

## Rules U8

Base Path Distances	45'
Pitching Distance	~25ft
Number of Pitches	5 balls, no fouling out, tee after 5th pitch, two chances to hit off the tee. Only after 5 pitches does the catcher return the balls
Coach Zone	Imaginary circle around the coach, coach cannot play the ball, if hit by ball automatic 1 base, only forced players advance
Ball	11" red or green dot
Batter's Box & Ondeck Circles	Yes
Helmet	All batters with cage and strap
Masks	N/A
Homeplate	17"
Safety Bag	Yes
Catcher	Player or coach - player to wear full catcher's gear, can use their own glove
Players	No forfeit rule or player minimum Late players added to bottom, no automatic outs
Substitutions	Unlimited defensive substitutions
Catcher Courtesy Runner	No
Runner Substitutions	No
Call Ups	Yes, from lower or equal divisions ONLY to replace missing players during regular season
Equal Play	All players must play an equal number of innings where possible during regular season A player must not sit consecutive innings No player will play more than 2 consecutive innings in the outfield during regular season
Regulation Game	A new inning will not start after 90 min In case of weather, min of 4 innings completed to count as a game
Mercy Rule	No
Run Limit	5 runs per half inning (match OSSTA)
Last Inning Runs	Starting after last out, entire line up or 3 outs, use # of batters from team with highest, some players may bat twice, batting order must be followed, unlimited runs
Scoring/Advancing Line	Drawn half way between 3rd and home, if player crosses the line at the time or after time is called they advance to home; this is NOT a commitment line
Scoring	Must touch homeplate
Fielding	4 outfield, 6 infield
Pitcher Position	Behind or inline with pitching coach
Player Positioning	Outfielders must be on the grass at the time of the pitch - grass starts 60ft radius off the mound, infielders must be on the dirt at the time of the pitch, no rover
Charged Conferences	Unlimited offensive and defensive conferences per inning
Hit Ball	Runner hit directly by a fair batted ball is out
Intentional Walks	No
Number of Batters	All players bat, no last batter
Bunting	No
Drop 3rd Strike	No
Thrown Bat	One team warning then called out, no runner advancing
Infield Fly	No
Stealing	No
Lead Offs	Runners may leave the base when the ball crosses the plate, out if they leave early
Sliding	Not into first, feet first only into bag/plate, head first only back to the bag
Overthrows at 1st	No advancing, baserunners may be sent back depending on outcome of the throw, players can run on a dropped ball
Ball Thrown Out of Play	Two bases from time of pitch from outfield, one base from time of pitch from infield
Tie Break	No, regular season games end in a tie
Play Stops	Infielder calls time from the basepath
<b>Miscellaneous</b>	
Umpires	0
Shoes	No metal cleats
Catchers Equipment	If a player is catching the are to wear full catcher's gear or discretion of the association
Uniforms	Matching shirts with number, rosters submitted prior to first game
Tag on a foul ball	Yes
Defensive Cheering	No distracting the batter
Catcher	If glove is hit by swing, batter goes to first
Batter	Out if steps on plate while swinging
Jewelry	No or taped, 1 warning then called out