



Cheektowaga Youth Baseball

2020 8 & under Division Rules

YOUTH BASEBALL

1. The rules contained in this section are in addition to the rules in the Cheektowaga Youth Baseball General Rules.
2. All games will be played on a sixty or sixty-five (60/65) foot diamond with a forty-six (46) foot pitching distance. The pitching machine will be set at a hittable speed to be determined by the umpire, typically a setting of 45-50 on the JUGS Jr. pitching machines.
3. An umpire shall operate the machine.
4. If a base runner leaves the base before the ball crosses the plate, the runner will receive a warning. After 1st warning runner will be called out. **No leading off!**
5. There will be no base on balls awarded.
6. Every child should play all positions to learn the game, keeping the safety of the player in mind at all times. No player may play the same position more than two innings in a row. **All players must be given the opportunity to play infield and outfield for at least 2 innings during every game.** The safety of the player is the only exception.
7. When any defensive player has **control of the ball in the infield and no further attempt to make a play on a runner is made**, play will stop. Runners are awarded the next base if the umpire determines the runner was half way or further and the next base is unoccupied when the play was stopped. If (2) two runners occupy the same base when the play was stopped, the trailing runner will be moved backward to the previous base if it was unoccupied. The lead runner will only be moved forward if the trailing runner cannot be moved backward. If more than one runner is on the same base. Each runner will be treated separately in determining their position when the play was stopped.
8. Each player will receive a maximum of 6 hittable pitches to hit the ball unless the normal three swing strikes occur first, at which time the batter will be declared out.
 - a. No three swing strike outs until August 3rd, 2020. Batters should be encouraged to swing at 6 pitches until then.
 - b. The batter cannot be called out on a foul ball unless that ball is legally caught by the defensive team.
 - c. A "No Pitch" call will be determined by the umpire if an unhittable pitch comes from the machine.
9. If the batted or thrown ball strikes the pitching machine, the ball is dead. This play is considered a single and all runners will be advanced one base whether forced or not.
10. Pitchers **MUST** wear a batting helmet while playing defense.

11. A coach from the defensive team must assist the catcher in retrieving pitches from the pitching machine.
12. Each team will be permitted to field 10 players, 4 must be in the outfield grass.
13. Each team must field Eight (8) players defensively. When a team has only 8 players they may choose to not field a catcher.
14. All games will be six (6) innings.
15. Mercy Rule
 - a. There will be no mercy rule, instead this division will use the 10 + 1 rule.
 - b. In the event that the offensive team attains a lead of 10 runs at any time during the game the half inning will end regardless of the number of outs recorded.
 - c. If the team continues to have a 10 run or more lead at their next at bat the inning will be played until 1 additional run is scored or 3 outs are recorded.
 - d. If the team with a 10 run deficit reduces it to fewer than 10 runs play will resume as usual unless a 10 run lead is attained again.
16. A coach will be allowed in the outfield to assist the defensive players. The coach may not interfere with any play. If a coach inadvertently interferes with a play, the play is dead and all runners advance one base whether forced or not.
17. No runner may continue to advance beyond the next earned base on an overthrow of 1st base. Encourage your players to try to make an attempt to make a play at first.
18. No stealing, No Leadoffs.
19. Bunting is not permitted.
20. The pitching machine is to be setup before the start of the game by the home coach and verified as properly adjusted by the visiting coach and the umpires. Once set, the pitching machine may only be adjusted before the beginning of the top of an inning.
 - a. No adjustments may be made to the machine, including alignment or speed for any reason unless it has become so grossly misadjusted as to result in an unsafe condition.
 - b. Offensive coaches may encourage batters to adjust their position in the batter's box to adjust to varying pitching conditions of the machine. Players may be positioned outside of the box without penalty to adjust for the pitching machine if needed.
21. Each team shall bat their entire roster once per inning or until three (3) outs are recorded.
 - a. Maximum number of batters per inning shall be determined by the number of players on the team that has more players.
 - b. A maximum of 6 runs may be scored in any inning except the last inning.
 - i. Last inning is played until 3 outs, no limit on batters or runs.
 - ii. **Important:** The last inning is defined in the Time Limit rule in the General House Rules. Please review that rule closely as it has changed significantly.