



JACKSON BASEBALL LEAGUE

Fall Baseball 8 u Rules

1. Games will be 6 innings with each inning being over after 3 outs or 5 runs scored. 3 hours will be scheduled for double headers, playing 6 innings first game; playing second game till time is up. Umpire will give the official start time prior to first pitch. One additional inning will be given in case of a tie.
2. After 10 minutes past the regular game start time, if one of the teams do not have 8 players, the game will be forfeited. If a team starts with 8 players, an automatic out will be taken in the 9th spot. Also, if a player shows up late they must play in the field before they are able to bat.
3. **HOME TEAM** is the official score book owner and time keeper. Also, home team is responsible for setting up pitching machine. The Park Department will place bases and chalk the field, Home team is responsible if any other field preparation is needed.
4. If no league umpire is present, coaches will serve as umpires during games. First and third offensive coaches will umpire their respective bases and pitching coach will umpire second base (Pitching machine will be used). The defensive team should have a coach positioned behind home plate and they will umpire home plate. If a batted ball strikes the pitching coach it is a dead ball or if the ball is intentionally thrown to the pitching coach the ball will be considered a dead ball as it reaches the pitching coach area. If a batted ball hits the pitching machine or the ball bucket it is a dead ball and the hitter is granted 1st base. All base runners are allowed to move up one base on the dead ball.
5. Every team will use 10 players on the field with one of the 10 standing to the side of the Pitching machine as the pitch is delivered. 4 outfield positions will be used. If a player shows up after the game has begun, he must play the field before he can be added to the batting order in the last spot.
6. Batters, base runners and catchers will all be required to wear safety helmets. Any helmet removed by choice without time being called while on bases will receive one team warning per game and the next incident will result in an automatic out. Teach safety!
7. Play stops when the ball is returned from the outfield to an infielder and they have personal control of the ball, or when the ball is returned to the pitching coach.
8. There will be NO base stealing or bunting.
9. Only one batter is allowed in the on-deck circle and that player is required to ensure there are no extra bats laying in the area prior to the batter batting.
10. The batter will be called out if the bat is thrown beyond the 10-ft. circle drawn around home plate (no part of bat touches chalk). Each team will be given one team warning before the first batter is called out.

11. First and third basemen should play no closer than 15 feet in front of the bag. There should be two 45 ft. marks from home plate on each baseline to establish the 15-ft. rule. Violation results in an automatic base hit for the batter and the baserunners will move up one base.
12. Each batter gets 8 pitches. If no league umpire is present, pitching coach will call NO pitch if the ball is fouled or is too high, low, or outside the strike zone for the batter to hit. A swing does not necessarily designate a good pitch. Use your judgement and teach them the strike zone.
13. Bases are 60' apart and mound is 46' from back of home plate.
14. **Bat barrels may be 2 5/8 " diameter, with USA bat marking, no BBCOR bats.**

Remember, the most important thing is for these kids to have fun while learning to play and love the game of baseball.