



Langley Baseball Association 8 year old Rules of Play

All games to follow directives included in Langley Baseball House Rules

FIELD

- 1) Distance between bases is 60 ft.
- 2) The pitcher's rubber is 36 ft from the plate.
- 3) A chalk circle, 10 feet in diameter shall be placed around the pitching machine as the pitchers mound.
- 4) Home team takes the third base dugout. Visitors take the first base dugout.
- 5) Coaches are responsible for safety around the pitching machine. Players are not permitted to feed the machine.

PRE-GAME

- 1) The home team is responsible for preparing the field before the game. Visitors are responsible for raking the field after the game.
- 2) A ten-minute warm-up period can be taken on the diamond. Home team warms up first at 25min before game time and visitors start at 15min before game time
- 3) Pitching machine to be calibrated and lined up to deliver thru the strike zone before the game. After May 1 the machine location is marked in the pitching circle & moved off the field of play until the live pitching is over & then it is brought back to field of play and tested to deliver strikes. Coaches to discuss and agree on the speed and arc before the game & if any subsequent adjustments required after the game has started. We want our players to hit & the balls to be delivered in the strike zone

GAME

- 1) A game is 6 innings long.
- 2) The pitching machine shall be used for the entire game up to May 1. After that 2 innings of live pitching will start every game followed by the 4 innings of pitching machine.
- 1) In lieu of pitch count, a player is permitted to pitch in only 1 inning per game.
- 2) Bunting is not permitted.
- 3) Stealing of 3rd base permitted after May 1.
- 4) Offense coach shall operate the pitching machine. No T's are to be used.
- 5) A batter shall have 5 machine delivered strikes, if there is no hit then the batter is out. A batter is not out if the last pitch is hit foul, they get another pitch. Live pitching will have 3 strikes.
- 6) Weekday games start at 6:00 pm.
- 7) No new inning may start after 7:30 pm weekdays, or 1 1/2 hours after the start of the game until May 1, then it is 1 ¾ hours from the start of game.
- 8) Game rescheduling must be done through the Division Coordinator.
- 9) Only 4 runs may be scored by each team per inning with pitching machine. Only 2 runs may be scored per inning during live pitch innings.
- 10) At the end of the 4th inning, the coaches will decide which inning shall be the last – either the 5th or 6th due to time constraints or light.

PLAYERS

- 1) A team must have a minimum of 7 players to start a game. If you are short then borrow player(s) from the other team to have 9 players in the field. When it's their turn to bat rotate the players.
- 2) All players must wear an athletic supporter and cup or Jill and supply personal helmet with chinstraps (unless it is a fitted helmet).
- 3) All players are to bat in rotation.

- 4) Players to remain in the dugout when their team is batting, only the batter is permitted outside the dugout. A coach or team parent to supervise & ensure that next batter is ready to go.
- 5) With the catcher on base and 2 out, put the last out in his place on the bases and get the catcher in the dugout to get his gear on.
- 6) Each player shall play a minimum of 4 defensive innings, 2 of which shall be at an infield position. Infield playing time should be shared as equally as possible among all players. A record is to be kept of all games played, in case a problem comes up. No one player shall play more than 2 innings at the pitchers position when the pitching machine is in use. During live pitching, a player may pitch only one inning.
- 7) The pitcher cannot be closer than the pitching machine until the batter makes contact with the ball.
- 8) Players are to be cautioned against throwing the bat. A bat thrown past the 10-foot arc or to the backstop will be considered thrown. During the first 2 weeks of the season, a thrown bat will be called a strike and the ball will be called dead, whether hit fair or foul. No runners may advance on the play. During the balance of the season, the ball will be called dead, no runners may advance, and the batter shall be called out.
- 9) Defensive players shall not block the base path. If a fielder, who does not have the ball or is not in the act of fielding the ball, collides with a runner, it shall be ruled to be obstruction. The runner will be awarded the base he was running to.

DEAD BALL SITUATIONS

A dead ball situation is a legal stoppage of play. Play resumes when the ball is legally batted.

- 1) The ball is dead and the runner(s) must return to the last base legally occupied when
 - a) a thrown bat is called (10 feet MAX)
 - b) when the ball is hit foul,
 - c) the catcher returns the ball to the pitcher.
- 2) The ball is dead if a defensive player throws it out of the field of play. The runner(s) shall advance one base beyond the base to which they were running when the ball left the field. A runner standing on a base when the ball is thrown out of play is awarded the next base only.
- 3) The ball is dead when, after being hit to the outfield, is returned to the infield, and is in the possession of the pitcher in the pitching circle. The runner(s) may advance at their own risk only to the base to which they were going.
- 4) If the ball hits the pitching machine or stops inside the chalk circle then the ball is called dead, the batter is awarded one base & runners advance to next base.

COACHES

- 1) One coach is permitted at 1st base and one at 3rd base for the team at bat. These coaches are not permitted to physically assist the runners. Should this occur, interference shall be called and the runner will be out.

UMPIRE

- 1) The home team is to provide a volunteer umpire to call safe and out on all plays. Volunteer umpires are not to be behind the catcher unless full safety equipment including mask is worn.
- 2) Umpire to call balls and strikes during live pitching innings. The coach loading the pitching machine will determine if pitch not delivered thru the strike zone & thus will not count towards the 5 pitches.

POST-GAME

Dragon race at the end of the game, home team starts from home plate & visitor starts from 2nd base.

RAINOUTS

The two coaches should touch base during the day if it has been raining and if one of them can go and look at the fields to see what shape they are in then great. This should be done in the early afternoon if possible (by 4pm). If not, and if it hasn't been raining that bad and is only lightly raining, meet up at the park and see what condition it is in. We want to get the games in so what you are looking for is pooling water and unsafe conditions.

If a game is cancelled by the two coaches they should send an email informing the following people:

- 1) Teams (Parents) via TeamSnap messaging
- 2) Division Coordinator
- 3) VP (Sean Corscadden) & President (Melinda Woznesensky)

The league will be monitoring the conditions as well so rain out cancellations should not happen unless there is pooling water and unsafe conditions. Entire league rainouts may be called by the league in severe weather conditions.