



2023 Sandusky Youth Athletics Association

BOYS 8U LEAGUE RULES

Eligibility

1. Boy's Rookie (8U) league is for boys who are 8 & under as of April 30th of the current year. This league is recommended for 6, 7 and 8 year old players.

General rules

2. National Federation (aka High School) rules are in effect for any rules that are not specifically addressed throughout the remainder of these rules.
3. Good Sportsmanship will be used at all times. Any player or parent failing to do so will be removed from the game at the coach's discretion. Coaches showing poor sportsmanship should be reported to SYAA officials.
4. Coaches and players should be at the field 15 minutes before game time.
5. Games will be forfeited if any team is unable to field at least 7 players at the scheduled game time.
6. The Home team:
 - A. Uses the 3rd base dugout.
 - B. Gets the game balls from the field closet before the game begins.
7. Each coach will be responsible for their team hustling on and off the field between innings. This includes getting your catcher ready ahead of time if he is not batting. This not only speeds up the game, but makes the game more interesting for the spectators.
8. A coach from the team that is in the field will be allowed to stay by the backstop to retrieve balls that get by the catcher and throw them back to the pitcher to help speed up the game.
9. 8U league games will be 5 innings or 1hr.
10. The 1 hr time limit will be strictly enforced if there are games scheduled on that field following your game. A new inning will not start after that time. Coaches should set a timer for 1 hour so that if the time limit is close to being up before the 4th inning or earlier, coaches will need to discuss and determine that the next inning played will be the last inning.
11. A game will be called complete after 3 complete innings if the game is shortened because of bad weather conditions. If less than 3 innings are played, the game may be resumed at a later date.
12. Base distance will be 60 feet.
13. Games will be played with a 9" baseball.
14. Home plate is fair territory. A batted ball that hits or settles on home plate is a fair ball.
15. If your game is rained out, it will be made up on the first available Friday or the next mutually agreed to available date. Listen to WMIC 660 AM, WTGV 97.7 FM, check Facebook, or look for an announcement through SI Play for cancellations. All make up dates must be scheduled through the SYAA to ensure field and umpire availability. It's up to the coaches to agree upon a date and then schedule with SYAA.

Uniforms and Equipment

16. Metal spikes are not allowed by players. Rubber spikes and tennis shoes are permissible.
17. Ball pants are recommended, but any kind of long pants are acceptable and required. Players are not allowed to wear shorts.
18. No cut off tee shirts or jewelry is allowed.
19. The catcher must wear full protective gear - a catcher's helmet, chest protector, and shin guards.
20. Protective cups are highly recommended for all players.
21. All players batting or running bases must wear an approved helmet at all times. Intentional removal of the helmet by a player before returning to the dugout will result in that person being called out after the first warning to each team. Repeated warnings may result in the player being removed from the game.
22. Bats must be 2 ¼, 2 5/8, or 2 ¾ diameter. No softball or wood bats. Recommended (not required) bat lengths are 26" – 29." We do not require a bat to carry the USA Baseball stamp.

Pitching and Batting

23. The pitching machine will be set at approximately 35 – 40 mph. Recommended to start the year towards the bottom of that range, and increase it slightly as the season progresses.
24. In the event that rain makes it unsafe to use the pitching machine, but it's not raining hard enough to postpone or cancel the game, coaches can resort to coach pitch or using the slingshot in order to complete the game. Please follow the same pitching rules below, regardless of the pitching method. COACH PITCH MUST BE DONE OVERHAND, NO UNDERHAND PITCHING.
25. Since this league is pitching machine, there will be no called strikes, only a swing and a miss or a foul ball will count as a strike. No walks will be allowed.



26. A maximum of 6 pitches will be thrown to each batter, unless they foul off the 6th pitch. Then another pitch will be granted and will follow the same procedures as the 6th pitch. Even if the batter does not swing at the 6th or subsequent pitches and he does not already have 2 strikes on him, he will be called out.
27. No bunting is allowed.
28. Any batter who throws a bat will be called out at the discretion of the coach after a warning. Repeated warnings may result in the player being removed from the game.
29. All teams will use a rotational batting order for all players present. This batting order will remain the same throughout the game, unless adjustments are needed due to an injury. Late arriving players will be added to the bottom of the batting order.

Base Running

30. Any batted ball that hits the coach feeding the pitching machine or the pitching machine itself will be considered a 'dead ball' and the runner will be granted the base that he would have achieved if the ball was live. Other base runners can only advance one base, but cannot advance home unless the bases are loaded.
31. No stealing will be allowed. Base runners must remain on the base until the ball crosses the plate. Base runners can take 2 or 3 steps off the base after the ball crosses the plate, but must return to the base if the ball is not put in play by the batter.
32. When running to first base the runner must be in the marked runner's lane or face being called out if interference takes place and must step on the outside base if there is a play at first if a double safety base is being used.
33. Base runners must remain at their base after being played back by defensive man or commit themselves toward the next base BEFORE the player throws the ball back to the coach/pitcher. If a base runner is advancing before a throw to the coach/pitcher, that base runner will be allowed to continue to the base he was going to, except if he is on third base. While at third, players can only advance home on a batted ball in fair territory.
34. Base runners may not interfere with a fielder trying to make a play on them or a fellow base runner. Contact with a fielder must be avoided and will result in the player being called out if contact is made. Flagrant contact will result in expulsion from the game.
35. CLOSE PLAYS AT ANY BASE EXCEPT 1ST REQUIRE THAT THE RUNNER SLIDE.
36. If a player is injured while on base, the player who was the last available out may replace him.
37. The infield fly rule will not be in effect. If a fly ball is dropped, the play is live and the defense can attempt to make a play on any runner.
38. Once a batted ball has been returned to the infield, all runners must stop at the base they are going to. By continuing to advance the base runner, the other team gets frustrated and they continue to keep throwing the ball all over the field. We need to take time with the kids and teach them where the out would be. It is ok to advance one base on any over-throw that goes out of the playing field (outside the fence). Outside of that, if the ball is on the infield, the runners must stop.

Fielding

39. When using the pitching machine – the defensive pitcher will need to stand to the left or to the right of the machine, outside of the pitching circle, and not EVER enter the circle, EVEN if the ball is hit there. If the ball comes to rest in the circle, the coach should pick it up and it will be a dead ball and runners will advance one base. The player may NOT stand any closer to home plate than the pitching rubber.
40. For player safety, it is recommended that the defensive pitcher wear a helmet with a mask on it if one is available that fits.
41. When a defensive player fields a batted ball, that player should be instructed to throw the ball towards the base to get the base runner out, or he can throw to the coach/pitcher to end the play.
42. Teams may field 10 players, but there must be 4 outfielders and no rover. The four outfielders must play in the grass, NOT on the infield. Coaches may reposition players only at the start of inning, or if necessary due to an injury. Coaches are not allowed to stay in the field with their players.
43. All players are to play in the field for at least 3 innings, unless the game is shortened due to time limits. Coaches are encouraged to rotate starters so the same individuals do not sit out at the beginning of each game.

Scoring

44. There will be a 4 run per inning mercy rule, except in the 5th inning (or the last inning as determined by the coaches), when an unlimited amount of runs can be scored by either team.



45. After the 4th inning, if one team is winning by 10 runs or more, the game is “officially” over. However, time permitting, the 5th inning can still be played to give the kids more practice if mutually agreed upon by the coaches.
46. When the game ends in a tie, the International Tie Breaker will be in effect. The extra inning will begin with a base runner on second base and 1 out. That base runner will be the player who made the last out in the previous inning. Both teams will use this tie breaker until the game ends with a team winning, unless the time limit for the game is reached and another game is scheduled on that field.

Additional Explanation of Time Limit and Scoring

We want to make it clear that a new inning cannot start after the 1 hour time limit if there is a game scheduled on the same field after your game. Consider these scenarios as well:

If the time limit is approaching before the 3rd or 4th inning starts, and the umpires and coaches fail to come together to declare the upcoming inning is going to be the last inning, and then the time limit is reached during that inning, the teams will have given up their ability to have unlimited scoring in the last inning of the game.

If the coaches and umpires come together before the 1 hour mark (for example) and declare that the next inning is the last inning, if that inning completes before the time limit, the game is still over, another inning cannot be played.

Participation and sportsmanship are the emphasis of the SYAA summer ball program. Fans, parents, and coaches are asked to be examples of good sportsmanship. Loud, obnoxious behavior at these youth events is strongly discouraged. After a warning to refrain from such behavior, a fan or coach may be asked to leave the park. Please help us show the spirit of GOOD SPORTSMANSHIP!