

SP8U In-House League Rules

A. General

1. Current-year ASA rules apply except as modified herein.
2. The home team provides the game ball (Dixie Dx-5 or similar).
3. The home team shall prepare the field for play. This includes applying the foul lines and other markings, installing the bases, and treating trouble spots on the field. After the game, the home team shall store field equipment, turn lights off if necessary, and lock equipment closets. The visiting team is encouraged to assist. Both teams shall clean up the field and dugout areas.
4. The playing field is a 55-foot (or 60-foot where 55-foot is unavailable) diamond. The distance between bases is 55 feet (or 60 feet). The distance between the pitching rubber and home plate is 30 feet.
5. A 10-foot diameter pitching circle shall be drawn with its center positioned 30 feet from the back of home plate.
6. The base plugs are used to pull dirt from the base ground mounts but should be reinserted and used with the bases to reduce the risk of injury to a player stepping into the ground mount if a base becomes dislodged during a play.

B. Pitcher

1. A coach from the batting team will do the pitching. The pitching distance can range from 25 to 35 feet. The coach must start the pitching step from within the pitching circle. It is recommended that pitching be done from at least 30 feet to train for advancing to the next higher league.
2. No minimum or maximum pitching arc requirements will be enforced.

C. Fielders

1. Only 10 players are permitted to play in the field on defense. Exception: Both managers can agree on an alternate number prior to the game.
2. Only one player is permitted in each of the following 6 infield positions: P, C, 1B, 2B, 3B, and SS. All others must be positioned in outfield positions.
3. **All players must play the infield positions of P, 1B, 2B, 3B, and SS (excludes position of C) at least 2 of the first 4 innings, and each player cannot play the same infield position in those 4 innings.**

4. The player in the pitcher position must wear a heart guard chest protector and a batting helmet with a chin strap or a fielder's protective mask. This player must have at least one foot within the 10-foot pitching circle until the ball is hit.

5. The outfielders and rover must be positioned at least 5 feet into the grass outfield area until the ball is hit.

6. The outfielders and rover cannot cover any base on a force out and cannot tag out a base runner. The ball must be thrown to an infielder for recording outs.

7. The catcher must wear the catcher's equipment, which includes a helmet, facemask, chest protector, and shin guards (optional) for protection from thrown bats and foul balls.

D. Batters & Base Runners

1. All players in attendance, including those on the bench, must bat in a continuous lineup.
2. All batters and base runners must wear a batting helmet.
3. There are no walks or strike-outs.
4. **Batters are allowed 7 pitches, after which the batter will hit from the batting tee.**
5. Bat throwing is dangerous and can cause injury. Each team is allowed 1 warning for throwing a bat. For all subsequent offenses, the batter is called out and a dead ball is called (i.e., no base runners can advance).
6. Bunting, stealing, and leading off bases are prohibited, and warnings must be issued for each offense.
7. A casual step off a base after the ball passes home plate is permitted. Each team is allowed 1 warning if leaving too early. For all subsequent offenses, the base runner is called out and a dead ball is called.
8. **There are pop outs to the catcher. The batter will be out if the foul goes up off of the bat at least to a 6-ft height and the catcher catches the ball. Straight back foul tips held by the catcher are not outs, the ball must elevate off the bat to at least 6-ft height for to possibility of an out to be made behind home plate by the catcher.**

E. Rules of Play

1. Games consist of 6 full innings but are limited to a maximum time of 2 hours. There are no extra innings. Both teams bat in the last inning.

2. A **5-run rule** is in effect for each inning, **except for the last inning**. In each inning, each team's at-bat is terminated after recording 3 outs or scoring 5 runs, whichever occurs first.
3. The infield fly rule is not enforced.
4. On a fly ball that is caught by an infielder, the base runners are not permitted to tag up and advance to the next base. Any base runner who is off base when the catch is made must return to the last safely-touched base, at risk of being put out.
5. **On a batted ball that does not leave the infield, the batter is limited to a single, and base runners may advance only one base, at risk to be put out.**
6. On a batted ball to the outfield, the batter can advance as many bases as possible until the ball is returned to the infield **(i.e., crosses the plane where the dirt area meets to grass area or, if this is not possible, an imaginary line that is established prior to the start of the game).**
7. On a batted ball to the outfield, once the ball returns to the infield (i.e., crosses the plane where the dirt area meets the grass area), a delayed dead ball is initiated and base runner positions are marked by the umpires. All base runners are at risk to be put out until play is stopped. If a base runner did not pass The ½ way line (must not be touching the line with any part of the body) before the ball returned to the infield and then advanced safely to the next base, that base runner must return to the last base touched without liability of being put out, as is all base runners that are forced to return to their previous base as a result.
8. On an overthrown ball to any base, the base runners cannot advance past the base to which they were running at the time of the throw (or release).
9. For clarity, all balls fielded by infielders will be limited to one base advancement for all runners, at the risk of being put out, to eliminate foolish advancement on overthrows made by infielders.

F. Coaches & Umpires

1. There will be two junior umpires at games played at PT. There is to be no arguing of calls. These will be kids training to be higher level umpires.
2. Coaches of the fielding team may stand in the field of play to coach and instruct their players.
3. The first and third base coaches for the batting team must be in foul territory.
4. **All close plays favor the base runners.**