

CAYBL 8u Baseball Rules

Central Arkansas Youth Baseball League

TEAM INFORMATION

1- Player Age Limit:

- a. 7-8-year-old players.
- b. Minimum Age: Players who are turning 7 before May 1 of the current year.
- c. Maximum Age: Players who turn 9 prior to May 1 of the current year are not eligible unless they are in 2nd Grade. Also, any player turning 10 prior to August 1 will not be eligible.

2- Coach:

- a. Each team will have an assigned head coach. The assigned head coach can choose his/her assistant coaches from parents on the team or from community members of his/her choosing.
- b. The assigned head coach is responsible for relaying information from the league director to his/her players and players parents.

3- Team:

- a. Each team will consist of a minimum of 9 players and a maximum of 13 players (can change depending on the number of players signed up and number of coaches available).

4- Uniforms:

- a. A uniform consists of a matching color jersey with numbers on back of jersey (number on front of jersey is allowed along with number on back). Baseball pants, Baseball style cap with brim.
- b. Each individual team is responsible for providing uniforms for their team.
- c. Baseball pants are required for baseball.
- d. Baseball hats are required to be worn when the team is playing defense in the field. The hat must be worn with the brim facing forward.
 - i. Catcher is not required to wear a hat on defense while in catchers' gear.
 - ii. If a player is wearing a protective face mask while playing defense, they are not required to wear a hat.
- e. Uniform jerseys are required to be tucked into pants.
- f. Proper footwear is required. Athletic shoes or rubber cleats are allowed. No metal spikes, "slides", Crocs, flip-flops, open toe shoes, boots will be allowed during games.

SPORTSMANSHIP/CONDUCT

All Players, coaches, parents, fans, and spectators are expected to always conduct themselves in a sportsmanlike manner. No foul, or profane language will be tolerated at any time. Badgering or harassing of an umpire, scorekeeper, player, coach, or spectator will not be tolerated. At no time is a parent, fan, or spectator (except coaches) allowed on the playing field except for an injured player. Any player, coach, parent, fan, or spectator whose behavior is unbecoming or abusive shall at a minimum be given a warning. If warranted, the offending party shall be ejected from the game at the discretion of the umpire, umpire in charge, or league director.

- 1- If a coach, parent, fan, or spectator is ejected from the game, they will need to leave the field and complex immediately.
- 2- If a player is ejected from the game, they will need to leave the playing field immediately for the remainder of the game or be confined to the dugout area for the remainder of the game at the discretion of the Umpire-In-Charge or the league director.
- 3- Any coach, fan, spectator, or player involved in a fight, brawl, or altercation shall be immediately ejected from the game, and may be suspended from the league.
- 4- The Umpire-In-Charge, league director has the authority to remove anyone, at any time, for unsportsmanlike conduct.
- 5- If a coach, parent, fan, spectator, or player is ejected from a game or park for violent threats against another individual, that person making the threats will be treated as a threat, the Vilonia Police Department will be notified.
 - a. If the police department must be notified about a coach acting unruly, the coach in question will lose his/her coaching status with Vilonia Parks and Recreation.
 - b. If the police department must be notified about a spectator, parent, or fan, the person in question will be barred from attendance at Vilonia Baseball for the remainder of the season.

PLAYING FIELD

All games will be played at the Vilonia Baseball Complex, MVE, or Beebe.

- 1- **Bases:** Will be set at 60' from back corner of home plate.
- 2- **Pitcher's Plate:** the front of the rubber will be 42' from the back corner of home plate and shall have a 10' circle around the pitcher's plate.
- 3- **Fair Ball Arch:** There shall be a 20' arc drawn from 1st base line to 3rd base line in front of home plate. A batted ball must go past this line to be a fair ball. If the ball does not go past this line, it will be counted as a foul ball.
- 4- **Pitcher's Circle:** The pitcher for the defense shall have at least 1 foot inside the pitcher's circle before the ball is pitched and must remain in contact with the circle until the ball is hit.
- 5- **Pitcher's Line:** There shall be a line drawn at 30' from the back of home plate. This is known as the pitcher's line. The pitching coach shall not pass the pitcher's line while pitching the ball to a batter. The coach can pitch anywhere between the pitcher's line and the pitcher's circle.
 - a. The pitching coach shall position himself/herself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
 - i. If a coach violates this rule after the ball is pitched, obstruction shall be called.
 - ii. If a coach violates this rule before a ball is pitched, First offense: Warning from the umpire, Second offense: Removal of coach as the pitcher for the remainder of the game.
 - b. Once the pitching coach is on the field as a pitcher, he/she cannot leave the pitching position to coach a hitter, runner, or other member of the team unless "time" is called and recognized by the umpire. (i.e., the pitching coach cannot go on the field to pitch, then run to home plate to "adjust" or coach a hitter and then go back to the pitcher's line.)

GAME PLAY

- 1- **Time Limit: 1 Hour and 15 minutes** or 6 Innings, whichever is reached first, or if a team is mathematically eliminated from scoring enough runs to win or tie the game.
 - a. The game clock will not start until the first batter of the game is called into the batter's box.
 - b. A team may score a maximum of seven (7) runs per inning.
 - c. Mercy Rule: If a team is ahead by 15 runs after the 3rd inning, or 8 runs after the 4th inning, the game is complete.
- 2- **Swing Limits:** The batter shall receive a maximum of 6 (six) pitches or 3 (three) swinging strikes during each at bat.
 - a. The at bat will be extended if the last pitch is hit foul.
- 3- **Defense:** Defensive players must make "BASEBALL PLAYS"
 - a. Defensive players cannot field the baseball and run across the field to tag a base or tag a player. They must attempt to throw the baseball to the other defensive player at the base or to another defensive player to make a tag.
 - b. A tag can be applied if it is a "BASEBALL PLAY". i.e. the 2nd baseman fields a grounder between 1st base and 2nd base and tags the runner going from 1st base to 2nd base. A play like this is considered a "BASEBALL PLAY"
 - c. For general purposes:
 - i. A 1st baseman can field the ball and run to touch 1st base or tag a runner at 1st base.
 - ii. A 2nd baseman can field the ball and run to touch 2nd base or tag a runner at 2nd base.
 - iii. A Short Stop can field the ball and run to touch 2nd base or tag a runner at 2nd base.
 - iv. A 3rd baseman can field the ball and run to touch 3rd base or tag a runner at 3rd base.
 - v. A Catcher can field the ball and run to touch home plate or a runner at home plate.
 - vi. Outfielders are not allowed to run a ball into a base. A throw attempt must be made to get a ball in from the outfield to the infield.
 - vii. A Pitcher can apply a tag on a runner who has hit the ball and is running to 1st base if the tag can simply be made with 1 (one) step and stretching his/her arms to tag the runner.
 - viii. A Pitcher can apply a tag on a runner going from 3rd to home if the tag can simply be made with 1 step and stretching his/her arms to tag the runner.
 - ix. A pitcher can field a ball and run home to touch home or tag a runner going home if it is a "BASEBALL PLAY". If the momentum of the play is taking the pitcher to home plate. However, if the pitcher fields the ball, stands up to throw to first, then decides to run home to make a play, this is not considered a "BASEBALL PLAY" and a throw must be made to home for the play.
- 4- **Overthrown Ball:** If a ball is overthrown and goes beyond the fence or into the dugout, the play will be called dead, and all runners will be awarded the next base.

- a. If an overthrown ball is touched/hit/makes contact with a coach or player not involved on the playing field, the ball will be called dead, and the runners will be awarded the next base.
 - b. Overthrow/Dead ball is determined by the umpire.
- 5- **Time Called on Field:** The umpire will call "TIME" when the lead runner stops advancing or if the ball is inside the pitcher's circle.
- a. The ball does not have to be in possession of the player inside the pitcher's circle for the ball to be called dead.
 - b. Any "jukes" or "feints" back and forth by a runner will be interpreted as "not attempting to advance" and the play will be called dead.
 - c. Defensive coaching timeouts are limited to 1 (one) timeout per inning.
 - d. Offensive coaching timeouts are limited to 2 (two) timeouts per inning.
 - e. "TIME" on the field is decided by the umpire. Coaches are not allowed on the field of play unless they get "TIME" by the umpire.
- 6- **Fielding:** 10 (ten) players allowed on the field during defense, (including a catcher). 1B/2B/3B/SS/P only in the infield, no rovers will be allowed to play infield. Infield players must stay behind the "Play Line" until the ball is hit. (Pitcher can be in front of "Play Line" while in contact with the "Pitcher's Circle". The outfield will consist of 4 (four) players.
- a. Teams may use free substitution on defense but the batting order will remain the same.
 - b. Catchers must be used.
 - i. If a player is playing catcher, they must wear a protective catcher's helmet with ear coverings, chest protector, shin guards that cover from top of foot to above the knee, and a protective cup.
- 7- **Player Participation:** All players present during the game are required to participate.
- a. All players present during game time are required to play a defensive position. See previous rules for position availability. Defensive playing time minimum for each player is 2 innings or half the game.
 - b. All players present during the game are required to bat in the lineup.
- 8- **Base Running:** If a player hits the ball and runs to first base, runs through first base, and does not attempt to advance or "joke" to second base, they will be given first base if they were called safe by the umpire.
- a. If a runner is hit by a batted ball while advancing to, or off the base, that runner will be called out.
- 9- No leadoffs. If a runner is leading off or leaving the base before the ball is hit, the umpire will give the runner a warning. If the runner continues to lead off or leave the base before the ball is hit after the umpire has issued a warning, the runner will be called out. It is the umpire's discretion.
- 10- The Infield Fly Rule shall not apply.
- 11- No Bunting or fake bunts.
- 12- No Intentional Walks.
- 13- No Designated Hitters.
- 14- No Steals.
- 15- At any time, the offensive team may use a courtesy runner for the catcher of record from the previous inning on defense. The courtesy runner shall be the player making the last batted out.
- 16- Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire.
- a. Penalty: The runner shall be called out and may be ejected from the game at the discretion of the umpires.
- 17- A runner who jumps over a player will be called out whether or not contact is made with the defensive player.
- 18- A dead ball appeal can be appealed directly to the umpire, without the Pitcher throwing to the appealed base. Only one dead ball appeal is allowed on any play.

LINE UP

- 1- Shall include all players present during game time.
 - a- A player can be present and not in the game due to injury or disciplinary purposes only. If a player is being withheld from the game due to disciplinary reasons, the coach will need to notify the parents of the player, their baseball director, the umpires, and the opposing coach prior to the start of the game.
- 2- Games can start with eight (8) players present. Any players showing up after the game has started will be added to the bottom of the lineup.
 - b- There will be no outs for less than 9 (nine) players hitting.
- 3- Teams can use free substitution during the game, but the batting order will remain the same.

COACHING

Any coach who is coaching a base must be either 18 years old and up or wear a protective helmet. No base coaches under the age of 15 years old.

1- Defensive Coaching:

- a. There will be no defensive coaches on the infield or outfield during game play.
- b. All coaches will remain in the dugout or directly in front of the dugout.
 - i. If coaches do not abide by this, they will be issued a warning for the first offense. For the second offense, all coaches will have to remain inside the dugout while the team is on defense. Third offense, the coach will be asked to leave the playing field, dugout and remain in the stands.

2- Offensive Coaching:

- a- Only one (1) coach will be allowed to pitch at a time. A pitching coach must be 16 years of age or older. (A Face mask or helmet may be required for pitching coaches under the age of 18.)
- b- Only one (1) coach allowed at the 1st base coaches box.
- c- Only one (1) coach allowed at the 3rd base coaches box.
- d- All other coaches must remain inside the dugout or directly in front to the dugout.
 - ii. If coaches do not abide by this, they will be issued a warning for the first offense. For the second offense, all coaches will have to remain inside the dugout while the team is on defense. Third offense, the coach will be asked to leave the playing field, dugout and remain in the stands.