



Bridgewater Little League Instructional League 8 Year Old Rules

2017

Revisions approved by BLL BOD on 4/10/2017

Below are Bridgewater Instructional League 8 Year Old local rules which supersede the official Little League rules. Should there be any discrepancy between the "Instructional League 8 Year Old Rules" and the "Local Rules" the Bridgewater Little League Local Rules will take precedence.

1. The following Local Rules shall be followed: #1, #2, #3, #6, #7, #8, #9, #10, #14, #17 and 18.
2. Safety and instruction have priority at all times.
3. The purpose of the Instructional League is for instructing and teaching baseball,. Emphasis on winning is not necessary at this age. Emphasis on teamwork and trying your hardest is what should be encouraged.
4. Player mistakes will be common and must be expected. Teaching, encouragement and praise produce improvement. Criticism, sarcasm or intimidation is counterproductive. Managers shall not have unrealistic expectations of performance or behavior.
5. Scoring and keeping win/loss records will be introduced this season.
6. Game blocks shall consist of a 1 hour and 45 min. time limit, including warm-ups.
7. There shall be no more than 10 defensive players on the field at one time. One exception would be if a team has only 11 players, in this case the 11th player could be used. No more than 6 players can be positioned in the infield, including the pitcher and catcher.
8. When possible, Managers should adhere to the guideline that no player shall play a "skill" position (any infield position) for more than 2 innings per game. Coaches shall use their discretion when assigning players to skill positions.
9. On defense, player positions must be rotated during each game and every player must play at least one inning in the infield each game.

Safety and Equipment

1. The field and adjacent ground shall be kept clear of all equipment.
2. Batters must wear helmets with fixed face masks.
3. Appropriate helmets shall be worn by batters, runners, and catchers. No on deck batters shall be allowed under any circumstances!
4. Players idle or waiting to bat shall stay on or behind the bench and away from the swing of the batter.
5. Hitters who, upon swinging, throw their bats shall be warned against such action by the coaches or umpire.
6. Players shall wear their provided team uniform: team shirt, team hat, team pants (no



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- shorts are allowed).
7. Infielders are to be instructed not to position themselves where they will interfere with the base runners.
 8. Only coaches and players are allowed in the bench area during games.
 9. **Point of emphasis:** All male players must wear a protective cup (in accordance with Official Little League Playing Rule 1.17).

Playing Rules

1. There will be a 10 pitch limit per batter.
2. Players will pitch starting with the 1st inning (new this season). Balls and Strikes will be called and teams will be out after 3 outs are registered.
3. Games shall consist of a 1 hour and 45 min. time limit – or 4 innings (but shall not exceed 1 hour 45 min.)

When an 8 Yr Old pitches:

- a. A pitcher who hits 3 batters in an inning must be removed. This is a safety issue.
 - b. No walks are allowed.
 - c. Coaches will pitch after 4 balls. Players are encouraged to hit the ball into play. If the player does not register a hit after 10 pitch limit, he will be awarded 1st base. The pitcher will then resume pitching to the next batter.
 - d. A pitcher may pitch their allotted number of pitches for their age group per the pitch count regulation. See Regulation VI (c) in the Official Little League Rule Book. Age 7-8 50 pitches.
 - e. Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
4. Managers must adhere to the following Pitchers Days Rest Table for their players:

If a player pitches this many pitches in a day...	Calendar days of rest must be observed
36-50 pitches	2 days
21-35 pitches	1 day
1-20 pitches	0 days

5. Base paths shall be 60 feet. Pitching rubber shall be 46 feet. Please Note: Pitchers are allowed, based on coach's discretion to pitch from a closer distance; as long as the pitcher finishes



his/her delivery on the mound.

6. Brief timeouts are allowed for managers to instruct players.
7. Batter and/or base runners can advance as far as possible on any hit ball.
8. The infield fly rule is not in effect
9. No Stealing or advancing on wild pitches or passed balls.
10. The only way a runner can advance to home from 3rd is a hit, or when a player is awarded 1st base if they cannot hit the ball into play after 10 pitch limit, and runner on 3rd is forced home.
11. Overthrows: No advance will be allowed on any overthrow. An overthrow consists of any ball thrown to a fielder in an attempt to get runner out, or just throwing the ball in after a hit.
12. No Bunting will be allowed.
13. There will be a maximum of 6 runs allowed to score for a team in any one inning. If a team scores 6 runs before 3 outs are registered, the ½ inning will end. For example, if a team has the bases loaded, and the batter hits a triple, only the runner that registers the 6th run will count. The play will continue in its entirety, and the inning will end, with the team at bat registering 6 runs.
14. Adults shall coach baserunners from the first and third base coaching boxes, no players are allowed to coach.

Field Maintenance

1. The Home Team is responsible for the field equipment, getting and returning the bases and supplying the game ball.
2. Upon completion of the game each manager is responsible for the cleanliness of their bench areas.
3. The last teams scheduled to play on a particular field for that day will be responsible to return all equipment (i.e. bases, etc.); to equipment shed.

All-Stars

1. The 8 year old All-Star Manager will be selected by the Board of Directors from the existing managers and coaches of the Instructional league. All applications must be filled by any coach or manager that would like to be considered. A deadline will be set and the appointment will be made in time to have tryouts and have the Manager select the team. All people interested should contact the Instructional League Vice President prior to the application deadline.
2. All-Star coaches will be selected by the All-Star Manager, subject to the approval of the Board of
3. Directors. These coaches shall be active members of the League.
4. All players League Age 8 only may try out for All-Stars.
5. Process for All-Star team selection shall start by June 1st.