



## **8 and under League Rules- Revised 2025**

### **Division Designation**

8 years of age- Players cannot turn 9 years old prior to May 1st of the league year.  
7-year-old players can play up a division with the approval of the League VP.

Each team will consist of 12-14 players that will be placed on each team. The vice president or their designee will be responsible for forming/rostering teams.

### **Loaning Players:**

Players are rostered on a specific team and cannot be loaned to another team or play with another team in League Games. The only exception will be with prior approval of the League VP. The team being loaned players will forfeit and the game can be played as a scrimmage. Coaches caught switching players without approval will be suspended for a minimum of one game.

### **Time limits/Length of Play**

1 hour 15 Minutes

While school is in session we will play a drop-dead time limit.

No new inning will start with five or few minutes on the clock.

Once school is out, we will play to finish the inning. If the home team is ahead and up to bat, the game will be called when the time expires.

Any game canceled/forfeited with less than 24 hours' notice will result in a **\$75.00** fine. If this fine is not paid before next scheduled field practice or game, said team will be suspended until fee is paid.

### **Umpires:**

No umpires will be provided for this league. Coaches should utilize themselves or an assistant coach to call the bases. Coaches should be fair and impartial.

### **Equipment**

#### **All Leagues**

Each team will be responsible for supplying 2 game balls to the umpire. Game balls will be a quality ball, supplied by FABC to each team. Diamond baseballs will be used in all AABC events.

**Note: Teams needing helmets, catcher's equipment, practice baseballs etc., will check out equipment with FABC Vice President for their league. Any equipment not returned at the end of the league will be charged to the coach at replacement cost.**

### **Participation Rule/ Line Up/Game Roster/Substitutions**

- 1) Teams must have 9 players to start a game. They may finish a game with 8 players due to injury or illness. An out will be recorded in the lineup for the injured/ill player.
- 2) All team members shall bat in the order submitted to the official scorekeeper. All team members present for games shall be placed on the batting list and will bat in that order. Players that arrive late will be placed at the end of the batting list. At the coach's discretion any player may be omitted from the batting list for disciplinary or injury before game time. If a player gets injured or cannot continue to bat in the order turned in. The opposing team will be awarded an out for the missing player when the player comes to bat. Player may come back in his/her order at any time.
- 3) Each team will have their line up into the other team 15 minutes prior to game time.
- 4) If any player present is not participating in the game the opposing coach must be notified and noted on the line-up card.
- 5) Free substitution is allowed only at the half inning unless there is an injury or illness.
- 6) Each player on the batting list shall play defensively at least one-half inning.

### **Pitching**

- 1) Coaches will pitch to their prospective team.
- 2) The coach must be within the pitching circle and throw from a knee or standing.
- 3) Pitches should be flat and not be in an arch.
- 4) If players are pitching, they may not throw more than 30 pitches in one day and may only throw in one game per week.

### **Hitting**

- 1) Each team shall list all eligible players on their batting lineup.
- 2) An inning will be determined by either 3 outs or 9 hitters. If a team hits to the 9<sup>th</sup> hitter of the inning, coaches will notify the umpire and opposing team of the last batter of the inning.
- 3) An injured player may leave the game and return. If their turn at bat comes up the team will take an automatic out should the player not be available to hit.
- 4) **A ball that is batted from the pitcher that hits any infield dirt will be considered a single. The batter may not advance past first base.**
- 5) **A ball that is batted off the pitcher and hits the outfield, in the air, is considered a double. The batter may advance as far as second base on this play.**
- 6) **Runners on base may move either one or two bases depending on the hit mentioned above. Example: Runner at first base and batter hits a ground ball to the shortstop. It goes through the shortstops' legs. Each runner would be allowed to move one base. Runner at second base: Batter hit a fly ball to the outfield. Both runners are allowed up to two bases.**
- 7) **Absolutely no walk-up music will be played as the hitter approaches the batter's box.**

### **Defensive Play and Dugout Rules**

A team may have a manager, **three assistants**, and a bat boy/girl in the dugout. No other non-players shall be allowed in or around the dugout.

The defensive team may have one coach in the infield and one coach in the outfield to assist players with positioning.

**The home team will occupy the third base dugout and will be considered the official scorebook. Both teams should have someone keeping a scorebook to keep batting orders official and correct.**

### **Obstruction Rule/Slide Rule**

In the event a batted ball strikes the coach while instructing defense in the infield, the batter shall be awarded first base and runners on base will move up one base accordingly. A ball that strikes an outfield defensive positioned coach shall result in two bases.

Players are encouraged to slide if a play is being made or is imminent at the base they are going into. If the player does not slide and contact is made, it is at the discretion of the coach whether or not the player interferes with the play. If in the umpire/coaches' judgment interference occurred, the player will be called out. **There is no mandatory slide rule. If players do slide, they have to slide legally.**

### **Infield Fly Rule**

There will be **NO** infield fly rule in effect.

### **Base running**

No stealing

### **Additional Playing rules**

- 1) Coaches will pitch from inside the outlined circle, approximately, forty (40) feet directly in front of home plate.
- 2) A ten (10) foot pitchers circle shall be marked on the diamond. The pitcher must be within the circle when returning the ball to the pitching coach. No other player shall be allowed to return the ball to the coach who is pitching.
- 3) Play is dead when the pitcher has control of the ball inside the pitcher's circle unless the ball is hit to the pitcher.
- 4) If the batter hits the ball to the pitcher and the pitcher elects to hold the ball in the circle thereby stopping the play, each runner in front of the batter will advance one base and the batter will advance to first base.
- 5) Play is dead while the catcher returns the ball to the pitcher after a pitched ball that did not result in a live play. (Passed ball, foul tip, strike, etc....)
- 6) **Play is dead if the ball leaves the playing field as a result of an overthrow.** Each runner shall advance one base beyond the base earned prior to stopping the play. It is the umpire's/coach's discretion to the base earned prior to the stoppage of the play.

- 7) **Each half of an inning shall consist of three (3) outs or nine (9) batters, whichever occurs first. The half inning is over when the third out occurs or when play is dead after the ninth batter bats. The ninth batter has to touch home plate to kill the play unless already three (3) outs. Hitting rules and runner advancement are outlined above. Batters and runners may either one or two bases depending on the type of hit.**
- 8) NO LEAD OFFS.
- 9) The batter shall be given five (5) pitches or three (3) strikes **whichever comes first**. A foul tip upon the third strike or the fifth pitch shall keep the batter alive.
- 10) The batter shall not advance to first base upon a passed ball on third strike. The batter is out. Strikes are called at the pitching coach's discretion.
- 11) A foul tip caught by the catcher on third strike will constitute an out.
- 12) NO BASE STEALING IS ALLOWED. A player may only advance upon a hit ball.
- 13) Tagging up after a caught fly ball or a caught foul ball is allowed. After returning to the base, he/she started to play from, the runner may advance after the ball is caught at his/her own risk until the play is deemed dead.
- 14) Upon a hit ball the base runner may advance at his/her own risk until the play is deemed dead.
- 15) If the runner is less than halfway to the next base when the play is deemed dead, he/she shall be returned to the previous base. Umpires' discretion is used in this situation.
- 16) If returning the runner to the previous base results in two runners occupying that same base the other runner will be returned to his/her previous base. PLAY IS DEAD.
- 17) Third base dugout is reserved for the home team and the first base dugout is reserved for the visiting team.
- 18) Teams may field up to 2 coaches within fair territory. One in the infield and one in the outfield. Should a live ball hit one of the coaches in the field, the ball is dead, and all runners advance one base. This is not applicable during tournament play.
- 19) A base runner should slide into every base except first if a play at that base is imminent. Coach/umpire will have discretion on calling a player out for not sliding legally.

### **Speed of Play (All Leagues)**

Coaches should make every effort to speed up play in all leagues whenever possible. This means the teams should be taking the field quickly.

### **Infield**

No infield practice will be taken prior to the game.

**Coaches will need to develop pitchers as there could be a transition to player pitching in the final three weeks of the season. In that case, pitchers will be allowed to throw in more than one game per week and shall not exceed 30 pitches in any game.**

**Post Season tournament will be entirely Coach Pitch.**