

PREP DIVISION

OFFICIAL RULES— 8yr BOYS

2019

The latest edition of the Cal Ripken Division of Babe Ruth Baseball Rules & Regulations shall be the official playing rules of the Springfield Athletic Association subject to certain variations determined by the League Director League. When any rule or its interpretation is in conflict, the Springfield Official Rules and their intent will apply.

Article I

BATTING

- A. All roster players present for the game shall bat in order, whether playing defensively or not. The batting order will be adhered to. Players arriving late will be placed at the bottom of the batting order and his name must be submitted when he enters the order.
- B. There is no “Bunting” or “Fake-Bunt and Swing”.
- C. The pitcher will be at the depth of the rubber 38-46 feet (see below)
- D. A half inning is over when five (5) runs have scored or three (3) outs are recorded whichever occurs first. This rule will apply to every inning including the last. If time permits, it is recommended to finish the last, inning up to six (6) runs, to maximize playing time.
- E. Batting helmets must be used while at bat. Helmets must be used while in the on-deck circle and as base runners. If a runner intentionally shakes off his helmet while running, he is out.
- F. No stealing or leading off bases are permitted.
- G. Base runners must remain in contact with their bases until the player makes contact with the pitched ball. Penalty for leaving early: The player is returned to the base. On the second occurrence the runner is removed from the base but no out is recorded. No team warnings. If the player leaves early and the ball is put into play the defensive team will have the right to make an out through the natural course of the play. If no out is recorded than the runner who left early can only advance one base.
- H. A thrown bat constitutes an out after a warning by the umpire per player.
- I. **Child pitch innings: Pitches in the strike zone not swung at will be called strikes. If the third strike is swung at and missed, it will be a strikeout. Walks will be issued after four balls.**
- J. **A base runner cannot score, if the bases are loaded and a walk or hit batter occurs. A coach will come in to complete the at bat. The count will start over when the at bat is completed the pitcher will return to the mound pitching to the next batter.**

Article II

FIELDING

All players present for a game must play at least three (3) innings as a defensive player in the field. It should be in the best effort to ensure each player play all positions to give them the familiarity of what needs to be done. Understand that safety measures should be put in place by the coaches to best protect their fielders at certain positions.

- A. Ten (10) defensive players will be allowed on the field during an inning of play. Players will be positioned at all infield positions with the remaining four players in the outfield. At no time will any of the outfielders assume the position of a short fielder.
- B. Play will cease when the ball reaches the infield and is controlled by the defensive team. A player cannot advance more than 2 bases per offensive play, except for a homerun.
- C. The umpire will make the judgment if the runner is to advance to the next base after the defensive team gains control of the ball. Only the umpire will decide if the player was past the half-way point to the next bag.
- D. There is no "Infield Fly Rule".

Article III

PITCHING

- A. For innings one through 4, player pitch will occur. The fifth and sixth innings, a player can pitch if the coaches agree that the game is moving smoothly, if not a coach can pitch.
- B. One ball pitched constitutes one inning pitched.
- C. Once a pitcher is removed from the position of pitcher they cannot reenter as a pitcher. They can reenter at any other position.
- D. The umpire will umpire from behind the plate unless a coach has to ump which will be behind the pitcher's mound.
- E. If a pitcher is obviously wild and has hit three (3) batters in a game, the home plate umpire can remove the pitcher.
- F. No player will bat from the tee.

Article IV

GENERAL RULES OF PLAY

- A. A ball that is hit fair and rolls through, bounces over or goes through the fence in any way while in play will be a ground rule double.
- B. A ball that is hit fair and while bouncing in fair territory is touched by a spectator will be declared dead and any runner or runners will be permitted to go to the base to which the runner was advancing when the ball was touched.
- C. A thrown ball which rolls through, bounces over or goes through the fence in any manner will be declared an overthrow. Any runner or runners will be awarded one base in addition to the base to which the runner was advancing when the overthrow was made.
- D. A thrown ball which goes into the dugout area or over the backstop will be declared an overthrow with all runners advancing according to Section C of this Article.
- E. Swinging or called third strikes whether held by the catcher or not constitutes an automatic out.
- F. The area around the backstop will be kept clear of players, coaches, managers and spectators.
- G. After the game is started, pitchers will warm up on the sidelines (in the corners of the outfield). An adult must be with the pitcher and catcher when they warm-up.
- H. Catcher must wear protect gear (cup).

Article V

GAME

- A. A regulation game is six (6) innings. However, if the game has been played for One hour forty-five minutes (1:45), and another scheduled game is to follow, the game will end.
- B. When a game is called because of inclement weather before a regulation game has been played, it will be considered an official game if four (4) inning (complete) have been played and the home team is behind at that point. If the home team is ahead at the end of three and one half (3½) innings, the game will be declared an official game. Any game not meeting the above inning requirements will be a suspended game. The game will begin at the exact point it was halted including outs and batter count (balls and strikes)
- C. Darkness – Games ending due to darkness – If a game has been played for 1.5 hours the managers will meet to determine if an additional full inning can be played. If not, and official innings have been played the winner will be declared. If the decision is to continue to play and the inning cannot be completed than it will revert back to the previous inning and winner declared. No games will be suspended due

to darkness. If a game is tied than it will be recorded as a tie and winning percentage will be used to determine playoff seeding.

- D. Bases (1st and 3rd) will be sixty (60) feet from home plate and the pitcher's rubber will be forty three to forty six (43-46) feet from home plate.
- E. It will be the responsibility of each coach and his staff to get the field prepped for each game. Prepped consists of lining the field and putting the bases in their proper position. A coin toss will constitute the home and away team. The coin toss winner can choose to bat first or last.
- F. Any other rule not listed above, please adhere to the Official Little League Rules on its website, or contact the director.

*****PITCHING*****

Each of you should have 2 to 3 A pitchers. The mound should start at the lower distance from the plate. Use the 100' tape measure and measure from the back of the plate to the mound. Suggested distance to start at would be 36'-38' in the beginning of the season. If you have kids that can throw, try and use them either first or last. If you use them first, you can start maybe at 42' to 46' then move it in as the not so strong pitchers come in to pitch. And vice versa if you use the stronger pitchers last as you just have to keep moving it back towards the end of the game. The goal is by the end of the season, the pitchers are pitching from as close to 46' as they can. Next year at 3rd & 4th grade baseball, it's 46' regardless.

*****EQUIPMENT*****

Please make sure all equipment is back in the lockbox when finished (especially the bats). If you are the last one on the field, please make sure the lock is locked on the box. There will be helmets in the bin along with catchers gear and practice baseballs. If your players have their own bats, make sure they have the USA stamp on them. If they don't have the stamp, have them use one of the two bats in the lockbox.