

OC Fall Ball
8U SELECT Rules
Updated 8/3/2019

1. HOME TEAM & DUGOUTS

The team listed first on the schedule will occupy the third base dugout. The host team will be the HOME team for the first game of a double-header, and the visiting team will be the HOME team for the second game.

2. 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.

3. GAME LENGTH

All games will be one (1) hour and twenty (20) minutes drop dead. The second game will start at the one (1) hour forty (40) minute mark from the start of the first game, providing a twenty (20) minute rest period between games. At fields where overhead lighting is not available, all play will stop (drop dead) based upon the umpire's judgment of unsafe conditions.

Games can end in a tie. In a tie game, if after seven innings are completed and if there is time remaining, the game may continue under the USA Tie Breaker rules. Both teams must agree to continue to play or game ends in a tie. All games will end when the drop dead time is reached, regardless of the score.

4. OUTCOMES OF DROP DEAD TIME BEING REACHED

At the drop dead time, the score will revert to the last completed inning *unless the home team is batting and is ahead, at which point the score at drop-dead time will stand.*

5. STANDINGS

No "official" standings will be kept for the season.

6. GAME FORFEITURES

Per ASA/USA rules, you must have at least eight (8) players to field a team. A forfeit is taken if you can only field 7 or fewer players. If a game must be cancelled due to lack of players, no make-up will be scheduled.

7. RUNS ALLOWED

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

8. DEFENSIVE PLAYERS

- a. No more than ten (10) players will be allowed to play defense at one time.
- b. NO more than 5 players including the pitcher can be positioned in front of the baseline. Outfielders and the 10th player must remain behind the baseline as four (4) outfield positions until the ball is hit, or the pitch reaches the plate. (An outfielder may cover a base on a stealing attempt as long as the fielder does not vacate the outfield position before the ball reaches the plate.)
- c. NO player shall start in a defensive position closer than 25 feet to home plate measured from the front side of the plate anywhere between the 3rd baseline and the 1st baseline.
- d. An unlimited number of free substitutions are allowed at anytime during a dead ball situation while on defense.

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9. PLAYER RE-ENTRY

Unlimited defensive substitution is allowed. Substitute players may be entered at the beginning of innings or whenever the umpire calls time out.

10. BATTING

- a. All teams will bat round robin for players present at the start of the game.
- b. 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.
- c. The batting order remains fixed once presented to the opposing team and umpire.
- d. 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 batter's place on base.
- e. Injured players or players otherwise forced to leave the game shall be reported to both the umpire and the opposing team. If a player leaves a game, there is no penalty. Any player leaving a game for any reason may not return to the same game.
- f. NO out will be taken for injured players not able to take their turn at bat, however they shall not return to play in the game.
- g. If a player is too injured to play her defensive position, then she is too injured to bat
- h. All ASA/USA bunting rules apply at all times. Should a batter foul off a bunt attempt with 2 strikes they will be ruled to be out.

11. RUN AHEAD RULE

None.

12. 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.

The batter is out on the 3rd strike dropped by the catcher, however, the ball remains live and runners on 1st and 2nd base may advance at their own risk. Runners on 3rd may not advance home.

13. BASE RUNNING

Runners on 1st and 2nd base may steal one (1) base per pitch. Home is closed.

- a. Runners may not leave the base until the pitch has left the pitcher's hand. The umpire will declare NO PITCH and an out when a runner leaves too soon. If more than one runner leaves early the umpire must determine which runner left too soon first and only that runner will be called out. The other runner will be deemed to be in sole possession of an illegally stolen base.
- b. A runner in sole possession of an illegally stolen base shall be returned to the correct base without liability to be put out when all other play has stopped. A runner standing on an illegal base cannot be tagged out. A runner not standing on a base can be tagged out.
- c. Overthrows by the catcher to the pitcher or to the bases do not result in additional bases by the runners. After all play has stopped, if a runner(s) has advanced beyond the one base to which they are entitled the umpire will call time and return runners back to the proper base(s).

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- d. A runner cannot steal home, even on a play to another base or an over throw to the pitcher. Once the runner has touched home plate and after all other play has stopped, the umpire will call time and return the runner back to 3rd base. NOTE: A runner may be tagged out while off the base prior to the umpire calling time out.
- e. A runner may be awarded home in cases of an illegal pitch or a live (batted) ball that is thrown out of bounds.

14. PITCHING RULES

The pitching distance is 30 feet. The umpire will keep track of balls and strikes.

- a. Pitching Limits
A pitcher is limited to a maximum of fifteen (15) outs per double-header.
- b. Pitchers Substitution
A pitcher may only return to pitch one time during a game if removed from the pitching circle mid-inning.

15. 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 in the game, the runner shall be the last batter listed in the roster.

16. SAFETY BASE

A safety base (double base) must be used at first base. If a field is not equipped with a safety base, the umpire has the option to continue the game utilizing an imaginary safety base and batter runners will be instructed to run through as though a safety base is present. All determination of safe or out per an imaginary safety base is at the sole discretion of the umpire.

17. 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.

18. JEWELRY

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