



U8 Division Rules

General Division Rules:

1. Typically 1st and 2nd Graders
2. Players must wear their uniforms while playing games
 - Shirts tucked in, no jewelry, hair tied back, no sunglasses (unless prescription)
3. Any player warming up a pitcher must wear a catcher's mask and helmet
4. Let the Division Director know if a player is to be "benched" for disciplinary reasons - The NRGS board may become involved to ensure proper policy is followed
5. Suspension: If an umpire ejects a player or coach from the game, that person shall serve a one game suspension (a player must attend and sit on the bench, a coach is not allowed at the ballpark) If a second ejection occurs, that person is retired for the season
6. Any scheduling changes must be coordinated with the Program Director and Division Director
7. Any game called for darkness, where at least 90 minutes has been played, will be considered official regardless of how many innings have been played
8. Home team has the 1st base bench and will use the field for practice from 5:25 to 5:40
9. Visiting team has the 3rd base bench and may use the field for practice from 5:40 to 5:55
10. Games should start promptly at 6:00—Home team supplies the bases and returns to the shed after the game
11. All games will be six innings; extra innings are allowed if the game is tied
12. Time Limits: No inning will start after 1 hour 45 minutes from the first pitch; Game must end 1 hour 55 minutes from first pitch
13. The Board will make the final decision on games canceled due to weather and relay that information to all Division Directors. It will also be posted on the website

Current ASA rules are followed, except for the following NRGS rule changes:

1. A continuous batting order is used
2. Free substitution is allowed
3. There is no leading or stealing of any base
4. Bunting is not allowed
5. The coach of the team that hits will pitch. The pitcher is not allowed to interfere with the play
6. There are no walks. All players hit or strike out. There are no called 3rd strikes
7. Outfielders are mandatory (to give runners a free path to the next base and prevent runners from colliding with fielders); Teams with more than 10 should put those players in the outfield
8. Extra bases are allowed on overthrows, with the exception of overthrows to 1st base and back to the pitcher
9. If a runner is halfway between bases when play is called dead and no other rule applies (overthrow rule), the player will continue to the next base
10. Teams should be small enough to allow all players to play at all time (no one on the bench). Each player should play 2 or more positions per game (at coach's discretion)
11. No more than 6 runs can be scored in an inning; the continuation rule is in effect for the last inning only. (This means that a play that scores the 6th run is live until the play is complete and umpire calls time or defensive team controls the field. Any runs scored on the play are valid. (i.e., A team has scored 5 runs in the inning and bases are loaded. A player comes up and hits a ball deep into the outfield. All runners who

cross home plate are counted as runs. If the runner makes it home then that team receives the full 9 runs for the inning)

12. Bench organization is mandatory. An assistant coach should be assigned each game to keep all players on the bench at all times unless they are at bat or on the on-deck circle and to get players ready with their helmet on if they are on double deck. This will help keep the game running at a faster pace