

Farragut Baseball Inc.

2020 Super Season

Roberto Clemente 8U League Rules – Field 5

General Game Management Rules:

1. The Roberto Clemente 8U League is a transitional league in terms of player pitch development.
2. A regulation game will consist of 70 minutes, no new inning after 60 minutes, with a maximum of 6 innings. Five minutes will be allowed for each team (Visitors first) for defensive warm-ups before each game. If the previous game has elapsed into the scheduled starting time of the next game, then the umpire shall direct the Home team to take the field and start the game.
3. If an inning is started, it must be completed (unless the Home Team is ahead).
4. A five-run limit will be in effect for all innings (5 runs or 3 outs - whichever comes first). There are no extra innings and a game can end in a tie, except during post-season tournaments.
5. The league shall be set up for 11 players to be in the field at the same time with 6 in the infield (Pitcher, Catcher, 1st Base, 2nd Base, 3rd Base, SS) and 5 in the outfield (Left Field, Left Center, Center, Right Center, Right Field). Outfielders must stay in the grass and cannot tag a runner/base, they must throw the ball in. Outfielders must play true outfield positions and cannot play along the infield/outfield line.
6. Each player is required to be used in the infield at least one inning every game. All players must have played the infield by the 2nd inning. This is an instructional league, please try and give every player the opportunity to play different positions while keeping safety in mind on the infield.
7. All players bat and must bat in order. There will be no substituting within the batting order. Coaches will exchange batting lineups before the game. Each player number is required on the lineup. If a player shows up late, he should be added to the bottom of the batting order and communicated to the opposing coach. A minimum of 8 players are required to start the game. A team may pick up one or more players if needed for a game and must be identified to the opposing head coach. These players must be from the Roberto Clemente or Hank Aaron League, they **cannot** be a base player from another team, must play in the outfield the entire game and bat last.
8. No coaches are allowed on the field except for the pitcher during coach pitch innings and during injury evaluation. A maximum of 4 coaches allowed per team (Offense - 1 coach each at 1st and 3rd base boxes, 1 coach pitching, and 1 coach as dugout manager. Defense - Coaches are allowed outside the front of their dugout or inside the dugout.
9. Umpires shall call time-out immediately in the event of an injury. After injury evaluation, the umpire shall place runners at bases they feel appropriate.
10. Each game will consist of 2 innings of Coach Pitch followed up with the remainder of the game being played as a combination of player/coach pitch.

Coach Pitch Rules (Innings 1-2):

11. Each batter will be pitched to by his team's coach or assistant coach. Each child is to receive six pitches or three swings (whichever comes first). No child is to walk during coach pitch innings. If the last pitch is fouled off, the batter continues to bat, unless the fouled ball is caught by a defensive player (regular baseball rule). No intentional walks are allowed.

12. The coach pitching must have one foot on the pitching rubber while pitching. There will be a pitching arc on the mound in which the pitching coach must stay behind when pitching. The pitching coach must position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
13. Any hit ball that strikes the coach pitching will be ruled a no pitch.
14. The player in the pitcher position during the first 2 innings of the game **must stand behind the coach that is pitching and have one foot inside the dirt area behind the mound until the ball is hit.** This is to avoid coaches shifting their players in the pitcher position too far toward 1st or 3rd base regarding the hitter.
15. Players at the pitcher position:
 - a. Innings 1-2: the player will be required to wear **a helmet with face guard** during coach pitch innings.
 - b. Innings 3+: the player pitching must use the plastic face guard mask provided by the league (or a personal one of equal protection). The reaction time at this age is not adequate for reflexes if a line drive goes straight to the pitcher. The coach/player may opt to have the pitcher continue to wear the plastic face guard or the helmet with face guard but must notify the umpire of their intent.

Player/Coach Pitch Rules (Innings 3-4, or until game is complete):

16. The umpire will call balls and strikes during kid pitch only. The batter cannot advance on a dropped third strike.
17. During the player/coach pitch innings, the player will pitch until either (a) there is a hit by the batter (b) a strike out is thrown or (c) the pitcher throws 3 balls to the batter.
18. Once the count reaches 3 balls (3-0, 3-1, 3-2), the coach comes in and pitches to the player. The coach gets 3 pitches to the batter; however, the hitter **may not** be able to swing at all 3 pitches depending on how many strikes they have at the time the coach takes over pitching.
 - a. If the pitch count is 3-0, then the batter can swing at all 3 coach pitches.
 - b. If the count is 3-1 then the batter gets to swing at 2 of the 3 coach pitches.
 - c. If the count is 3-2 then the batter only gets to swing at 1 of the 3 coach pitches.
19. A player can only pitch in one game each week. A week will be considered Sunday - Saturday.
20. A player may pitch **no more than two (2) innings in one game** and a maximum of two (2) innings per week. A week is defined as Sunday – Saturday. NOTE: Three (3) outs shall constitute a full inning; two (2) outs = two-thirds (2/3) inning; one (1) out = one-third (1/3) inning.
21. Balks will not be called.

Hitting and Base Running Rules:

22. Fair Ball Arc: There shall be a twenty-foot arc drawn from first baseline to third baseline in front of home plate. A batted ball must go past this line to be a fair ball. If a line is not drawn, the ball must roll past the grass line on the infield to be in play.
23. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. When a runner stands off a base and jukes or feints back and forth, this is to be interpreted as not attempting to advance and "Time" shall be called.
24. Runners **must slide** when a tag is being attempted at any base and home plate, otherwise the runner is out. If the ball is clearly out of the reach of the defensive player or catcher and a play cannot be made then the

runner does not have to slide. Players are not to go into a base with the attempt to knock a defensive player down. If there is a situation when an accidental collision occurs or a defensive player is blocking a base, this will be a judgment call made by the umpire.

25. Base Stealing: This can only occur starting in the 3rd inning with player pitching. Lead offs are **not** permitted.
26. Only after the ball passes the home plate, the runner may advance at their own risk. The runner cannot advance once the pitcher receives the ball from the catcher or on an overthrow from the catcher to the pitcher. If the runner tries to advance before the ball passes the home plate, the following rules apply:
 - a. If the runner arrives safe, the runner is returned to the original base.
 - b. If the runner is tagged before arriving safely at the base, the runner is out.
 - c. If at the same time the batter hits, the runner is awarded with one base more than the batter.
27. Players may advance one (1) base on overthrown balls to 1st and 2nd base, except while stealing a base. For example, if a baserunner is stealing 2nd base, and the catcher overthrows the shortstop, the base runner may not advance to 3rd base.
28. Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or awarded from the umpire.

Safety Rules:

1. Protective cups are required for **all** male players.
2. All batting helmets **must** have a face mask. Any player entering the batter's box without a faceguard on their helmet are subject to being called out by the umpire.
3. A team will be given two (2) warnings to players who sling the bat per game, not per at bat. If another player slings the bat for the **3rd time during that game, that player and others who do so will be called out** and runners may not advance. The umpire will provide guidance as well.

Scoring:

1. The league recommends using the GameChanger app to assist with game score and pitch count.
2. Runs scored should be confirmed by both team score keepers between each half inning.
3. Each team should assign a parent to keep score before the game starts. The Home Team is considered the official scorekeeper and is responsible for running the scoreboard – **adults only, no children**.
4. Each team score keeper should keep track of both team's pitch count (player pitches). Following each game, head coaches are responsible for providing the player pitching records and final score to the League Commissioner for tracking.

Cancellations or rescheduled games:

1. All games will be played as originally scheduled except for inclement weather with every attempt made to play as scheduled.
2. Cancellations/rescheduling will be decided by the League President and/or the FBI Board.
3. If a game is called due to weather, 3 complete innings will be considered a full game. If less than 3 innings have been played, the game will be made up starting at that point.

Sportsmanship:

Coaches: Be sure to encourage players and parents to cheer for all players as this is very important for building the morale for these young kids. You would be surprised at how much each it means to these kids when they are all cheering for each other and hear their teammates supporting them. Also, be sure at the end of each game to line your players up to shake hands with the other team.

Conduct Code:

Coaches and parents will conduct themselves so as to create a positive role model for all players, on and off the field. Umpires will have complete control of all games. Coaches may inquire or ask the umpire about rules, but baseball judgement calls will not be questioned. Questions from parents related to any rules should be directed to the head coach of their team. Abusive behavior and language will not be tolerated. An ejection by an umpire will result in a two game suspension by Farragut Baseball Inc. The league president and/or Farragut Baseball Inc. Board Members have the discretion to eject a coach or parent (including leaving the field premises) if these rules are not followed and unacceptable behavior is shown.