



8U Kid Pitch Division Rules 2018

The purpose of the 8U Kid Pitch division is to serve as a developmental step for baseball players transitioning from AAA Machine Pitch before they play in the Minors division. The age range of players in this division seven to eight years old in second grade.

Field Size

- Pitching – 40 feet
- Bases – 60 feet

Game (General)

- Six innings
- **No new inning can start after 1:45. Once the final inning is started it will be allowed to finish (no drop dead time).**
 - Game time begins at the conclusion of the plate meeting between the umpires and managers. The umpire should provide the start time to the official scorer.
 - Stalling by any team will be dealt with by a warning and manager ejection if not corrected; the umpire has the right to extend the game and/or complete the game as desired.
- Three outs and a maximum of six runs per inning.
- Score is entered directly into the website by the home team manager. If the score is not updated, the away team manager can update the score.
- If a player throws a helmet or bat in an unsportsmanlike manner, the offensive coach should provide a warning to the player for the first infraction and discipline the player for a 2nd or repeated infraction. As this is an umpired division, the umpire may eject a player at their discretion for unsportsmanlike behavior.
- Manager is responsible for the conduct of his players, coaches, and parents.
- Home team:
 - Takes 3rd base dugout
 - Provides 2 game balls for each game
 - Keeps official score book
- Away team:
 - Is in charge of the scoreboard (if any, ie at Reach 11)
- Both team's managers and assistant coaches share responsibility of setting up the field (chalk, bases, rubber, etc.)
- Good sportsmanship starts with the managers and coaches:
 - No arguing balls and strikes
 - Managers must instruct parents not to argue with umpires or use derogatory

language

- Please be aware of your team's fans to ensure a positive experience for everyone involved.
- If you have an issue, call timeout; only the manager can discuss with the umpire. After the game, you can contact your 8U commissioner to discuss.
- Time in between innings should consist of either 6 warm-up pitches or 2 minutes. Catchers should be dressed and ready to play promptly.
- Coaches on the field:
 - Batting team can only have a 1st and 3rd base coach on the field at a time
 - Fielding team can only have 1 coach on the field at a time and that coach is used to backup the catcher's position; coach should stand within 6 feet from the backstop and must not argue or show emotion about balls and strikes.
 - All other coaches must remain in the dugout at all times. In addition, only authorized coaches are allowed in the dugout. Authorized coaches are those people that have submitted a coaches application, have a background check completed and are listed on the website as coach for the team.

Players

- The minimum amount of players is eight. If a team knows they will have fewer than 10 players, they can ask the AAA commissioner for fill-in players. Fill-in players can only come from AAA teams within SCR. The maximum amount of fill-in players allowed is the amount needed to get your team to 10 players.
- Teams that do not have the minimum amount of players will forfeit. The game will still be played and the opposing team will lend the forfeiting team players for the field (not for batting unless agreed upon by both managers).
- For the end of season tournament, teams are NOT allowed to have any fill-in players.

Pre-Game Meeting at Home Plate

- Manager from each team will meet with umpire(s) at home plate for game preliminaries including any field specific rules in play for that game.
- Managers must provide a copy of their lineup to the opposing team before or at the latest during this plate meeting.
 - The lineup must include batting order with player's fielding position, name and jersey number.
 - This lineup will be considered the starting lineup and any changes must be conveyed to the umpire and opposing manager (and their scorekeeper)

Game (Offense)

- Entire roster bats in order.
 - Players batting out of order are NOT automatically out. If a player bats out of order and the defensive team discovers before first pitch is thrown, then simply replace the player at bat with the correct batter. Balls/Strikes stand and correct player resumes at bat.

- If it is discovered (but not communicated) until after the ball is put into play, then the batter is out and all the runners are sent back to the base where they started at the beginning of the at bat.
- If undiscovered then no retroactive recourse.
- **Three strikes is one out. Final strike swinging or called strike.**
- **No walks.** Pitcher throws four balls. Coach from offensive team pitches until player strikes out or puts the ball into play.
 - Coach must have 1 foot on the pitcher's rubber when releasing the pitch.
 - If a coach hits a batter, it is not a walk (coaches: don't hit your own players)
- No bunting
- **No lead-offs or stealing.**
- **Players must wait until the ball crosses the plate to leave base.**
 - Players leaving the base early
 - 1st infraction = warning
 - 2nd infraction = player will be called out.
- On infield hits base runners are only allowed to advance to the next base; exception is if there is an overthrow, then that runner may advance 1 extra base at their own risk if the base in front of them was unoccupied prior to the ball being put into play (see the New Overthrow Rule section for details)
- Base coaches will assist with foul balls
 - First base coach helps on balls hit down first base line only
 - Third base coach helps on balls hit down third base line only
- **New Overthrow Rule: (Infielders Only)**
 - An overthrow is defined as a ball that goes past the intended base.
 - Only the runner at the base where the overthrow occurred can advance to an extra base (at their own risk); runner can advance a maximum of 1 base; and runner can advance only if the base ahead of them was vacant prior to putting the ball into play.
 - For Instance:
 - Nobody on base, grounder to infield, overthrow to first base: Runner can, at their own risk, go to 2nd base.
 - Runner on 1st base, grounder to infield, overthrow to 2nd base: Runner going to 2b can advance to 3b at own risk; runner at 1b cannot advance.
 - Runner on 1st base, grounder to infield, overthrow to 1st base: Nobody can advance since the runner at 1b does not have an open base in front of them. Nobody can advance.
 - A player starting at a base is entitled to 1 base and not an extra base on an overthrow.
 - For Instance:
 - Runner is on 2nd base, nobody is on 1st base and ground ball to SS and an overthrow occurs at 1st base, the runner at 2nd base is entitled to advance to 3rd base and no more, the batter is entitled

- to advance to 2nd base at their own risk.
- A catcher may attempt to throw out a base runner after a pitch.
 - For Instance:
 - Runner is on 1st base and takes an exceptionally large leadoff, after the pitch the catcher throws to 1st base and the 1st baseman tags the runner out.
 - If there is only a runner at 1st base, and a catcher overthrows 1st base, the runner may advance at their own risk to 2nd base (1-base only on an overthrow) provided nobody was on 2nd base. Same applies to 2nd base with a runner at 3rd base, it's a free throw to 2b.
 - In the event there is a runner at 3rd base and the catcher overthrows to 3rd base, that runner may advance to home at their own risk.
- Base hits to the outfield:
 - Runners can advance until the outfield player throws and releases the ball towards the infield
 - Upon release, the players may continue running to the next base
 - If a player continues for more than the next base, the play resumes and the defense can make a play to get the player out
 - After the play is called dead, the umpire will send the base runner back to the appropriate base (if the runner was safe)
 - If the runner was out during the course of play, the out will stand.
 - EXAMPLE: Runner on 1st, base hit to gap in RF. Runner on 1st is between 2nd and 3rd when the outfielder releases the ball. The runner is entitled to 3rd base. If the runner tries to score the play is alive the defense can try to get the player out at home. If safe, the player will be sent back to 3rd base. If out, he will be out.
 - Same example: AND the batter gets 1-step past 1st base when the outfielder releases the ball. The runner is entitled to try for 2b, if the player desires.
 - If the player is on the bag when the outfielder releases the ball, the player is NOT entitled to try for the next base, and will be sent back after the play is over.
- When a fair ball down the foul line passes the dugout fence and/or is fair but rolls out of bounds then a dead ball is called and umpire will make a determination on what bases to award the runners
- Feet first sliding only.
 - Players must avoid contact. If player does not slide feet first and contact, then the player is ruled out automatically and can be removed from the game (umpire judgement on removal from game based on severity of contact)
- No infield fly rule
- Courtesy runners: batter hit by pitched ball and cannot run--a courtesy runner will be

allowed. Runner should be last batted out. If at players next at bat and they cannot return because of injury, an out will be recorded 1-time. If this player does not return to the game and their batting slot comes up again, no additional outs will be recorded (batting slot will be treated as skipped).

- Also used for catchers (speed up rule)--see Game Defense section
- Please note if a player leaves game early regardless of reason: only automatically out next time at bat, and no additional automatic outs afterwards
- Clarification for players leaving the game early:
 - When a player leaves the lineup before the game is completed, when their at bat comes up and they aren't there, they are called out and the spot is vacated for the rest of the game. Just one time will that spot yield an automatic out.
- Clarification for players added to lineup late:
 - Whenever a player shows up after the start of the game they are put in the batting order at the end of the line up. There is no penalty for this. If they show up in the third inning and the team batted there nine players and they are up to their second batter when the two players show up they are still the number 10 & 11 batters in the line up. If they are up to their ninth batter they will be the next batters up.

*Manager cannot slow down the game to talk to batters; managers are allowed 1 time-out per half inning to talk to their batters and/or runners if needed.

Math Rule (aka Run Rule)

- The maximum amount of runs per inning in 8U is 6 runs.
- If a team is up by more than 12 runs after 4 innings, or up by more than 6 runs in either the 5th or 6th inning, then the game is considered over and wins/losses are tallied.
- After the math rule is enforced, if time permits, teams should to continue playing and allow further player development.

Game (Defense)

- Ten (10) players in the field including catcher (all catchers must be fully dressed-see equipment section below).
 - The 10th player must be in the outfield (4 outfielders)
- Pitchers are limited to a maximum of two innings; these innings must be back-to-back. A single pitch in any inning will constitute a full inning pitched.
- Free defensive substitutions including pitcher.
- No balks although a warning will be provided by the umpire for education purpose.
- Fair play rules in effect: no player sits twice before every player sits once.
- All players must play at least 2 innings of infield in a regulation 6-inning game; each player MUST play the infield for 1 inning before the end of the 4th inning. If a game does not reach the 6th inning, the 2 inning infield requirement is not required but the 1 inning infield requirement is still required.

- If your catcher for the next inning is on base you should call timeout, notify the umpire that your next inning catcher is on base, and you will be granted a pinch runner so your catcher can get geared up before the inning is over. You can do this with any outs and will help speed up the game.
- Managers are allowed 1 trip to the mound per pitcher; a second trip to the mound with the same pitcher requires a pitching change.

Postgame Handshakes

- Youth sports should be as much about teaching sportsmanship as teaching athletic skills. Shaking hands after the game is a valuable lesson. “The point is, the handshake is a simple, traditional show of goodwill and respect, and respect for your opponent is an integral part of any definition of sportsmanship.” (Swift 1994)
- At the end of each game, before your team meeting and before you vacate your dugout, both teams should line up single file down the foul line in front of their dugout. The teams will meet approximately at home plate and will shake hands or give a hi-five, and say good game. This includes all Managers and Coaches for both teams.
- It is imperative that all players and coaches handle this ritual with class and a calm attitude and set an example for the kids.
- Anyone showing poor sportsmanship at any point before, during or after the game could be suspended and/or asked not to be a part of this league.
- See this Sports Illustrated Article:
<http://www.si.com/vault/1994/05/02/130987/give-young-athletes-a-fair-shake-when-we-eliminate-postgame-handshakes-we-fail-to-teach-the-main-lesson-of-sports>

Equipment

- A fully dressed catcher shall include shin guards, chest protector, full helmet and mask with a throat protector. The proper headgear for a catcher must protect the top of the catcher’s entire face and head. Instruct catches to keep their throwing hand behind their back. The catcher should be in proper position behind the plate not against the backstop, standing or on knees.
- Non-metal cleats only
- All bats must be Cal Ripken / Babe Ruth certified and follow the new 2018 USA Bat requirements. To see if your bat is qualified, visit usabat.com; These bats can be no longer than 33” in length and 2 5/8 in barrel diameter. Most importantly, the USA Stamp will be permanently shown on the bat to avoid confusion. If your bat is older than November 2017, it’s likely illegal and cannot be used. Wooden bats are permissible providing they adhere to the aforementioned requirements. All bats that do not conform are not permitted at any time during a Cal Ripken practice or game.
- Ball type – 9/5

Additional Items & Rules Not Specifically Spelled Out

- Additional rules and bylaws not specifically altered can be found in the latest Babe Ruth / Cal Ripken rules book. Please contact your commissioner for a copy.
- This is an instructional league with the intention to develop players skills and encourage player improvement. *If a manager has an issue with the other team or game situation, it is their right to call timeout and discuss with umpire. Only the manager may discuss issues with the umpire.

Code of Conduct Pledge

The goal of the SCR Baseball Program is to provide an enjoyable, exciting and satisfying recreational experience for as many of the children in our community as possible. Our rules are written to encourage participation and enjoyment by all. Developmental sports are to provide "successful" experiences through fundamental skill development vs. a "winning" only, singular philosophy.

Skill development ultimately provides the tools for a more competitive winning focus or experience. The CONDUCT of Players, Managers & Coaches, Parents & Spectators, and not to be excluded -Umpires, will be monitored by the Board. Any person that displays behavior that results in Ejection from a game Must Immediately Leave the facility, and will have an automatic one game suspension. The Board will rule on whether additional penalties should be imposed.

To parents of participants, we direct you to refrain from criticizing or exhibiting frustrations toward opposing coaches, players, fans, and officials IN ANY WAY. This distraction will only have a negative impact on your child's, as well as other children's overall experience. However, we urge you to discuss any concerns you may have regarding the activity with the coach or league supervisor before or after the event in a courteous and respectful manner. Let's work together to provide a positive experience for each and every player.

We hope that you will measure "success" not simply in terms of team victories, but also in the real enjoyment of playing an exciting sport and having a great time! To this end we would like to solicit your support by pledging to provide a supportive, positive image in and around all SCR Baseball sporting events. Below is the National Youth Sports Coaches Association (NYSCA) Parents' Code of Ethics Pledge, which will be extremely important for your child, as well as other participants, to expect from their spectators and parents to realize a "successful experience" in sports.

Please read the material below and ensure that you will abide by this ethics pledge and ask other family members and/or guests to also abide by in order for your child to participate in SCR Baseball programs.

- I hereby Pledge to provide positive support, care and encouragement for my child participating in youth sports by following this Parents' Code of Ethics..
- I will encourage good sportsmanship by demonstrating positive support for all players, coaches and officials at every game, practice or other youth sports event.
- I will place the emotional and physical well being of my child ahead of a personal desire to win.
- I will insist that my child play in a safe and healthy environment.
- I will support coaches and officials working with my child in order to encourage a positive and enjoyable experience for all.
- I will demand a sports environment for my child that is free of drugs and alcohol, and will refrain from their use at all youth sports events.
- I will remember that the game is for youth - not for adults
- I will do my very best to make youth sports fun for my child.
- I will ask my child to treat other players, coaches, fans, and officials with respect regardless of race, sex, creed or ability.