



2016 8u Division Rules

For any rules or information not covered below, refer to the 2016 8U Babe Ruth Tournament Rules. All managers and coaches are responsible for reading and being familiar with the Babe Ruth Rulebook.

PLAYERS / SUBSTITUTIONS:

- All players present shall be placed in the batting lineup. If a player is injured and taken out of the game, she may not re-enter the game but will not be penalized as an out for her turn at bat.
- If a player is injured in a play and is safe but must come out of the game, the previous player in the lineup who is not on the field will run for her.
- The defense will consist of 10 players, to include 4 outfielders. One player, as the defensive pitcher will be placed to the right or left of the pitching machine with both feet inside the 8 ft. radius of the mound, and must be behind the front of the pitching machine at the time the umpire releases the pitch. One player as catcher and the others in regular defensive positions. The outfielders must play a minimum of 12 feet behind the base paths.
- If a player arrives late, she is to be added at the end of the batting lineup with no penalty to her team. This must be noted in the official scorebook.
- Teams will have free defensive substitutions. However, NO player can be a defensive bench substitute for more than one (1) consecutive inning in any game. A player who has been a defensive bench substitute, while her team is on defense, may not do so again, in the game, until all other players on the team have sat out at least one (1) inning.

GAME:

- A game will be 6 innings, with a 10 run rule after 4 innings in effect.
- A maximum of 5 runs may be scored in any inning by each team.
- No new inning may begin after 75 minutes. Any game called for time will be considered an official game regardless of the number of innings played.
- Any game called for weather, power outage, etc. will be considered an official game if 4 complete innings have been played. If 4 innings have not been completed, the game will be considered "suspended". This game will resume at the same point it was suspended, it will NOT be started over from the beginning.
- In the event of a tie at the end of 6 innings, and if time allows, one additional inning will be played to determine a winner. If the game remains a tie after the additional inning, the tie will stand.

BATTING / BASERUNNING:

- All players must wear a batting helmet with a face guard at all times when batting, on the bases, or in the on-deck circle.
- Each batter will be given a maximum of 5 pitches to try to hit the ball into play, OR 3 swinging strikes. No balls or strikes will be called. However, the umpire reserves the

right to call “no pitch” should a pitch from the machine be considerably out of the strike zone. If the ball has not been hit into play after 5 pitches, the batter is out. If the batter fouls the 5th pitch, they will receive another pitch and will continue as long as they continue to foul the pitch. If the batter bunts the 5th pitch foul, then they will be out the same as bunting the 3rd strike.

- Bunting is allowed, with the exception of a fake bunt. There is no restriction on the position of the infielders prior to the pitch, other than the pitcher must be behind the front of the pitching machine as stated above. Showing bunt then pulling back and hitting will not be allowed. If a batter shows bunt, they must bunt the ball, take the pitch, or slap the ball. The batter may not pull back and take a full swing. If a full swing is taken after a bunt is shown, an out will be awarded to the batter.
- Stealing will not be allowed.
- A courtesy runner may be used for the catcher at anytime she is on base. The courtesy runner must be the last player in the lineup to have been put out by the defense. A player can be used as a courtesy runner only once per inning.
- The rules book will govern overthrows that go into dead ball area, which is the base they are going to plus one at the time of the throw, WITHOUT the jeopardy of being put out. On overthrows that do not go into dead ball area, base runners may advance a maximum of one base beyond the base where the overthrow was made, WITH the jeopardy of being put out. There is no limit to the number of overthrows per play.

PITCHING MACHINE:

- The pitching machine will be placed at a distance of 35 ft. and set at a speed of approximately 32 mph (± 2 mph), or as designated in the 2012 Rule Book. Therefore a pitch between 30 and 34 mph is acceptable. If the machine has a digital MPH readout this will be used to determine the speed. If not, a radar gun may be used to set the speed to approximately 32 mph.
- If a batted ball hits the pitching machine the ball will be declared dead and the batter awarded 1st base. Other runners advance one base only if forced.
- If a thrown ball hits the pitching machine the ball will remain a live ball unless the umpire had called time. The umpire will also call time or dead ball where it is a safety concern, such as the ball coming to rest under or near the machine where it is dangerous to retrieve.

CALLED TIME / OUTS:

- Bringing the ball to the pitcher’s mound, to home plate, or asking for time does not constitute time out. Time will be called when the defense stops the lead runner or the runner abandons the effort to advance. Any runner who had not advanced more than the half-way point (30ft line) when time is called will return to the previous base touched.
- Outfielders cannot make fielding outs in the infield (ex: center fielder fields a grounder and runs and tags second). Runner will be called safe if this happens.

PLAYOFFS:

- For post-season play the same general rules will apply except as noted in this section. Four complete innings must be played, regardless of time/weather for the game to be official. For playoff games, time limit will be in effect but only after 4 innings have been

completed. However, for the championship game there will be NO TIME LIMIT and shall last 6 innings. There will be no “tie” games. In the event of a tie at the end of regulation play, the game will continue until there is a winner at the end of a completed inning (equal times at bat for the teams).

- The format for post-season play will be based on the number of teams. All games in the tournament will be single elimination. If there are 3 teams, Team 1 gets a “bye” in the first round, while Team 2 plays Team 3. Winner plays Team 1. For 4 teams, Team 1 plays Team 4, Team 2 plays Team 3...with the winners playing each other for the championship. For 5 teams, Team 1 gets a “bye” in the first round, Team 2 plays Team 5, Team 3 plays Team 4. In the Second round, Team 1 plays the winner of T3 vs. T4. That winner will move on to play the winner of T2 vs. T5 for the championship. Seeds are determined by final standings at the end of the regular season. This format may be changed if necessary due to weather or scheduling limitations.