

St. James/Smithtown Little League
PO Box 29
St. James, New York 11780
www.sjsll.com

BASEBALL LOCAL LEAGUE RULES 8 year old Division

The goal of Little League is supposed to be a fun filled experience, where each child is given a chance to succeed and learn. The Board of Directors has added the following rules to supplement the Little League Rulebook.

- No inning shall start two hours after the scheduled start of the game.
- Game time shall be 6pm in all age brackets.
- ***Abuse of umpires by managers, coaches or fans will not be permitted.***
ZERO TOLERANCE.

- The Little League Code of Conduct will be adhered to and enforced.
- Smoking is forbidden at any Little League event.
- Home team wears navy jerseys, away wears red.
- Please remove all trash and debris after all practices and games.

Eight Year Old Division

1. Players pitch, there are called balls and strikes, strike zones will be large.
2. Two innings or 40 pitches (whichever comes first) per player maximum.
3. If pitcher reaches 40 pitch in an at bat, he/she may complete that batter before removal.
4. Pitch totals must be recorded on league approved form and submitted on a weekly basis.
5. Pitcher removed from game cannot return to pitch.
6. Pitcher cannot pitch in consecutive games.
7. Two hit batters in one inning or three in a game, pitcher must be removed from game.
8. Three walk limit per inning.
9. This is a non-competitive league; wins and losses are not recorded.

10. Helmets equipped with facemasks and chinstraps are **MANDATORY at bat and on the bases. NO EXCEPTIONS!!!!!!**
11. Everyone bats. Substitutions are only for defensive purposes.
12. Bunting is not permitted.
13. *No leading or stealing of bases.*
14. Three outs will end the offensive half of an inning.
15. Catcher's position is played and must be fully equipped; coaches will back up catchers and retrieve wild pitches. Return throws of wild pitches will be directly to pitcher, preferably by the catcher. Coaches are **NOT** permitted within the infield in fair territory while ball is in "live" play.
16. Speed up rule is mandatory for catchers, when second out is recorded. Catcher must get equipped, use last batted out to run if catcher is on base.
17. Ten fielders, use four outfielders.
18. Five run rule is in effect for first five innings. No player may bat after the fifth run is scored in an inning. Sixth inning is played without a run rule.
19. Six innings completes a game.
20. Use only league issued balls and approved bats.
21. No tagging up to advance.
22. One base on any overthrows.
23. Remind parents that athletic supporters (cups) are to be worn.

Rainouts and cancellations will be announced via league website after 4 PM and must be followed. No game is to be played if the SJSLL announces a cancellation. There is field space for make-up games; schedule these through the Division Coordinator.

Report any unsafe field conditions and all injuries to Division Coordinator

MAKE THE GAMES FUN!!!!