

8u Mid-Cities Interlock All-Star Rules

SECTION 14 – 8U RULES (for complete set of rules visit the IFA/VTD rulebook online)

1. Participation:

- 1.1. All teams will bat throughout the roster until three outs are made.
- 1.2. Ten players play the field. Infielders will take normal infield positions. All outfielders must be positioned on the outfield grass and cannot come into the infield until the ball is put into play by the batter. The 11th player and beyond will need to sit out.
- 1.3. The game will be played if eight or more players are present from each team.
- 1.4. Fielders must attempt to make plays with overhand throws or underhand tosses to the bases. Intentionally rolled balls will result in the runner being called safe.
- 1.5 Outfielders must play on grass at time of pitch.
- 1.6 Field Umpire will make all calls. Coaches may not argue judgment calls.
- 1.7 Home team is determined by a coin toss for pool games. Home team in bracket games will be the highest seeded team.

2. Base Running:

- 2.1. Runners may not leave a base they are occupying at the time of the pitch. Runners may leave once the ball is contacted by the batter. Stealing bases is not allowed. (RULE MODIFIED FOR INTERLOCKING REC SEASON)
- 2.3. Runners are allowed to advance one base on an overthrow only when a play is being attempted at the base they are occupying. Any other base runners may attempt to advance multiple bases as long as the overthrow is not at the base they are occupying.
- 2.4. Play is stopped when the ball is thrown to the pitcher's circle, and the player pitcher has control of the ball with at least one foot in the pitching circle. Base runners must stop at the base they are going to at time of throw. The umpire should call coach's interference if a coach fails to get out of the way of a fielder, or if the umpire determines a coach pitcher intentionally drops/misses a ball throw to him or her by a fielder in order to allow base runners to advance. Any bases awarded or taken away will be at the umpire's discretion.
- 2.5. RULE OMITTED FOR INTERLOCKING REC SEASON
- 2.6. A player attempting to reach next base is considered "going" to next base. If pitcher attempts to throw runner out, ball is considered live and base runner may continue as a past ball.
- 2.7 No "slap" hitting or bunting is allowed off of a coach pitcher. Player will be called out on first "slap" or bunt attempt. (RULE MODIFIED FOR INTERLOCK SEASON)
- 2.8 There is NO INFIELD FLY RULE

3. Pitching:

- 3.1 Coaches must complete pitch from within pitcher's circle. Player designated pitcher must be to the right or left of the coach pitcher with at least one foot in the circle.
- 3.2. Catcher must be on field for every pitch. If umpire determines that a team is delaying game by slowing down getting a catcher on the field, the batter will be awarded first base. This is considered a judgment call. Last batted out may run for the catcher of record with 2 outs.

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3.3. There will be 5 pitches to try to put the ball into play. A player is out after 3 strikes (physical swings of the bat) or after 5 pitches and the ball has not been put into play. There is no ball count kept.

3.4 If the batter fouls the 3rd strike she gets another pitch (unlimited number) until the ball is put into play or she strikes out.

3.5 If a batted ball should-hit the coach pitching then, the ball is declared a “dead ball” and the pitch will be replayed. All runners must return to the base where they began.

3.6 All defensive players (excluding the pitcher) shall be positioned outside of the pitching circle at their normal positions. The pitcher should be in a position on either side of the pitching coach (1st base side or 3rd base side) with at least one foot inside the pitching circle, and shall be no closer to home plate than the 25' line when the pitch is launched.

3.7 No drop 3rd strike in effect

4. Coaches Responsibilities:

4.1. Two defensive coaches will be allowed in the outfield.

4.2. Offensive coaches are to be in coach's boxes at first base, third base and behind the pitching line.

5. General

5.1 A 5 run rule for each one-half inning will apply.

5.2. All batters must wear helmets with face masks and chin straps.

5.3. The game is officially over once 6 innings have been played or time has expired.

5.4. 60 minutes finish the inning for ALL games. No NEW inning will start after 60 minutes have been played. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and then the game is over.

5.6. All players must be properly equipped and must have uniforms with numbers on the back.

5.7. Line-up must be turned into score keeper before first pitch. NO EXCEPTIONS.

5.8. All players must bat in order. Any deviations will be considered outs.

Interlock specific rules:

* There are no playing or rotation requirements for fielders.

* Teams can play with fewer than 9 players but must take an out for the 9th player and any other player under 9 that is missing when their at-bat comes up in the lineup.

* The coach pitcher must pitch from the 35' pitching rubber.

* If a batter is hit by a kid pitcher then the batter is awarded 1st base.

* Bases are set at 60'.

* Teams will use an 11” standard softball.