

8U – 12U Rules – Spring-Summer 2013

8 and under rules (TRAVEL)

Field Dimensions

The 8u teams can play on a 40' mound / 60' bases field (Fall only) or a 46' mound / 60' bases field. A determination concerning field size will be made prior to the Fall season. The Spring season will be a 46' mound / 60' bases field.

Game information

A game is defined as 6 innings for single headers and 5 innings for double headers. The time limit for a game is a maximum of 2 hours. No new inning may be started after 2 hours.

- Each double header will consist of a home game and visitor's game for both teams.
 - If teams play a single game, the teams should flip a coin for the home team.
 - Note: The 2 hour rule is NOT a "drop dead" rule. The inning will be completed if it has been started before the 2 hour limit has been reached.

Run rule

The ten run rule is in effect after a minimum of 4 innings (3 ½ innings if the home team is ahead).

- There will be a 5 run maximum rule per inning (no more than 5 runs can be scored), except for the last inning of the game (either the 6th inning, or the last inning based on the time limit).

Infield Fly

The infield fly rule will NOT be in effect.

Stealing

Free stealing will be allowed.

- A player must not leave his/her base to steal until the ball crosses the plate. If a runner leaves early, he/she will be called out and the pitch will be a dead ball.
- A runner may not steal home. A run can only be scored on a hit, a bases loaded walk, or one of the following:
 - Runner attempts to steal third and the catcher throws to third in order to pick him off. The runner may attempt home.
 - Runner at third, with runners at any other base. If the catcher attempts to throw out a runner at any other base, the runner at third may attempt home.
- Runners may steal. If the catcher makes a play on the runner, the runner can make an attempt at one more base, at his own risk. He can only take one additional base.
- The ball is dead once the umpire calls dead ball, or once the pitcher is on the rubber and the catcher is ready to receive the next pitch.

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Players

Managers of 8u teams will be allowed to have 10 players on the field (4 outfielders). This is not mandatory, and if one team elects to have 10 players on the field, the other manager can elect to only have nine.

Pitchers

The regular season will be kid pitch.

- There will be no pitcher time limit between pitches. It is up to the umpire's judgment to move the game along, if he feels that the pitcher is taking an inordinate amount of time.
- There will be no balks in the 8u division. Umpires should let the pitcher know of any flagrant moves that would normally be considered a balk.
- Each pitcher will be allowed to have two mound visits in the same inning from his coach. On the third visit, the pitcher must be removed from the position.
- Pitchers will be limited to 50 pitches per day. This excludes warm-ups. If a pitcher reaches his 50 pitch limit while pitching to a batter, he is allowed to finish pitching to that batter, even if his pitch count exceeds 50.
 - The home team score book will be used by the umpire to determine if the pitcher has reached his/her limit. Scorebooks should be clear in showing where the pitcher pitched. The visiting team should check every inning to make sure the home team book is accurate.
 - Use of a pitcher over the limits prescribed above will mean the immediate removal of that pitcher in the game. If the violation is found after the game has been completed, the game will be considered a forfeit.

Bunting

Intentional bunting will not be allowed at the 8u level.

- If a batter, in the determination of the umpire, appears to have tried to intentionally bunt, the play will be called dead and the pitch is a "no pitch."

Outfielders

Outfielders must be clearly present in the outfield before a pitch is made. The distance should be a minimum of 30 feet from where the infielders normally play. This will be a judgment call by the umpire. The intent of this rule is to have outfielders playing their positions and not "crowding" into the infield.

- If an outfielder is found to be playing too close in, the umpire will issue a warning to the player and manager and have the manager move the outfielder into proper position.

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Rules Governing Play Within NVTBL (in priority order)

- NVTBL Age Level Specific Rules
- NVTBL Local Rules
- MLB Rules

NVTBL LOCAL RULES 8U – 12U

Designated Hitter (DH)

The Designated Hitter is not used due to the EH provision below.

Extra Hitter (EH)

An unlimited number of extra hitters (EH) will be allowed, up to and including batting the entire line-up. A team using the EH is required to let the opposing manager and the home plate umpire aware prior to the start of the game. This must be addressed when covering fields and grounds rules. Both teams must exchange line-up cards with the opposing team and the home plate umpire.

- A team using EHs must maintain the same number of batting positions used in their initial line-up for the entire game.
- If a team is unable to maintain the batting line-up due to player injury or ejection, the injured player is removed from the batting order with no penalty. This rule is in effect even if the team drops below 9 players. If a player leaves the game for any other reason, then the missing batter will be considered out.
- The player in the EH position, while not in a defensive position, will be treated as such for substitution purposes.
- The re-entry rule applies for the EH.
- Once a pitcher leaves the field and goes to the bench, he cannot return to pitch even if he occupies the EH position (EH is not a defensive position).

Thrown Bat - Safety rule

Any player that intentionally throws his/her bat will automatically be called out and receive a warning from the umpire.

If the umpire believes the thrown bat was unintentional, a warning will be given to the team. If it happens a second time (intentional or unintentional), the player will be called out and ejected for the remainder of that game.

- On any thrown bat event, all play will stop. All runners will return to their base at the time of the pitch.

Catch & Carry rule

There is no catch and carry allowed. All players must catch the ball with both feet inside the out of play lines. If a player makes a play in foul territory and his momentum carries him out of play after making the catch, the batter is out, the ball is dead and all base runners will be advanced one base.

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Umpires

Umpires will be scheduled by the league. Our umpires are all trained during the winter by professional umpires. Umpires only accept cash. The team listed as home team in a particular game will be responsible for paying the umpire, if there is only one. For example, in a weekend double header, when there is one umpire, the home team in the first game will pay the umpire and then in the second game, the home team for that game will pay the umpire.

- Age groups 12u, 11u, 10u, 9u and 8u will have one umpire per game for the regular season.
 - If an umpire does not show or calls in with issues in getting to the game, the home field manager should contact the league commissioner immediately to determine if another umpire might be available. If one is not available, the managers can elect to use coaches/parents for that game or DH.
- **The home field team is responsible for contacting the umpire(s) no later than three hours before game time of the first game, if the games will be cancelled or times/locations changed due to inclement weather.** Failure to do so will result in the home field team having to pay for the umpire(s) for that first game. The fee for an umpire showing up is \$50 per umpire.

Head-first Slide at Home

All age levels: A player sliding head-first into home base will be called out.

Bat Size

Age 8U - 14u divisions: Players shall NOT be limited by the 2013 High School Baseball Rules published by the NFHS regarding bat dimensions. JV, Varsity and ODL teams must follow BBCOR standards. All bats need to be BPF approved.

Other Rules

- **Uniforms** - All Players must have uniforms with numbers visible on the back of the jersey.
 - **All on-field coaches for all levels (8U – ODL)** who step on the field before, during or after the game must abide by the NVTBL dress code. Acceptable tops include a team jersey, team t-shirt (LS or SS) or team jacket. Acceptable bottoms include baseball pants, team shorts (team color) or team athletic pants (fleece pants or performance pants). All coach's attire (tops and bottoms) must match the team colors. A fine of \$100 will be levied on each occurrence against teams violating this rule.
- **Protests** - No protests will be recognized. All umpire decisions are final.
- **Team Size** - Teams may play games with fewer than 9 players if necessary. If requested, the opponents may provide additional defensive players.
- **Player Ejection Policy** – Player is suspended from participation in NVTBL for the next game.
- **Parent Ejection Policy** – Parent is suspended from participation in NVTBL for 8 calendar days from the date of ejection. Ejected parent's child is also suspended for 8 calendar days and may not participate in any NVTBL practices or games.
- **Manager/Coach Ejection Policy** – 1st occurrence - Manager/coach is suspended from participation in NVTBL for 8 calendar days from the date of ejection. 2nd occurrence – Manager/coach is suspended from participation in NVTBL for the remainder of the season and *may* not be allowed to participate in future seasons.

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Pitching

- To view the MLB rules, go to - http://mlb.mlb.com/mlb/official_info/official_rules/pitcher_8.jsp.
- Read the rules pertaining to –
 - Legal Pitching Delivery
 - Pitching Restrictions
 - Balks
 - Mound Visits

Pitcher's Warm-up

When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight (8) preparatory pitches to his catcher during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire-in-chief shall allow him as many pitches as the umpire deems necessary.

Time limit

When the bases are unoccupied, the pitcher shall deliver the ball to the batter within twelve (12) seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball." The twelve (12) second timing starts when the pitcher is in possession of the ball and the batter is in the box alert to the pitcher. The timing stops when the pitcher releases the ball.

- Comment: The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.

Pitcher removal

A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game.

Pitch Counts

There are no official pitch count limits (except for 8 and under). Managers are responsible for and **strongly** encouraged to keep pitch count limitations that are appropriate for their age group.

- For more information and guidance, go to the American Sports Medicine Institute at www.ASMI.org.

Balks

12u divisions and above pitchers will receive no warning. 9U, 10u and 11u will receive one warning per pitcher. Once a balk has been declared, each runner shall advance one (1) base without liability to be put out, unless the batter reaches first (1st) on a hit, an error, a base on balls, a hit batter, or otherwise and all other runners advance at least one (1) base, in which case the play proceeds without reference to the balk. 8U division – there are no balks.