



2020 RHAA 8U Summer League

Thursday July 30th - Sunday August 2nd

Note: These are playing rules in addition to the safety guidelines that coaches and parents should have received prior to the start of the Summer League. Coaches must make certain that all team members, families, spectators, etc. are made aware of the RHAA Complex guidelines and RHAA 8U Summer League Rules.

I. GENERAL RULES AND REGULATIONS:

- A. **GOOD SPORTSMANSHIP IS THE MOST IMPORTANT RULE.** *Unsportsmanlike conduct will not be tolerated and will result in a player and/or coach being ejected from the game and/or Summer League.* Swearing before, during, or after a game will not be tolerated. Any abuse of the umpires will not be tolerated and can result in removal of that individual from the game and/or remainder of the Summer League.
- B. **“KEEP THE ATHLETES FIRST, WINNING SECOND”** - The purpose of this Summer League is to offer a competitive level of baseball that continues to be a healthy, safe and fun environment for everyone involved, whether you win or lose.
- C. Anyone maliciously damaging equipment and/or property will be ejected from the Summer League, and will be required to pay for ALL damages.
- D. **Bat Rule:** Any youth USSSA/BPF bat and/or any youth USA Bat of any size barrel or weight can be used. Players **CANNOT** use BBCOR bats. *Any action with an illegal bat will be ruled a dead ball.*
- E. **NO SMOKING OR CONSUMPTION OF ALCOHOL OR ILLICIT DRUGS BY PLAYERS, COACHES OR SPECTATORS WILL BE ALLOWED ON RHAA PREMISES DURING THE SUMMER LEAGUE. VIOLATORS WILL BE EJECTED FROM THE PREMISES FOR THE DURATION OF THE SUMMER LEAGUE.**
- F. **Any rules of play not specifically addressed here will follow Little League rules.**
- G. **The Summer League Director and RHAA Board Member in charge will make all final judgements.**

II. AGE REQUIREMENTS

Each player must be (or have been by the date of April 30, 2020) 8 years or younger. Each Head Coach must have with him a roster, along with proof of age for each player (copies of birth certificates). Please provide these with your roster at check-in before your first game under the pavilion by the concession stand.

III. ROSTERS/PLAYERS

- A. You may carry as many as 15 players on the roster. You **MUST** field a minimum of 8 players at the start of any game, or the game will be considered a forfeit. The forfeit score will be recorded as 6-0.
- B. Players can only be on the roster of one team participating in the Summer League.
- C. Each team will field 10 defensive players, with a standard infield and 4 outfielders. **A team MUST use a continuous batting order of all players present in uniform (up to 15 players).**
- D. Player positions are at the discretion of the coach; coaches are not required to rotate players/positions.
- E. If a player gets hurt, sick or has to leave, then that player is just removed from the lineup and no out is awarded if that player's turn comes up again. The lineup continues without that player and that player may not return to the game.

IV. GAME RULES

- A. The pitching machine will be set up by the umpire/Summer League officials. If the speed/accuracy of the machine needs to be changed during play, either coach can work with the umpire/Summer League director to change or re-calibrate the machine during play. Any ball hit by batter that contacts the machine or its operator is considered a dead ball and the hitter gets 1st base and the runner(s) advance one base. Each team shall provide one coach to operate the pitching machine.
- B. **Each batter will receive 5 pitches. A batter can strike out. A batter can only record a strike by a swing resulting in a foul or miss. If the 5th pitch is fouled off or an errant pitch (umpire judgment), the batter is still alive for another pitch. Foul balls keep the batter alive.**
- C. No walks (intentional or otherwise) will be allowed.
- D. No infield fly rule in effect.
- E. No advancing (tagging up) on a caught fly ball.
- F. **Runners can advance at their own risk until the ball is in the infield and under control. Runners may not advance beyond the base they were running towards when a defensive player gains control of the ball in the infield.** On any overthrow where the ball stays in play, the runner may advance **one base** at their own risk; however, the runner cannot advance any further on a **second** overthrow. On an overthrow where the ball goes out of play, the runner will get the base they are going to plus one more base.
- G. No bunting.
- H. No leading off and no stealing of bases. Runners must stay on the base until the ball is hit.
- I. Assists from outfield positions are allowed at all bases **except** 1st base. Outfielders may NOT make putouts at any bases or make infield plays. Outfielders must start a minimum of 10 feet beyond the infield dirt.
- J. A complete game shall be **six (6) completed innings** unless the home team leads at the end of 5½ innings of play.
- K. An official game must be at least four (4) complete innings (3½ if home team is winning).
- L. **No inning shall be started after 1 hour and 30 minutes from the start of each pool play game. All pool play games have a 1 hour and 45-minute HARD STOP time limit.** If the HARD STOP time limit is reached, the score reverts back to the last FULL inning. Tie games are allowed. If the home team ties the game or takes the lead before the HARD STOP time limit, that score counts as the final score. No time limit for the divisional and championship games.
- M. **There is a 6-run limit for each inning.** No run limit for the 6th inning. If there is a tie game, the game will go in to extra innings as long as time limit has not been exceeded (no run limit in extra innings)
- N. If a team is winning by 12 runs or more after 4 complete innings (3½ if home team is winning), the game is over.
- O. Any ball thrown that gets lodged or goes under the fence is a dead ball and the runners will advance one extra base without being put out (one plus one rule if runners are advancing on a thrown ball). If the umpire does not see the ball lodged or go under the fence it remains live, so be sure to have your players notify the umpire prior to retrieving the ball by raising a hand.
- P. Player must slide **feet first** at home if there is a play at the plate; Each team will receive one warning on this rule. A second offense it will be an automatic out if the player does not slide or slides head first.
- Q. Throwing a bat constitutes a team warning. ***The next team-thrown bat will be an automatic out.***
- R. All 8U Summer League games will use level 5 soft compression baseballs provided by the umpires and RHAA.
- S. All batters must wear a helmet. All catchers must wear full catcher's gear.

VI. SUMMER LEAGUE FORMAT

- A. 11 teams. There is no seeding of teams prior to Summer League play.
- B. Each team will play 3 random pool play games. Coin flip will determine home team.
- C. Teams will be placed into 3 divisions for Sunday championship bracket games (Platinum, Gold and Silver) based on seeding.
- D. Seeding for these brackets will be:
 - 1) Win-Loss record
 - 2) Total runs allowed (least)
 - 3) Run differential (most). Capped at 10 runs per game.

4) Coin Flip