

8U INSTRUCTIONAL DIVISION BY-LAWS

We will be playing by NSA rules with the exception of the league's modified rules below.

- 1) There will be 6 innings per game and no innings to start after 1hr and 30 minutes.
- 2) Stealing, lead offs, or sliding will not be allowed.
- 3) No walks will be allowed. After a batter has been thrown 4 pitches called "balls" the following actions will be taken:
 - a. For all first year players the strike count is reset to zero and the coach pitches.
 - b. For all second year or third year players the strike count is not reset and the coach pitches.
 - c. The coach may pitch until the player hits the ball or strikes out. If the ball is fouled, then the coach may pitch to the player again until the ball is not hit by the player. Umpire can call strikes.
- 4) An 11" instructional ball will be used (currently Easton IncrediBall).
- 5) The pitching distance is 30 feet.
- 6) All players will play all innings. Infielders will be positioned normally and all other players will be positioned on the outfield grass in a rainbow position.
- 7) A half inning will last until either three outs are made or all batters have batted. Maximum number of batters is equal to the team with the most players.
- 8) "10th Batter Rule" – Inning is over once an out has been made or a player touches home while in possession of the ball.
- 9) There will be no bunting.
- 10) The defensive team will be responsible for supplying a person behind the plate to chase errant pitches. This person is not allowed to speak.
- 11) The manager and two coaches will be allowed onto the playing field when their team is on defense to assist in instructing their players, but they have to be in the outfield grass. Any live ball that touches a manager/coach will be considered live and play will continue.
- 12) A player may only pitch two innings per game. One pitch thrown in an inning constitutes a full inning pitched. If international tie is played each pitcher will be allowed 1 additional inning.
- 13) Base runners may advance only one base on a ball hit in front of the infielders.
- 14) No overthrows at 1st, 3rd, or Home. Overthrow is determined as a ball that is thrown to a fielder and gets away from the fielder regardless if the ball goes into foul territory or stays in fair territory. If an infielder makes an overthrow to 2nd, the runner may advance only one base at her own risk. However, if an infielder regains control before the runner crosses the halfway hash mark to the next base they have to return to the previous base.
 - a. Example#1 – A runner on 1st and the ball is hit to the shortstop who attempts to throw to 2nd base for the force out but the ball gets away from the player covering 2nd base. The runner may go to 3rd base only at her own risk. However, if an infielder regains control of the ball before the runner gets past the halfway hash mark to 3rd base, she must return to 2nd base.
 - b. Example#2 – Runners on 1st and 2nd and the ball is hit to an infielder who attempts a throw to 2nd base for the force out but the ball gets away from the player covering 2nd

base. The runner from 1st base may advance to 3rd base and the runner from 2nd base may advance to home unless an infielder regains control of the ball before the runners get past the halfway hash marks.

15) "Helmet Rule" – All players must wear their helmets (equipped with face mask) until they reach the interior of the dugout. The players will be warned twice and the third infraction will result in an out. All catchers warming up pitchers will wear helmets whether on or off the field.

16) No doubleheaders on regularly scheduled game days.

17) Games to be rescheduled due to weather only.

18) Game will be called when temperature at beginning of the game is below 50 degrees.

19) "Lightning" – 15 minute automatic delay. If managers do not clear the field they will sit out the next game.

20) Drive on the infield and get suspended one game.

21) Detrimental conduct will result in one warning from the umpire. If conduct continues the manager/coach/parent will be asked to leave the field. If they refuse, the umpire will halt the game and the offending team will forfeit the game.

22) "Defensive ball control" – The play will be considered stopped when an infielder has control of the ball. The runners that are beyond the hash marks will be awarded the next base. If the runner is not yet to the hash marks, they will return to the previous base. If an outfielder runs into the infield to get the ball, they are still considered an outfielder and must get the ball to an infielder for "control".

a. Example#1 – A runner can advance to the next base on a ground ball. For example, there is a runner at 2nd (no outs) and the batter hits a ground ball to the 2nd basemen. The runner can run to 3rd base even though the ball was hit to the second basemen before the runner got past the hash mark between 2nd and 3rd because of Rule #13 (may advance only one base). However, that runner cannot run home unless the 2nd basemen throws the ball to 2nd base and gets away from the fielder covering 2nd base and becomes an overthrow (remember there are no overthrows at 1st base, 3rd base, or home...see Rule #14).

b. Example#2 - There is a runner at 3rd base with no outs and the batter hits the ball directly to the pitcher. The runner can try to score (Rule 13 - may advance only one base) even though an infielder "has control".

c. Example#3 – Left fielder who starts in the grass runs into the infield dirt to field a groundball that went between the 3rd basemen and Shortstop must get the ball to an infielder to establish infielder "control" and the runners to stop.

23) "Hit by Pitch" - If a batter is hit by a pitch, it is a ball but do not get to go to first base. If the batter is hit in the helmet, they can either go to first base or can choose to continue to hit.

24) "International Tiebreaker" - If time expires and the game is tied the international tiebreaker goes into effect which means at the start of the next inning the player who made the last out starts at 2nd Base and there are no outs. If a second international tie breaker is needed, teams will start with 1 out and will send the last player to make an out to third base and the previous to make an out to second base. If the game is still tied after two international tie breakers the game will end in a tie for regular season only.