

Huron 8U League Guidelines and Rules

Games

1. A game will consist of 6 innings or will end pursuant to the time limit.
2. All baseball rules apply to the game. The rules stated below are the only exceptions.
3. The team with the most runs after 6 innings wins. If it is after 8:00 pm and the bottom of an inning has been completed; the game will be over, even if the game is tied.
4. All teams should have at least two assistant coaches on the team for a total of 3 coaches.
5. No more than 6 infielders. Extra players sit the bench and must be rotated every inning.
6. Each team must have at least 8 players to begin a game. Team will have to forfeit if less than 8 players at game time.
7. Defensive and offensive teams may have up to 3 coaches on the field during the game. Fielders will need to start learning what to do on their own, but we still need to give direction, especially early in the season. If your team shows you they can handle it, start to phase out coaching on the field to let them develop independence.
8. Coaches must place players in position and teach that position. Defensive teams must consist of a catcher, pitcher, 1st, 2nd, 3rd, shortstop, and no more than 4 outfielders. Outfielders must be positioned in the outfield (at least 5 feet into the grassy area). Proper defensive position should be maintained during the course of the game.
9. Positive chatter is allowed. At no time is chatter to be directed at the batter, such as "SWING BATTER!" This rule applies to spectators, as well as players and coaches.
10. Arguments will **NOT** be tolerated. Teams doing so will forfeit the game. **THIS INCLUDES PARENTS, SPECTATORS, COACHES AND PLAYERS.** Good sportsmanship is an essential skill that we should be demonstrating/instructing to our youth. Since there is no umpire, there can be no ultimate decision maker. Coaches will have to decide amongst themselves in a peaceful manner. If a decision cannot be reached and the score of the game is affected, refer to the league president for consideration.
11. Coaches are responsible for knowing the rules and working with other coaching staffs to ensure HBSP 8U Baseball is played at the highest level. This league is intended to be an instructional league and this should be our main focus.
12. Coaches must report the scores of their games to the 8U League President via text message after the conclusion of each game. The results will be posted on the website so players and coaches can keep track of the standings. Winning team should report game scores to **Jesse Simon via text @ 231-437-0010.**

Weather

1. If there is standing water on the field or field is too soft from rain, games are cancelled.
2. Rainouts will be rescheduled based on field availability.
3. Make up games are not guaranteed, but every attempt will be made to ensure that cancelled games are rescheduled.
4. Make up games will not take priority over regular scheduled games.
5. Games are not to be played when lightning is in the area – **NO EXCEPTIONS.**
 - Games cannot be resumed until 30 minutes after the last lightning strike.
 - **PLAYER SAFETY** is #1 priority as a coach/manager.
6. The HBSP has a website that should be checked regarding rainouts and/or cancellations. Encourage parents to check this, rather than waiting for the coach to call each player. The web address is: www.hbspboard.com

Hitting

1. A team's "at bat" can only score a maximum of 5 runs per inning. If a team ends up with a 15-run lead after the 3rd, 4th, or 5th inning, the game is over. The coaches may choose to continue the game for more playing time; the decision rests between the two head coaches. The official book should be closed prior to this "extra time" though.
2. All players will bat in order (COMPLETE TEAM) – **NO EXCEPTIONS**
3. Bunting is not permitted.
4. No throwing the bat. It is imperative that we instruct players of the danger this presents.

Base Running, Fielding, & Overthrows

1. There are no leadoffs. Players must stay on bases until the ball is hit before running.
2. Any ball that hits the pitching coach will be in play and should be fielded like any other live ball unless it has been stopped for safety reasons.
3. Runners cannot interfere with a fielder fielding the ball; interference results in runner being out. Fielders cannot interfere with a runner if they are not actively fielding a ball; obstruction results in runner being awarded the next base, including home.
4. Runners cannot be hit by a batted ball in fair play (runner will be out).
5. Sliding is allowed at 2nd, 3rd or home. Coaches are suggested to teach proper sliding techniques. 1st base sliding is allowed only when a runner has already reached 1st base and is attempting to return to first base for any reason.
6. When a hit ball enters the infield, the ball reaching the pitcher stops play.

7. When an outfield hit is returned to the infield, runners may advance to the next base only. The ball is live and the base runner can be tagged out (i.e. runner crosses second base as the ball reaches the shortstop. The runner attempts to run to third base but is tagged out). This means if a player is almost to a bag, they may not advance through that bag once the ball has entered the infield dirt.

8. One base will be awarded for overthrows at first base. This will be a live ball situation and the fielder can make an attempt at the runner if the ball does not leave the field of play. Runner may not advance in case of an overthrow resulting from this attempt. All other overthrows should result in one base being awarded, but not consecutively.

9. Coaches should keep safety in mind when placing players in defensive positions. Less developed players should be placed in the outfield until the coach(es) feel players are prepared to handle the pace of the game on the infield. This should be communicated with parents to avoid any misconceptions about defensive placement.

Pitching

1. Overhand Only and No pitching from knees unless it is discussed by coaches prior to beginning play. – distance of pitching line is 36 feet.

2. Coach will not purposefully interfere with hit balls. This should be done only as a safety precaution for a player or coach. In the event of a safety stop of the ball, ball will be re-pitched and runners will be returned to previous bases.

3. Pitching coach is part of the field and any ball that hits pitching coach or defensive coach incidentally is to be played live. .

4. Coaches will call strikes. There are no walks, but strikeouts do apply. We want batters to swing the bat at pitches they can hit. Batters will be given a 7 pitch limit. Foul tips are rewarded with another pitch.

Uniforms/equipment

1. Players must wear baseball pants, league supplied shirts & league supplied team hats. Tennis shoes are permitted, but molded plastic cleats are suggested. No METAL cleats or screw-in football cleats are permitted for safety reasons.

2. Players are not permitted to wear shorts for games.

3. Catchers are REQUIRED to wear proper catching gear/equipment – Helmet with mask, chest protector, and shin guards will be provided by the league. Protective Cups are recommended.

4. Batting Helmets are required. Coaches are responsible to regularly inspect helmets, masks, and chin straps to ensure the safety of players.

Eligibility

1. A player cannot be 9 years old prior to June 1st. This is an 8U league.

All-Star Game

1. Coaches are required to keep individual player game stats for your players to qualify for the all-star game. Gamechanger is a useful tool for keeping season stats.

2. At the conclusion of the season, an even number of players will be selected from each team by that team's head coach for the all-star game. This should be based on performance as demonstrated through accurate stat keeping.
3. League president has final approval of players.
4. Each team sending players to the all-star game is required to send 1-2 coaches to the game.
5. The league's 1st and 2nd place teams will be the head coaches for the All-Star game.

Any questions, please direct them to 8U League President Jesse Simon, **231-437-0010** or **jksimon33@yahoo.com**