



# TRI-COUNTY YOUTH LEAGUES

## Boys 8 & Under

### GENERAL TRI COUNTY RULES

1. Any player transferring from one league team to another without changing residence will be ineligible for one year. (See By Laws for exceptions.)
2. A player must play in the regular league of the league he plays for in the Tri-County League and participate in at least 60% of their league games.
3. A player will not show any unsportsmanlike conduct of any kind.
4. No metal spikes.
5. The home team will furnish two (2) new balls each game.
6. The home team will furnish the both umpires: **Not using parents to umpire home plate is recommended. Umpires minimum age is 18 years old. All umpires need to be qualified.**
7. All diamonds must be lined for each game, including a batter's box.
8. Forfeit time is 30 minutes after time listed on schedule.
9. Both teams should report their scores to their league's Tri County Representative who will report them to the Boys & Girls Commisioners..
10. All teams are required to have birth certificates available at all games. A game may be played in full, but if a birth certificate is not produced by the end of the game it will be a forfeit.
11. All teams are required to attend the tri county tournament or let the Tri County board know that they are unavailable to play by the deadline. Failure to do so places the coach on suspension for the next season.
12. All teams that win their division are required to attend All Star All Star Night, unless proper notification is given to the Tri County Board. Failure to do so places the coach on suspension for the next season, and they forfeit their trophies.
13. Games must be played at the scheduled date and time. If there is a conflict, the 1<sup>st</sup> option is to check with other town to see if their diamonds are playable. 2<sup>nd</sup> option is to make up the games on the following Saturday or Sunday, at home field first and visiting field second. Games must be rescheduled within 72 hours of a cancellation and the rescheduled date/time must be reported to the comissioners.
14. Cancellations must be done as soon as possible. If not weather related, the opposing team must be notified 48 hours in advance.
15. Roster and entry fee must be turned into Tri County Board no later than the deadline specified by the board for the current season.
16. It is the coaches' responsibility to give a list of rules to the umpires. It is recommended that a copy of rules be kept in the concession stand.

## 8 & Under Boys Baseball Rules

1. A player must not turn nine (9) years of age before April 30 of the current year.
2. Bases are to be sixty (60) feet.
3. Pitching machines should straddle a forty six (46) foot pitching rubber. The pitching machine speed will be set at 38-40 mph or 50-52 rpm; both coaches will come to an agreement within this range varying with each machine.
4. A complete game is six innings and all innings will be limited to 6 runs with no open inning. Run rule is therefore 7 runs after 5 innings or 13 runs after 4 innings. No inning shall start after 2 hours.
5. A half (1/2) of an inning will consist of three outs or six runs.
6. The pitcher must be in a reasonable pitching position within 8 feet directly left or right of the pitching machine.
7. A starting team shall consist of ten (10) players, (four (4) outfielders). The minimum is seven (7) players, less than seven (7) is a forfeit. Outfielders must be positioned in the grass until contact with the ball.
8. Catchers must wear full protective gear (throat guard, catcher's cup, etc.).
9. A courtesy runner may be used for the catcher when there are two (2) outs. The courtesy runner will be the player that made the last out. No courtesy runner will be used in the last inning or any extra innings.
10. All players on the roster which are present for the game shall be placed in the batting order, therefore creating free defensive substitution between innings. Should a player miss his turn at bat due to illness, he may return in his spot in the batting order without taking an out. If a player arrives late, he will be placed at the bottom of the batting order.
11. A player being played on while advancing to a base, other than first should attempt to slide. If a runner advances to a base without sliding with the intent of knocking the ball loose by colliding with the fielder, the runner shall be called out and may be expelled from the game. A runner attempting to advance to any base, other than first, without sliding should avoid contact. (A runner may not leap over the top of a defensive player.)
12. A batter or runner shall be called out for knocking off or removing their helmet intentionally.
13. Coaches may not touch runners while the ball is alive. If this occurs, the runner shall be called out.
14. No intentional walks are allowed.
15. No bunting, stealing, walks, or leading off allowed.
16. No infield fly rule.
17. All infielders with the exception of the catcher shall play behind a parallel line to the pitching machine until the pitch has crossed the plate.
18. Player throwing the bat: one (1) warning per team. After warning, any player on the warned team shall be called out. Runners DO NOT advance if ball is hit in fair territory.
19. Each batter will get five (5) pitches, a foul ball on the fifth pitch constitutes another pitch or pitches until the batter hits fair or strikes out. If the pitched ball cannot be hit, the pitching machine may be adjusted at any time. (Three strikes is an out.)
20. Any batted ball hitting the pitching machine prior to touching a fielder is a dead ball. The batter is awarded first base and all runners advance one (1) base.
21. Dead ball: Advancing of the lead runner must be stopped before dead ball time will be given.
22. If play is stopped due to inclement weather, 3 ½ innings will be considered a complete game if the home team is ahead. If the minimum innings have not been played, play will begin where the game was stopped. EXCEPTION: Play-off games will be played to completion (six (6) innings).
23. Infield ball will be allowed at the discretion of the umpire.
24. Each team must wear matching uniforms, shirt with tails tucked into pants, with matching hats.
25. **Little League Regulations shall apply to all situations and rules not covered above.**