

8 AND UNDER DIVISION

SECTION 2.12

2.12.1 Game Length

Games will be six (06) innings, or no new inning will begin after 1 hour and 30 minutes, whichever comes first. A new inning is considered to have begun immediately after the last batter in the half inning has batted. Teams may score not more than 4 runs per half inning

2.12.2 Playing Time

All players must play at least 45 minutes of each game. There will be ten (10) defensive players on the field. Outfielders must remain at least ten feet behind the base lines, and the infielders may not be closer to home plate than the pitchers plate prior to a ball being put in play by the batter. When the adult pitcher is on the mound, the player pitcher must be no closer to home plate than the pitchers plate. There are free substitutions.

2.12.3 Batting Eligibility and Batting Order

All players on the roster will be in the batting order. There will be no penalty of an out for blanks in the batting order, for early departure or absentees. A team can start with less than nine (09).

2.12.4 Pitching

Players will pitch from a distance of 30 feet (front of pitchers plate to back of home plate). On a strike out from the player pitcher, the batter will be called out on strikes all season long.

No walks first half of the season. On a walk from the player pitcher, regardless of strike count the coach comes in and *assumes strike count*. Balls fouled on the third strike will not be an out. The batter will continue to hit until they either put the ball in play or strikeout.

Second half of the season, walks are in effect. Coach can only come in when a run would be walked in and *assumes the strike count*. Balls fouled on the third strike will not be an out. The batter will continue to hit until they either put the ball in play or strikeout.

HBP in effect all season.

A pitcher may pitch no more than 2 innings per game in the first half of the season. In the second half of the season, in the event of a fifth (5th) inning, a pitcher may re-enter for one (1) inning.

2.12.5 Dead Ball

The ball will be dead when it crosses into the pitchers circle. The runners may not advance any further unless they are beyond the halfway point between bases. The pitcher does not have to have complete control of the ball.

2.12.6 Advancing Runners

Runners may advance with the risk of being put out when the batter puts a pitched ball into play. Play stops when the ball crosses the pitchers circle. If the runner is past the halfway point, she may advance to the next base if it is not occupied. A trailing runner being past the halfway point can't cause the advance of the runner immediately ahead. Example: Jane is on 1st base, Jill puts ball into play and rounds 1st and passes the halfway point between 1st and 2nd when the ball crosses into the pitchers circle. Jane has not passed the halfway point between 2nd and 3rd. Ruling: Jane to 2nd base, Jill to 1st base.

2.12.7 Stealing

There will be stealing of bases in this division (Exception: when adult pitcher is on the mound). A limit of one stolen base at a time is allowed (one base per pitch). Example: if the runner is stealing from first base to second, and the catcher overthrows second base, the runner cannot proceed to third. There will be no stealing home. A base runner on first or second base is allowed to lead off once the ball leaves the pitchers hand.

2.12.8 Bunting

There is bunting in this age division.

2.12.9 Sliding

Sliding should be taught.

2.12.10 Officiating

DELETED

2.12.11 Scorekeeping

DELETED

2.12.12 Scoring

There will be no scores or standings in this division. This division is strictly developmental and players should be taught a variety of positions including pitcher if they so desire.