend time switching from offense to defense, the offense will bat all players on the roster before switching to defense.
3. If an out is recorded on defense the offensive player deemed out shall be removed from the bases. However, the inning does not end if three outs are recorded and coaches shall not clear the base after three outs are made in the field. This increases the defensive opportunities for the team in the field, and enables the offensive team to work a wider variety of base running situations.
4. Once the ball is within the infield, runners must stop at the next base.
5. Running on over throws is not allowed. Players Runners should advance on bases with hits, however, runners shall not advance more than one base on fielding errors if the ball stays in the infield. A second overthrow does not ever constitute extra bases. This rule encourages defense to throw the ball in an attempt to make outs without risk of an infield batted ball turning into an undeserved homerun.
6. Coaches can, and are encouraged to position their batters and help them during their at bat. Coaches may also have a traditional 1st base and 3rd base coach.
7. A hit ball that strikes the pitching machine is a dead ball and the player is awarded a single. (regardless of whether the bases are loaded or not.)
8. There will be no bunting, leading off, or stealing in any 8U games.
9. Don't "Windmill". Teach the kids how to identify and listen to the base coaches.
10. The last batter of the inning does NOT clear bases (unless it is an earned home run).



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### 3.4 Defense

1. Players shall rotate defensive positions, infield to outfield, every inning. Coach should strive to give each kid an opportunity over the course of the season to experience each and every playing position.
2. All normal infield positions will be filled (Only one pitcher on the field) and the remaining players dispersed in the outfield on the grass, or at least 20 feet behind the base paths.
3. Defensive players shall not cross over an imaginary arc of the same distance as the pitching machine until the ball is hit.
4. Outs on the bases should be made by infielders and outfielders should be taught to throw the ball into the infielders or to a cut off person from the infield.
5. On defense, 2-3 defensive coaches may be on the field at all times to assist positioning the players.
6. It is mandatory to rotate your players from infield to outfield, and in different positions every inning.
7. There is no infield fly rule.

## 4.0 MACHINE PITCH MAJORS - Common Rules and Guidelines

### 4.1 Player Eligibility

1. Program is reserved for boys and girls ages 8 and under. Typically though, this program is for 6 to 8 year olds that have already played machine pitch minors.

### 4.2 Field Requirements

1. Bases shall be set at 60 feet.
2. The machine shall be set 40 feet from the back of home plate. Defensive players shall not cross over an imaginary arc of the same distance until the ball is hit.
3. Game times: **1 hour and 30 minutes or six innings**. New innings shall not be started after 1 hr and 15 minutes. Manage the game - start and end ON TIME.
4. The dial settings on the machine shall be 45 - 50. A dial setting of 50 equates to about 40 mph.
5. To assist in speeding up the game, have a designated coach supply enough game condition balls for each game. Use a bucket to collect the balls at the machine, and assist in the collection / transfer of balls back to the coach after each at bat.

### 4.3 Offense

1. Each batter will be pitched up to 7 pitches by the machine. 3 strikes constitute an out. A batter cannot be awarded a walk. If a batter has two strikes, he can keep fouling off balls until he strikes out or puts the ball in play. After 6 pitches, the batter is assumed to have two strikes regardless of the pitch sequence.
2. Offense will bat 9 batters or 3 outs per inning; whichever comes first. The coach will announce "ninth batter" when he/she comes up. The inning is over if a third out is made or the 9th batter batted ball is controlled within the infield, or inside foul territory within the infield area.
3. If an out is recorded on defense the offensive player deemed out shall be removed from the bases.
4. Once the ball is within the infield, runners must stop at the next base.
5. Runners should advanced on bases with hits, however, runners shall not advance more than one base on fielding errors if the ball stays in the infield. A second overthrow does not ever constitute extra bases. This rule encourages defense to throw the ball in an attempt to make outs without risk of an infield batted ball turning into an undeserved homerun.
6. Coaches can, and are encouraged to position their batters and help them during their at bat. Coaches may also have a traditional 1st base ad 3rd base coach.
7. A hit ball that strikes the pitching machine is a dead ball and the player is awarded a single (regardless of whether the bases are loaded or not.)
8. There will be no bunting, leading off, or stealing in any 8U games.
9. Don't "Windmill". Teach the kids how to identify and listen to the base coaches.
10. The last batter of the inning does NOT clear bases (unless it is an earned home run).



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#### 4.4 Defense

1. All teams shall field the normal 9 positions. The coach shall make sure that No player shall sit out 2 innings consecutively. There will be a one-for-one mandatory sit and play rule. Players shall rotate defensive positions, infield to outfield, every other inning.
2. Coach should strive to give each kid an opportunity over the course of the season to experience each and every playing position.
3. All normal infield positions will be filled and all outfielders will be dispersed on the grass, or at least 20 feet behind the base paths.
4. Defensive players shall not cross over an imaginary arc of the same distance as the pitching machine until the ball is hit.
5. Outs on the bases should be made by infielders and outfielders should be taught to throw the ball into the infielders or to a cut off person from the infield.
6. On defense, 2-3 defensive coaches may be on the field at all times to assist positioning the players.
7. It is mandatory that you rotate your players from infield to outfield, and in different positions.
8. There is no infield fly rule.

#### 4.5 Tournaments

1. In general league rules shall apply to the end of year tournament. However, NJJBA may amend rules for tournaments. Special tournament rules, if any, will be given to each coach prior to the start of the end of year tournament.

## 5.0 INSTRUCTIONAL KID PITCH - Common Rules and Guidelines

#### 5.1 Player Eligibility

1. Program is reserved for boys and girls ages 8 and under. Typically though, this program is for 7 to 8 year olds that have already played machine pitch and are ready for live pitching.

#### 5.2 Field Requirements

1. Bases shall be set at 60 feet.
2. The pitching mound shall be set 40 feet from the back of home plate. Defensive players shall not cross over an imaginary arc of the same distance until the ball is hit.
3. Game times: **1 hour and 30 minutes or six innings**. New innings shall not be started after 1 hr and 15 minutes. Manage the game – start and end ON TIME.

#### 5.3 Offense

1. Each batter will be pitched up to 7 pitches by the opposing pitcher. 3 strikes constitute an out. After 4 balls, the coach for the batting team will pitch the remaining pitches until the player strikes out, or puts the ball in play. If a batter has two strikes, he can keep fouling off balls until he strikes out or puts the ball in play. Walks are not allowed.
2. Offense will bat 9 batters or 3 outs per inning; whichever comes first. The coach will announce "ninth batter" when he/she comes up. The inning is over if a third out is made or the 9th batter batted ball is controlled within the infield, or inside foul territory within the infield area.
3. A coach or parent will call balls and strikes and umpire the bases.
4. If an out is recorded on defense the offensive player deemed out shall be removed from the bases.
5. Once the ball is within the infield, runners must stop at the next base.
6. Running on over throws is not allowed. Runners should advance on bases with hits; however, runners shall not advance more than one base on fielding errors if the ball stays in the infield. A second overthrow does not ever constitute extra bases. This rule encourages defense to throw the ball in an attempt to make outs without risk of an infield batted ball turning into an undeserved homerun.



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7. Coaches can, and are encouraged to position their batters and help them during their at bat. Coaches may also have a traditional 1st base and 3rd base coach.
8. A hit ball that strikes the pitching machine is a dead ball and the player is awarded a single.
9. There will be no bunting, leading off, or stealing in any 8U games.
10. Don't "Windmill". Teach the kids how to identify and listen to the base coaches.
11. The last batter of the inning does NOT clear bases (unless it is an earned home run).

#### 5.4 Defense

1. All teams will field the normal 9 positions. The coach shall make sure that no player shall sit out 2 innings consecutively. There will be a one-for-one mandatory sit and play rule. Players shall rotate defensive positions, infield to outfield, every other inning.
2. Coach should strive to give each kid an opportunity over the course of the season to experience each and every playing position.
3. All normal infield positions will be filled.
4. Defensive players shall not cross over an imaginary arc of the same distance as the pitching machine until the ball is hit.
5. Outs on the bases should be made by infielders and outfielders should be taught to throw the ball into the infielders or to a cut off person from the infield.
6. Outs on the bases should be made by infielders and outfielders should be taught to throw the ball into the infielders or to a cut off person from the infield.
7. On defense, 2-3 defensive coaches may be on the field at all times to assist positioning the players.
8. It is mandatory that you rotate your players from infield to outfield, and in different positions.
9. There is no infield fly rule.
10. Coaches shall develop multiple pitchers on each team. In no case shall a pitcher pitch more than 2 innings in a single game.
11. To speed up the game, coaches shall assist in retrieving foul balls and balls that get past the catcher.

#### 5.5 Tournaments

1. In general league rules shall apply to the end of year tournament. However, NJJBA may amend rules for tournaments. Special tournament rules, if any, will be given to each coach prior to the start of the end of year tournament.

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