

8U Division DYSA and NORCAL Combined Rules (local rules in bold)

1.0 INNINGS & TIME

- 1.1 Regulation game is 6 innings.
- 1.2 Game length 1 hr 20 min; cannot start new inning after 1 hour 20 minutes regardless of score.
- 1.3 Games can end in ties; no sudden death for ties.
- 1.4 Home plate umpire and scorekeepers shall keep time.

2.0 EQUIPMENT & FIELD

- 2.1 Ball 10 inches.
- 2.2 Base 60 ft.
- 2.3 Pitching 30 ft.
- 2.4 Outfield is defined as 10' from natural baseline.
 - If space allows, a 10' chalk line should be marked and used by the umpire.
 - If field size or conditions do not allow for a 10' line to be reasonably marked in the infield, the outfield grass will be used as the line between infield and outfield.

3.0 DEFENSE

- 3.1 Minimum of 6 defensive players to field a team; team will forfeit if they have less than 6 players.**
- 3.2 Outfielders may not lineup as infielders – 6 infielders – 4 outfielders for 10 player team.
- 3.3 Play all players defensively (up to 12) if both coaches agree, provided extra players are put in an outfield position.
- 3.4 The third base player may be no closer to home plate than 3 steps in front of the baseline between 2 and 3 bases.
- 3.5 Free substitution is in effect, BUT each player must play 2 innings on defense. All players should get an equal amount of game starts. That is, the same players should not be out of the game defensively to start in a majority of the games over the season. If possible, the same players should not be out of the game defensively to start in successive games.**
- 3.6 Every player will be given the opportunity to play an infield position at least one inning per game. Two innings of infield per player is recommended, however infield positions will be predicated on safety of players.**

4.0 PITCHING

- 4.1 Pitchers have 1 minute or 5 pitches to warm up.
- 4.2 Illegal pitch will not be called. However, the pitcher must make every attempt to pitch legally. If in the umpire's opinion the pitcher is gaining a gross advantage from an illegal pitch, then coach must correct or remove the pitcher.**
- 4.3 No walks; if a pitcher pitches a fourth ball, the batter's manager/coach (hereafter "coach") will pitch to the batter. The catcher and umpire will remain in position behind the plate.**
 - **The batter's strike count remains with the batter when the coach begins to pitch and all coach pitches are strikes. Batter continues hitting on all foul pitches.**
 - **The coach-pitcher must pitch with one foot on the rubber on the release of the pitch.**
 - **After 3 strikes (including previous count) or 3 pitches, whichever comes first, the batter is called out if they have not put the ball in play.**
 - **Additional pitches are allowed if the 3rd pitch, and subsequent pitches, are foul balls.**
- 4.4 Player-pitcher must have at least one foot in the pitching circle during the pitch by coach-pitcher.**
- 4.5 Hit batters are awarded 1st base. No exceptions outside of the following:
 - If hit by coach-pitcher's pitch, batter will receive another pitch (does not count).

- A ball that hits the ground and then hits the batter will not be considered hit by pitch – it's a ball.

4.0 PITCHING CONTINUED

4.6 Pitching Restrictions: No more than 2 innings per pitcher for the first 4 innings, with a maximum of 3 innings per game per pitcher. Each team shall record innings pitched by players in their scorebooks which are available for review by the opposing team. Pitchers are ineligible to pitch in a given game (assumed to have filled their 6 inning limit) if pitching inning totals cannot be determined from the scorebook. Scorebook must note absent players.

4.7 One or more pitches by a pitcher counts as an inning.

5.0 OFFENSE

5.1 Four (4) run per half inning mercy rule. Run Rule is 12 runs after 4 innings; and 8 runs after 5 innings.

5.2 Speed-Up Rule: The Speed-Up Rule allows for a runner to replace the catcher when on base with two outs only. The replacement runner shall be the last out.

6.0 HITTING

6.1 Bat entire game roster in continuous order; so that each child receives the same number of at bats throughout the season. Continuous order means that you start the batting line-up wherever you ended on your previous game.

- **Coaches will have one opportunity after 3 games are played to alter their lineup. Lineups may be changed once, and then the lineup is used, batting in continuous order, until pool play begins.**

6.2 No dropped 3rd strike. Batter is out on 3rd strike. If ball dropped by catcher, the runner cannot try to run to 1st base.

6.3 No infield fly rule. No automatic out; all infield popups are considered fair and playable.

6.4 NO bunting or slap hitting off coach pitch.

6.5 If a batted ball strikes the coach-pitcher, the play is dead with the batter awarded first base and all other runs advance only if forced. At no time shall the coach-pitcher obstruct the play.

6.6 If a player leaves the game for any reason before the end of the game, that player will be removed from the line-up for the remainder of the game. When that player is scheduled to bat that position will be skipped with no consequence.

7.0 RUNNING

7.1 No stealing.

7.2 Leadoff upon release of pitch by defensive pitcher; and leadoff allowed upon release by coach pitches.

- Leadoff maximum 15'
- Dead ball on runner leaving early.

7.3 Runners must be back on base at time of pitch or out is recorded, hesitation rule in effect.

7.4 Runners can only advance one base on a batted ball being fielded in the infield that has not crossed the 10' outfield line.

- **Runners and batter/runner may advance extra bases while a hit ball remains in the outfield and must stop at the next base once the ball is in control in the infield.**
- **A ball that went past the outfield line and subsequently thrown OB by an outfielder before it is controlled in the infield will result in the batter runner or runners being given the base they were advancing to when the ball went out of bounds. No extra bases will be awarded.**

7.5 No sliding.

8.0 OTHER

8.1 All-Stars Season.

8.2 No jewelry of any kind worn at games and practices except medical alert bracelets (must be taped to wrist) or necklaces.

8.3 Where there is no DYSA/NORCAL rule specified, then ASA/USA rules will prevail.