

OC FALL BALL
8u Recreational Rules
Updated 8/30/17

HOME TEAM & DUGOUTS

The team listed first on the schedule will occupy the third base dugout. If a team is playing a double header they will not be required to change dugouts.

ALL GAMES WILL USE A COIN TOSS TO DETERMINE HOME TEAM.

BASE AND PITCHING DISTANCES

The distance between bases and the pitching plate shall comply with ASA/USA requirements. Currently, the distance between bases is 60 feet and the pitching distance is set at 30 feet.

GAME LENGTH

All games in this division will be one hour and thirty minutes (1:30) drop dead. At fields where overhead lighting is not available, all play will stop (drop dead) based upon the umpire's judgment of unsafe conditions.

OUTCOMES OF DROP DEAD TIME BEING REACHED

When drop dead time is reached the game ends at that point.

STANDINGS

There are no standings.

GAME FORFEITURES

Every attempt should be made to play. In the event a team is unable to field a minimum of eight players, the game may still be played. The other team is encouraged to provide additional defensive players for outfield positions only. If a game must be cancelled due to lack of players, no make-up will be scheduled.

RUNS ALLOWED

Each inning is limited to 3 outs or 4 runs; whichever comes first per inning.

TIME OUTS

Time will be 'out' when the ball is returned to the pitcher's circle with the intent, based on the umpire's judgment, of returning the ball to the pitcher. The pitcher does not have to be in control of the ball. All runners at that point will immediately return to the previous base or advance to the next base as per ASA/USA rules.

DEFENSIVE PLAYERS

1. Each team shall use four (4) outfielders for a total of ten (10) defensive positions. The outfielders must use normal outfield positions in left, left center, right center and right field. No roving player is allowed and all of the outfielders must play at least 10' beyond the base path until the ball is hit. Up to two coaches are in the outfield to help direct players for the first 5 weeks of the season.

2. No player may sit on the bench more than one inning in any game until all other players on their team have sat one inning.

3. It is recommended that each player shall play at least one (1) inning of infield by the completion of the 3rd inning. If the game is less than three (3) complete innings, the player must start the next game at an infield position.

Note: Rule 3 is recommended to get all players involved in infield positions if they do not create a safety hazard.

PLAYER RE-ENTRY

Unlimited defensive substitution is allowed. Substitute players may be entered at the beginning of innings or whenever the umpire calls time. Late arriving players should be placed at the end of the batting order.

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BATTING

The team will bat round robin for players present at the start of the game. Late arriving players must be added to the bottom of the lineup. The opposing team must be notified of any additions when the player enters the game. The batting order remains fixed once presented to the opposing team and umpire. Batters hit by a pitch will be given the option to continue batting or take their base. If the batter is unable to continue batting, they will be awarded first base. If the hit batter is unable to advance to first base, a courtesy runner is allowed. The batter does not have to advance to first base for the courtesy runner to take the batters place on base. Injured players or players otherwise forced to leave the game shall be reported to the umpire and at to the opposing team. If a player leaves a game, there is no penalty. Bunting is allowed at any time, including when the coach is pitching. All ASA/USA bunting rules apply at all times. Should a batter foul off a bunt attempt, from a player or coach pitcher, with 2 strikes they will be ruled to be out.

MERCY RULE

None.

INFIELD FLY AND DROPPED THIRD STRIKE

The dropped third strike rule is not in effect *per ASA/USA rules*. The infield fly rule is not in effect.

BASE RUNNING

Sliding is encouraged in this division, and all players should be properly outfitted with sliding shorts (or pants) and sliding pads for the knees. It is the responsibility of the runner to avoid any collision with a defensive player. Runners can slide, slow down, change directions, and stop entirely or even run around a defensive player. Stealing is allowed in this division, but home is closed. Runners starting at first or second base are entitled to steal one base only per pitch with liability to be put out. If a ball goes out of play, the ball is dead and the umpire will award the runners the appropriate base(s), including home. A runner can leave the base when the ball leaves the pitchers hand. Runners leading off the base prior to the pitch will returned to the base they started from. When a coach is pitching, no stealing is allowed. Runners may advance on batted balls and may take only one base on an overthrow at their own risk, even if the ball remains in play. Runners must stop advancing on batted balls when the ball is returned to the pitchers' circle, whether or not the pitcher catches it. Any ball thrown by a defensive player to the pitcher in the pitching position that goes through the circle creates a dead ball. Runners must be over halfway to the next base in order to be awarded that base. If not, they must return to the previous base.

PITCHING RULES

The pitching distance is 30 feet. The umpire will keep track of balls and strikes. In the event the player pitcher pitches four balls to a batter, an adult coach of the offensive team will enter the game to pitch to his/her own team. The strike count on the batter will remain the same and the adult pitcher will continue to pitch until the batter hits the ball in fair territory, strikes out or is called out when the coach pitches a maximum of four pitches. Umpires will not call balls or strikes on coach pitch. Strikes will only be called on coach pitch when a batter hits a foul or a swinging strike. The coach pitcher must pitch with one foot starting on the pitcher's plate. The player pitcher shall remain in the pitching circle (both feet inside the circle) while the coach pitcher is pitching and must play no closer to the batter than the pitcher's plate until the ball is hit. The coach pitcher must make every reasonable effort to get out of the way of the ball and/or defensive players. If a batted ball hits the coach pitcher, the ball is live and the batter and runners can attempt to advance. If the coach pitcher interferes intentionally with the play, as judged by the umpire, the umpire will call the batter out for offensive interference.

Pitching Limits: A pitcher may pitch a maximum of 2 out of the first 3 innings. An inning to be defined as 3 outs or the maximum run rule.

The expectation is that all girls that practice pitching will have an opportunity to pitch in the Fall Season.

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A coach from the defensive team is required to be behind their catcher to help stop the ball if it gets past the catcher, to help speed up play.

PITCHERS SUBSTITUTION

A pitcher removed from pitching by the coach may return to the game to pitch keeping in mind the pitching limits rule above.

COURTESY RUNNERS

Courtesy runners will be allowed for the pitcher and catcher of record. The runner shall be the player making the last recorded out. In the case that no outs have been recorded, the runner shall be the batter batting last in that inning.

SPORTSMANSHIP

No derogatory cheers will be allowed. No deliberate attempt to distract the pitcher and/or the catcher by the offensive team shall be tolerated. We will follow the General Policies of the league and/or ASA/USA rules for unsportsmanlike conduct. If a manager, coach, or parent is ejected from a game, the league will contact your associated league and share the report from the umpire as to the reason of the ejection. Each league will handle their own disciplinary process that could include suspension from games.

JEWELRY

No jewelry of any kind is permitted in accordance with ASA/USA rules.