

G-Ball / 8U Boys Baseball

2010

General Rules

Base Rules

All baseball games shall be played under National Federation of State High School Association rules, except where noted.

Player's Age

The player's age shall be determined as the player's age on June 1 of the current season.

Bat and Ball Usage

Only Little League approved bats with **2 1/4 inch** diameter shall be used. This bat shall be marked "OFFICIAL LITTLE LEAGUE" by the manufacturer. If the words "OFFICIAL LITTLE LEAGUE" cannot be read due to wear and tear on the bat, the bat should be declared legal if it is legal in all other aspects. **NO BIG BARREL BATS. Violation** of the big barrel bat rule will result in the immediate ejection from the game of the manager of the team in violation. The ejected manager may not participate in any future games until he/she meets with a board of league commissioners. All baseballs used by the league must be Official Little League balls.

School Conflicts

No player shall be penalized for participating in any school function that may conflict with baseball activities.

Logos, Names and Advertisements on Uniforms

Alcoholic beverage names or symbols, and/or advertising deemed immoral, improper or portrays a bad example for children, shall not appear on their uniforms.

Disciplinary Notification

A team manager must notify the umpire and opposing team manager when a player, who is present, will not be playing due to disciplinary reasons.

Profane Language and Intoxication

The umpire is instructed to remove any player, manager, coach, or spectator using profane language or for showing signs of intoxication.

Tobacco

The use of tobacco on the bench, in the coach's box, or on the playing field is strictly prohibited. A second offense can result in removal from the team or from a managerial or coaching position.

Manager and Player Responsibility

- a. The home team will supply the game ball and official score book.
- b. The home shall return the bases to the equipment room at the completion of the game.
- c. The players of each team shall clean up the area around the ball diamond after each game. This rule is to be enforced by the manager. Managers are responsible for coaches, players, and fans for their respective team.

Uniforms

- a. All players issued a uniform by their league are expected to wear the uniform during their scheduled games. A player not wearing a full team uniform, will still be allowed to play.(Eligible draftees picked up at the last minute to prevent a game forfeiture shall be exempt from the uniform rule).
- b. If cleats are worn, the spikes must be rubber. No open toed shoes will be permitted.
- c. Objects in pockets that may cause injury shall be removed. Hair must be secured away from the face. Jewelry (including earring posts) shall be removed. Medical jewelry must be taped to the player's body. Newly pierced ears must be taped.

Elevated Players

Must be a roster player within the BBC / NABL / NRD / NR / TCN organization.

Transfer of players to a higher league is permitted within the following regulations:

- a. A player or players may be brought up from a lower division only to enable a team to fill all defensive positions. Elevated players are ineligible as pitchers or catchers.
- b. A player brought up must be free from their own league games.
- c. A player may only be brought up to an individual higher division team twice in a single season and no more than four total times in a season.
- d. No player(s) brought up may be played over a roster player unless said roster player is being disciplined (see Disciplinary Notification).
- e. Any player(s) brought up shall be placed last in the batting order.

Batting Order

Batting order is to be continuous. Players arriving late must be placed at the end of the batting order. All players must play at least three (3) defensive innings, and have at least one (1) time at bat, unless called for darkness, rain, or for disciplinary action. Any player being removed for disciplinary action will not constitute an out at his turn at bat, unless the umpires discretion deems necessary.

Ties

Games during the regular season may end in a tie. Games during the tournament must be completed with exception to the following rules:

All games are considered complete games after 4-1/2 innings if the home team is ahead, and the game is called because of rain, darkness, etc. Regular season games that are incomplete shall be rescheduled if time permits. Tournament games must be rescheduled to make a complete game. Games being rescheduled shall be done so by the respective league presidents and reconvened where the game was stopped, under the following conditions:

The batting order shall remain the same. Any player not present at the original game, but present for the rescheduled game, may be used as a substitute for any player. If a player was at the original game, but not at the rescheduled game and there is no substitute available to take the players place in the batting order, the players batting place shall be skipped and no out declared.

Protective Equipment

- a. All catchers shall wear the full equipment, including helmet, face mask, chest protector, shin guards, and a protective cup must be worn by a male player at all times while catching. Failure to supply a catcher without full protective equipment may result in forfeiture of the game.
- b. The batting helmet must be worn by all offensive players while on the playing field, and when the ball is in play. Removal of the batting helmet while the ball is in play may result in an out.

Thrown Bats/Equipment

Umpires shall give one (1) team warning for any misconduct per game. The batter will be declared OUT on any misconduct after the first warning is issued. Each team shall be given one warning before this rule shall be enforced.

Helmets shall be worn by all batters and base runners. Intentional discarding of a helmet by a runner or batter while on the field of play or in the dugout area, will constitute an out and possible ejection from the game.

Date Change of Games

A request for approval of a change in the date of a game may be made with the consent of both managers and the respective league presidents and must be done before 24 hours of the scheduled game time. If the proper approvals are acquired, this change request must be given to the scheduler for action.

Start Time

All games are scheduled to start at 6:30 PM

Practice Time

Both teams must be allowed fifteen (15) minutes of practice time on a diamond, with the home team to have the diamond from 6:00 PM to 6:15 PM and the visiting team from 6:15 PM to 6:30 PM.

Minimum Players

There is a minimum of eight (8) players per team. Less than eight players shall result in a forfeit. If neither team can field eight or more players, then a double forfeit will be called.

Protest

If a protest is made, it must be made to the home plate umpire before the next pitch is thrown and recorded in the official score book.

Protest Submission

A protest must be stated clearly in writing and be submitted to the League President whose manager is protesting the game. The protest must be submitted on the next weekday (Monday-Friday) and must be accompanied by a protest fee of \$100.00 cash to be given to the President. The protest fee will be repaid if the protest is upheld and forfeited if the protest is overruled.

Protest Meeting

A protest meeting will be held on the 2nd and 4th Wednesdays of the month at the designated area of each respective league. All protests will be decided by the Presidents (or their designees) of each League. All parties wishing to be heard on the protest shall be at the protest meeting or they forfeit their right to be heard.

Division Standings

Division standing will be determined by the league tournament results.

Umpire No-Show

In the case of the umpire not showing up for the game, the game is not forfeited by the home team. If both team managers agree upon a substitute umpire, the game will be played as normal. If one or both team managers do not agree upon a substitute umpire, the game will be rescheduled as if it were a rain out. Volunteer umpires will not be paid by the league.

Rain Outs

Call the respective home team manager.

Home team managers should make every effort to contact the visiting manager by 5:30 PM to advise if there is a rain out.

G-Ball / 8U Boys Division Rules

Age

G-Ball Division is for all players who are seven (7) and eight (8) years old on or before June 1 of the current season.

Rules

National Federation Rules as modified by the Ohio High School Athletic Association will be used with the following exceptions:

Playing Field

- a. The distance between the bases will be sixty (60) feet.
- b. The leading edge of the pitching rubber will be forty (40) feet from the point (rear) of home plate.

Game Time Limits

- a. Six innings constitute a complete game, or the home team leading after 3-1/2 innings and the game called because of darkness or rain. There is a two (2) hour time limit per game. No new inning will start after the two hour time limit as expired.
- b. Only six (6) runs can be scored per inning, except last inning.
- c. There is No Run Rule.

Player Participation

- a. Teams may field 10 players.
- b. The game may be played with eight (8) players.
- c. The maximum number of innings a player may sit is one (1) inning till every player has sat out one time per game.
- d. Once an inning starts, a player cannot be changed at his/her position, except for an injury.

Equipment

- a. All wooden bats must be taped, and approved Little League plugged bats may be used.
- b. No metal spikes may be used in this division.
- c. Any flagrant throwing of bats or equipment, at umpire's judgment, shall result in an automatic out with no advancement of base runners at the point of play. No warnings.

Game Play

- a. Each team will provide for their own team at bat an adult pitcher. This adult pitcher will pitch from a pitching rubber positioned 40 feet from point back of home plate. All pitches, without exception, must be thrown overhand to the batter at a reasonable speed, and on as flat of plane as possible from the pitcher's release to the catcher. Under no circumstances will a pitch be considered as legal by the plate umpire if said pitch is delivered in a distinguishable arc (i.e. reaching the home plate area on an almost vertical plane; "lobbing".) Each illegal pitch in this instance shall constitute a strike.
- b. The batter will receive three (3) swinging strikes or a total of seven (7) pitches to hit. The seventh (7) pitch being hit foul does not constitute a strike out.
- c. If a batted ball initially strikes the adult pitcher, the ball will be considered dead. The pitch will not count towards the batter's maximum pitches per at bat.
- d. The adult pitcher shall make every attempt not to interfere with any batted or thrown ball while it is in play. Using good judgment, it is recommended that once a ball is put into play, and to avoid movement and any distraction to all players on the playing field, the adult pitcher should maintain his present position as long as he is not in the line of play, and also lower to one knee, and at all times keeping an eye on the ball only and being prepared to move quickly and without any distraction to avoid any interference. The adult pitcher should completely avoid moving from his present pitching area position to foul territory after a ball is put into play. This will avoid possible contact with base runners and fielders. This will also avoid distraction and problems with line of sight amongst all base runners, fielders and umpires, at the same time preventing any possible collisions and/or injuries.

e. If the adult pitcher, other than being initially struck by a batted ball, interferes with play in any way (i.e. hit with thrown ball, collides with any player, etc.) and at the umpire's judgment rules as such, the ball immediately becomes dead and the following ruling applies:

The batter is immediately called out for interference of play.

Any base runners must return to their original base prior to the last pitch.

Runs cannot score.

A warning will be given to the Manager of the team of the adult pitcher. This warning will state that any further interference on the adult pitcher will cause for immediate removal of the adult pitcher and a different adult pitcher must be inserted.

The adult pitcher removed will not be allowed on the field in any capacity (i.e. base coach) but may remain on his team's bench.

Only one warning per team per game. Adult pitcher removals become successive.

Base Runners

a. Base runners may advance, at their own risk, one base only on overthrows (the base they were running to, plus the next base only). If a play is made on the advancing runner and another overthrow results, play shall be stopped at that point and base runners may not advance.

b. Base runners are not permitted to leave their base until the ball is hit. Penalty: Base runner will be called out. No warnings!

Defensive Pitcher

The defensive pitcher must not be positioned closer to home plate than the pitching rubber until the pitched ball is in flight to home plate.

Outfielders

Outfielders must play in the outfield grass and shall be the same distance from home plate. **No short fielders permitted.** It is up to the Plate Umpire's discretion on short outfielder's position. A outfielder may backup an infielder while ball is in play, but is not allowed to make a play in the infield.

Coaches

No coaches on the field other than the adult pitcher and base coaches for the team at bat, positioned in foul territory at first and third bases.

Infield Fly Rule

The infield fly rule is waived for this division.

End of Game

All trash left on the field, and around the bleachers, must be picked up and put into the trash containers at the end of each game.

Revised on 4/12/10