



JACKSON BASEBALL LEAGUE

8-year-old Rules

1. **Game start time** should be noted so both teams are in agreement. No inning may start after 75 minutes of game time has passed, 90 minutes is the targeted not to exceed point.
2. **Forfeits** are given in this age division. After 10 minutes past the regular game start time and 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. **Inning** is declared complete when the 3rd out is made or the 5th run is scored. Last inning shall be the 6th inning or the last inning allowed by time constraints as set in rule one.
4. **HOME TEAM** is the official scorer (Umpire will give the official game time prior to the first pitch). The 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. Home team is responsible for submitting game score to league coordinator within 24 hours.
5. **Umpires** are scheduled at all games. 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 batting coach the ball will be considered a dead ball as it reaches the batting coached 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.
6. **Teams** 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 infield before he can be added to the batting order in the last spot.
7. **Coaches** are encouraged on all teams, with no limit on total team coaches. Dugout area coaches are limited to 3 coaches at any given time.
8. **Safety helmets** are required on batters, base runners and catchers. 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!

9. **We encourage the coaches to play each player on the field at least every other inning. Players are encouraged to play an INFIELD position at least every once during the game. Infield positions are: catcher, first, second short stop or third base. If a parent has reason for their son not to play an infield position, then they need to voice this to the coach and league coordinator. Each team will bat a continuous line up and will receive an automatic out if a player is observed batting out of turn.**
10. **Play stops** when the ball is returned from the outfield to an infielder and they have personal control of the ball. Also, when the ball is returned to the pitching coach.
11. **Base stealing or Bunting** are not permitted.
12. **Pitching machine** will be used to pitch to batters.
13. One **batter** is allowed in the on-deck circle and that player is required to insure there are no extra bats laying in the area prior to the batter batting.
14. 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.
15. 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.
16. **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.
17. **Field dimensions;** Bases are 60' apart and mound is 46' from back of home plate.
18. **Bat barrels** may be up to 2 5/8" diameter, needs the USA bat marking.

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

Tie breaker for league placement in end of season tournament: 1) head to head, 2) runs allowed (less is better), 3) runs scored (more is better).

Coaches are asked to evaluate players on potential positions. Example would be for player A; pitcher & outfield. Player B; catcher & 1st base. This will be used in the 9/10-year-old division draft, to help with team balance and strength. E-mail this evaluation at end of season to swanderson@jacksonmo.org or mail SWA, 101 Court Street, Jackson, MO 63755.