ARMADA BASEBALL ASSOCIATION
2026 8U LEAGUE RULES
(Pitching machine)

1. The age of players in this league will be six (6) to eight (8) years old.

2. All eight (8) year old players are eligible to be drafted to the 10u League during the season as replacements.

3. Ending Games:
    a. Each game will be no more than six (6) innings. There must be four (4) complete innings (3-1/2 if home team is ahead) in case of rain or if a game must be stopped because of darkness. Only games stopped for darkness or weather will be suspended and restarted at a later date from that point.
    b. A rain delay before a game begins of more than 25 minutes will result in the game being rescheduled at a later date.
    c. No make-up games or game suspension will be permitted for any reason other than weather or darkness, no exceptions.
    d. If after five (5) complete innings either team is behind by more than five (5) runs, the umpire shall declare the game a complete game. The team with the highest score will be declared the winner.
    e. A one and one half (1.5) hour time limit for all games. No inning will be started after one and one half (1.5) hours. The current inning will be completed and the game will be considered complete, no exceptions.
    f. The official start of each inning shall be defined as the precise moment when the third out of the home half is made or when the 5th run is scored. If any time remains on the timer when the third out is made the game will continue.
    g. In the case of a rain delay, the one and one half (1.5) hour time will be suspended during the rain delay. Rain delays of 25 minutes cumulative during a game will result in the suspension of the game at the point the delay was called.
    h. During the school year, no inning will begin after 9:30 p.m. The current inning will be completed and the game will be considered complete.

4. There shall be no more than 5 runs or three outs per inning whichever occurs first.

5. Each team will field ten (10) players for each game, if available.
    a. A team must be able to place no less than eight (8) players on the field for a game to be played. If eight (8) players cannot be fielded within 15 minutes of the start time, the game will be forfeited. (Managers may decide to play out the game for the benefit of the players.)
    b. Call up; If a manager is aware that he will have less than 10 players available for a game, he may call the next available player(s) on the call up list as supplied by the League Coordinator.
    c. Players can be called up only until the roster reaches 10. Call up players must be 6 years old.
    d. The called-up player MUST be used as an OUTFIELDER and bat last in the lineup.

6. Each player on a team will:
    a. Bat in rotation.
    b. Field a minimum of three (3) innings by the end of the fifth inning.

7. There will be free substitution only at the beginning of any inning. Exception: If a player is injured and can no longer play.

8. There will be NO:
    a. Infield fly rule
    b. Lead Offs
    c. Bunting
    d. Stealing

9. The batter, base runners, and on deck batter MUST wear helmets with face shields.

10. All male players must wear a protective supporter, (Cup). A catcher MUST wear a helmet, mask, shin guards, chest protector, and if male, a protective supporter.

11. The pitcher MUST wear a helmet (with face mask) while playing that position.

12. No player will be allowed to play while wearing shoes that have metal spikes.

13. The coach/manager will put the ball into the machine. Umpires will allow adjustment of the machine. (at their discretion).

14. Any batted ball that hits the manager or coach doing the pitching, or the pitching machine, batter will be awarded first base ---- Dead ball. Runners only advance if forced.

15. The pitcher must have at least one foot on the pitching mound (dirt circle) until the ball has been hit by the batter.

16. The pitcher must be even or behind the pitching machine until the ball is pitched.

17. Any player that throws their bat can be called out by the umpire.

18. All managers and coaches must stay in designated boxes by dugout unless in a coaching box position.

19. Managers and coaches are not allowed to smoke on the playing field or in the dugouts.

20. Managers must be eighteen (18) years of age or more.

21. No drinking of alcoholic beverages will be permitted on grounds.

22. ALL DECISIONS OF THE UMPIRE ARE FINAL.

23. Any player can wear a long sleeve under shirt of any solid color except white during games (preferably a dark color).
    a. All players, if they so desire, may wear jackets in the field.

24. Managers and coaches may not follow runners from base to base.

25. In case of an overthrow, runners get the base they were approaching plus one base. Play is over. Runners advance at risk.

26. Runner must slide if play is at the base, if not, the umpire will have a judgment call on whether the runner is out or safe.
    a. No head first sliding will be allowed while advancing a base.

27. NO batter/runner can slide into first base--penalty, batter/runner will be called out.

28. If a manager, coach, or spectator is ejected from a game, they shall leave immediately. Forfeit will result if the person does not leave the ball field area.

29. Any person using profanity will be ejected from the ball field.

30. Runners may not leave base until batter hits ball: 1st offense, team WARNING. 2nd offense, runner is out.

31. There is NO APPEAL on a missed base. If the umpire sees it, the runner is out.

32. The batter has five (5) pitches to put the ball in play.
    a. The batter is out after three strikes or five pitches, whichever occurs first.
    b. A foul ball does not constitute a fifth (5) pitch.

33. Each team has an option to have up to two (2) defensive coaches on the field. They will be confined to the outfield grass, and must not interfere in any way. Umpires will issue an interference warning one time; a second occurrence results in one defensive coach being removed from the field. Intent: instructional assistance. No defensive coaches are allowed on the field during the end of season tournament.

34. The umpire will call time out once the ball is controlled **and inside the baseline.** (Umpires discretion) If the runner has not made it halfway to the next base, the runner will be returned to the previous base.
    a. An infielder intentionally raising his hands while in possession of the ball does not stop play.

35. Appeals; Only one (1) manager / coach can leave the designated box in order to appeal a call. Manager can only approach the umpire on appeal after time is called. First team offense shall be a warning; second team offense; the second coach to leave his position is ejected from the field of play.

36. Bat Rule:
    Bats should be USA Baseball/Little League or USSSA 1.15 BPF
    2 3/4" diameter bats may be used and must not exceed a minus 13 (-13) rating
    2 1/4" diameter bats have no restrictions
    Wood bats may be used

37. A batter cannot be tagged out after overrunning first base if he returns immediately to the base. If the batter makes an attempt (umpires discretion) to advance to second.

Amendments for End of Season Round Robin Tournament

1. Coin toss carried out by the umpire and team mangers will determine home, away. Coin toss winner has dugout option.

2. **Mercy Rule**: If after 3 complete innings either team is leading by more than 15 runs, or after 4 complete innings either team is leading by more than 10 runs or if after 5 completed innings either team is leading by more than 5 runs, the umpire shall declare the game complete and the team with the highest score declared the winner. **No exceptions the game will not be allowed to continue.**

3. Division winner is determined by the below scoring method.
    a. Win: 2 points
    b. Tie: 1 point
    c. Loss: 0 points

4. In the event of a tie after all games have been played, the winner will be determined by the following tiebreakers, in order of priority.
    a. Head to Head
    b. Least number of runs allowed for all games
    c. Total number of run scored for all games
    d. Coin Toss