

# Tarboro

## Parks & Recreation

### 8U BASEBALL RULES

#### 1. PLAYER AGE

- a. Any player whose ninth (9) birthday falls on or after May 1 of current year is eligible to compete in 8U play. A player must be six (6) years of age.
- b. Age Verification
  - i. Upon request by Town staff, documents should be made available within a reasonable amount of time to verify a player's age.
  - ii. Dates of birth of players shall be certified by an original registration of birth, an official government photo ID, or a copy of the original registration of birth.

#### 2. LEAGUE SCHEDULES

- a. Town staff shall prepare the regular season schedule. This schedule shall provide for a minimum of 8 games.

#### 3. THE PLAYING FIELD

- a. The distance between all bases must be 60 feet. The distance from the point of home plate to the front of the pitching rubber must be 40 feet. A pitching mound is not necessary.
- b. The home plate, the pitching rubber, bases, batter's box, and coach's box shall be the official size used in regulation baseball.

#### 4. OFFICIAL EQUIPMENT

- a. All players must be in baseball uniforms. Uniforms shall consist of cap, shirt, pants, shoes and socks. No identification may be worn to identify any youth baseball organization other than Tarboro Parks & Recreation leagues, Inc.
  - i. Penalty - Forfeiture of game.
- b. The bat shall be round and made of wood or any other approved material and shall not exceed 36 inches in length or 2-5/8 inches in diameter. Bats must be USA Baseball approved and carry the USA Baseball stamp or must be NFHS approved and carry the BBCOR

stamp (High School) for use in Tarboro Parks & Recreation leagues. There is no rule regarding weight/length ratio.

- c. The ball shall be NFHS approved.
- d. Tennis shoes or shoes with molded rubber cleats are permitted in all Tarboro Parks & Recreation leagues play.
- e. A protective helmet bearing the NOCSAE standards stamp must be worn by all batters and must be a helmet that gives protection of temples, ears, and base of skull. Turtle shape style helmets without the ear protectors will not be approved for Tarboro Parks & Recreation leagues. Helmets must be worn by all base runners in local league and tournament play.
- f. Catchers must wear a mask bearing the NOCSAE standards stamp (to include hockey style), shin guards, chest protector, athletic supporter (with protective cup) and full catcher's helmets in local league and tournament play. The use of a detachable throat protector is optional.
- g. The use of radar guns is prohibited at ALL games.

#### 5. FORFEITURE

- a. Playing ineligible players shall result in forfeiture of games in which players participated illegally.

#### 6. PROTEST

- a. A protest based on a play which involves umpire's judgement is not permitted. The umpire's decision shall be final.
- b. The only legal protest is one which involves a misapplication or misinterpretation of playing rules, or the use of an ineligible player, and is protested at time of infraction.
- c. The protesting coach must immediately notify the umpire that he/she is protesting before the next legal/illegal pitch. The umpire shall announce that the game is being played under protest.
- d. In local league play, a protest shall be considered only if it is placed in writing and submitted to Town staff within 48 hours after the rule infraction occurs.

## 7. SPONSORS

- a. Teams in local leagues shall be sponsored only by those organizations or business firms whose activities or products are not detrimental to the welfare of the community youth.

## 8. COACHES

- a. Adult coaches (18 years of age and older) will be allowed to coach at first and third base. All coaches must be dressed neat, in like manner, and must wear closed-toe shoes. Only adults listed on team roster will be allowed in dugout. Players must wear protective helmet if coaching bases.

## 9. WEATHER POLICY

- a. Tarboro Parks & Recreation leagues will follow the NFHS rule book for its lightning policy. [www.nfhs.org](http://www.nfhs.org)
- b. Staff will monitor local weather conditions before and during practices and contests.
- c. Umpires and Town staff may suspend or delay a game at any point when it is deemed that the playing field conditions are no longer safe for play.
- d. When thunder is heard or lightning is seen, the leading edge of the thunderstorm is close enough to strike your location with lightning.
  - i. Play will be suspended for at least 30 minutes. The field will be cleared and all players and spectators should retreat to their vehicles.
  - ii. 30-Minute Rule: Once play has been suspended, wait at least 30 minutes after the last thunder is heard or lightning is witnessed prior to resuming play.
    1. Any subsequent thunder or lightning after the beginning of the 30-minute count will reset the clock and another 30-minute count should begin.
  - iii. Staff will use lightning-detection devices or mobile phone apps to assist in deciding to suspend play if a lightning strike is noted to be within 10 miles of the event location. However, never depend on the reliability of these devices, and thus, hearing thunder or seeing lightning should always take

precedence over information from a mobile app or lightning-detection device.

1. Town staff and umpires have final authority on weather related delays and suspensions of games.
- iv. The lightning safety policy will be reviewed annually with all administrators, coaches, and game personnel.
- v. Athletes and their parents will be informed of the lightning policy at the start of the season.

## 10. GAMEPLAY RULES

- i. NFHS baseball rules shall apply if not specified below.
- ii. There shall be a chalked/painted hash line 1/2 the distance (30 feet) between first and second base. This line shall determine whether a player may advance to the next base or return to the previous base at the time of dead ball.
- iii. Pitching rubber shall be in the center of an 8' radius circle.
- iv. Coaches
  1. Only 4 adults are allowed in the dugout at any time during the game.
  2. Offense: One coach at third base, one coach at first base, one coach pitching, and one coach in dugout for player control.
  3. Defense: There may be a defensive coach on the right field line and the left field line, provided they stay in foul territory.
    - a. The defensive coach cannot come within 60 feet of the base during a live ball.
    - b. A hash line will be marked on the foul line indicating the required distance.
  4. An offensive coach may call time only once per inning for the purpose of giving instructions. On the second time out, the batter on whom the violation occurred shall be removed and a pinch hitter inserted in his/her place.

5. All team personnel shall refrain from calling opposing players by name; they may not commit any act of unsportsmanlike conduct, or they will be removed.
6. A defensive coach may request one (1) charged conference per inning. On the second and any subsequent requested charged conference, the pitcher must be removed from the mound. This rule does not include a conference when the pitcher is removed.
  - a. The only exceptions to rules 4&6 are in case of injury, or time is called by opposing coach or umpire.
7. Coach must submit a batting order consisting of first initial, last name, and uniform number to umpire and scorer before game. All players must be listed in a batting order that will not change during said game. All players must bat in order for the entire game. In the event a player is injured (umpire will justify), scorer will be notified and said player will sit out for remainder of said game with no penalty in batting order.
8. No player shall sit in dugout two (2) consecutive innings.
9. A maximum of five (5) runs, or three (3) outs will constitute an offensive inning.
10. Six (6) innings will constitute a game.
11. Once a team becomes mathematically eliminated, the game shall end.
12. No intentional bunting is allowed.
13. No walks are allowed.
14. Attempted bunting will constitute a strike.
15. An eight (8) foot radius circle is to be drawn around pitching plate.
  - a. Defensive pitcher, with both feet in the circle, must remain inside circle, even or behind the pitching rubber, until the batter contacts ball.
16. All outfielders must be positioned at a similar radius.

17. Each batter will be allowed five (5) pitches or three (3) swings per at bat in 8U. There is no limit on the number of foul balls on 5th pitch or 3rd swing.
18. There is no infield fly rule.
19. No base stealing is allowed. A runner may leave the base once the ball reaches the plate. A runner leaving his/her base before the ball reaches the plate will result in a delayed dead ball being called by the umpire, with the runner removed and called out.
20. Base runners that miss touching a base, or leave a base early, shall be called out by the umpire upon completion of the play. A delayed dead ball shall be called by the umpire.
21. A team may have a courtesy runner for the catcher at any time. The courtesy runner will be the player that made the last out.
22. The umpire's judgement will rule on the runner's position at the point time is called by either umpire. Time is called once the front runner is contained.
23. Catcher must be in a squatted catcher's position and not standing.
24. The coach who is pitching must stay in contact with the pitching rubber until the ball is released. Once the coach releases the ball, he/ she cannot be involved in coaching until time is called as there are base coaches to direct runners. Coach may not deceive defensive players to get the ball thrown before time is called.
  - a. Penalty: The ball is dead, the batter is declared out, all runners return to the base occupied before the pitch, and the lead runner is declared out. The adult pitcher should only communicate with the batter before the ball is put in play.
25. If a batted ball hits the coach who is pitching before the defensive player touches the ball, the ball is dead, with all runners advancing one (1) base if forced.

- a. If the coach who is pitching intentionally interferes, the ball is dead, the batter is declared out, and all runners return to the base occupied before the pitch except the lead runner, who is also declared out.
26. When possible, the coach who is pitching MUST leave the field, from either the first or third baseline, when the batted ball is put in play.
  27. Batters will not be walked, nor can they advance to first base by Hit by Pitch (HBP).
  28. A team must have ten (10) players to start a game and may finish with nine (9) players. A disqualified/ejected player will result in an out each time that position comes to bat.
  29. Between pitches, if ball is not put into play, the coach must remain within the pitching circle.
  30. If a player throws a bat, the team will receive a warning.
    - a. On the second offense, the ball is declared dead, the batter is out, and all runners are returned to the previous base.