

NSFA TOURNAMENT RULES

8U

The following will be used for all 8U play:

AWS RULE 9 - 8U RULES

Game Length and Miscellaneous

- A regulation game shall consist of 6 innings.
 - NO NEW INNING after 45 minutes.
- Home team is the official scorekeeper
- 3-Up Run Rule will be in effect.
 - ❖ A half inning shall end when either 3 outs are made by the defense or:
 - If the team batting was tied, or behind at the beginning of the half inning:
 - Runs scored can result in a three (3) run advantage.
 - If the team batting was ahead at the beginning of the half inning:
 - They can score a maximum of three (3) additional runs.

Comeback Rule: When time has expired, if the home team enters their half of the inning behind by more than 10 runs, the home team will be allowed to bat until the score is tied or 3 outs. If the home team ties the score then time is called and the inning is over. We will then follow Tie Breaker Rules.

Lineup of Players and Substitutes:

- Team will have nine (9) defensive players.
- Teams may bat the minimum of nine players / up to their entire roster, however; the batting order must stay the same throughout the entire sequence at bat for the game. If a team chooses the lesser number of players to bat, the batting order cannot expand, only substitute during that game.
- If a team chooses the lesser number of players than the entire roster, substitutions may be made freely, as this is a fundamental building game, however; if they substitute for a batter, those substitutions must remain in the same spot of the batting order. (Ex. A player may not be substituted in the #3 spot, pulled from the game and then substituted in the #6 spot. They must remain in the #3 spot, if they are substituted for again.)
- If a team cannot field 9 players they may start with a minimum of 7 players and add to the lineup as players arrive.
 - No out will be recorded for the missing players.

Pitching:

Set-Up:

- Pitching rubber will be set at 30 feet distance.
- Jug's pitching machine will be used.
- The pitching machine will be set at 35'. If a pitching rubber is present at 35' the pitching machine will be placed in front of that pitching rubber with the back leg touching or on the pitching rubber.

- Machine is set on 37mph. There will be no adjusting the speed of the pitching machine unless both teams agree at the BEGINNING OF THE GAME!
- An Offensive Pitching Coach will stand between pitching machine and pitcher to protect pitcher from accidentally running into pitching machine.
- There are no walks.
- Pitcher will pitch to batter until batter Hits safely, records an out or Ball 4 is called by the umpire.
 - Pitching Coach will then deliver pitches to batter using pitching machine (all strikes previously recorded will remain).
- Each pitch will count even if the batter does not swing. Three strikes may be called and the batter may be called out.
 - Foul balls count as pitches but you can have unlimited fouls on last pitch (by pitcher, pitching machine or pitching coach).
- If the pitch from the machine is outside the strike zone, and the batter swings, it can be called a “No Pitch” at the discretion of the Umpire. One no pitch will be allowed per at bat. Adjustments to the pitching machine must be ordered by umpire. Coaches can request a machine adjustment, but adjustments will not be made until the top of the inning.
- The umpire will determine the strike zone.
- Pitching Coaches will be given a warning if they are caught messing with the machines without umpire approval. The second offense will be automatic removal from the pitching coach.
- Pitching Coaches caught feeding the machine so the ball goes into the dirt or high to allow their runners to steal will be given a warning. The 2nd offense will result in an out. The runner stealing will be the runner that is given the out.
- If pitching machines experience a breakdown or cannot be used due to wet or unforeseen circumstances, coach pitch will be substituted.
 - If Coach pitch is used, pitcher will be positioned alongside for fielding purposes.

Batters

- On a dropped third strike the batter is out, but the ball remains live for runners who can advance or steal.
- If the hit ball strikes the pitching machine, it will be called a dead ball. Batter will advance to first base. Other runners will advance only if forced by the runner behind them.
- If a batted ball hits the pitching coach, it is a dead ball, batter takes first, other runners advance only if forced, unless the umpire judges the coach to have interfered with the play, then interference rules apply.
- If a thrown ball accidentally hits the pitching coach or pitching machine it is a dead ball and runner(s) stop on the base they were heading towards. If the umpire determines the coach interfered with the play then the interference rules apply. If the umpire determines the ball was intentionally thrown by a player to stop play, the ball will be considered live.
- Bunting is allowed. A player may square to bunt and pull back. A batter CAN NOT square to bunt; pull back and either hit or bunt the ball. If the batter does this she will be called out.
- Infield fly Rule is NOT in effect.

Playing the Bunt

- First base and third baseman may charge the bunt ONLY when the batter squares to bunt.
- Pitcher may not charge the bunt when the batter squares to bunt.
- Pitcher may charge the bunt after the ball crosses the plate.

Base Runners / Batters

- The runner cannot leave a base until the ball crosses the home plate.
- Runners will be allowed to steal second or third but only one stolen base per pitch.
- Runners will not steal home and can advance home only on a hit ball.
 - **Exception:**
 - Once a runner has reached third base, if on any subsequent pitch there is an attempt by the defense to make a play on the base runner(s) then all runners may advance one base with liability to be put out.
- Awarded bases originating from obstruction or the ball entering dead ball territory, will not exceed the advance limitations in these exceptions.
- Awards resulting from a hit batter shall be imposed as specified in the rule book.

Stopping Play:

Time will be called by the umpire when one of the following has occurred:

- A. The player-pitcher has the ball under control inside the circle, and the lead runner has stopped.
- B. When the ball is held in front of the lead runner.
- C. When an infielder has control of the ball in the infield, and all runners have stopped.