

Greater Des Moines Baseball Association

2009 8:U Playing Rules

GENERAL PROVISIONS

- Base length will be 60 feet. Pitcher's mound will be set at 40 feet.
- Up to four (4) coaches are allowed.
- A team whose batter slings a bat will receive on the first incident a warning. The second incident by any batter will be an out.
- SPORTSMANSHIP is expected of all players, coaches, and fans!

OFFENSE

Batters

- All players will bat for the entire game. All batters will bat in the same batting position for the duration of the game.
- The designated hitter/extra player rule will not be used.
- Aluminum baseball bats of any size are allowed.
- Batters may not advance to first base on a dropped third strike.

Runners

- Runners must avoid contact on close plays when the fielder or catcher is waiting with the ball. If a runner knocks over a player with the ball in hand, he shall be called out and will be ejected from the game if such actions are considered flagrant. This sliding rule is a judgment call and may not be protested. Please have your runners slide if in doubt.
- Runners may leave the base after the ball crosses the plate. The runner is out upon leaving the base early. **DELAYED DEAD BALL.**
- Runners missing a base will be called out when the ball is dead.
- A courtesy runner is allowed for the catcher only. The last batter who made an out may run for your catcher at any time, but it is not mandatory.

- Runners may only steal one base at a time. Runners may not advance on overthrows which occur during advance to third). **Runners at 3rd base may only reach home by a hit ball or forced home by a bases loaded walk or bases loaded batter hit by pitch.**
- Each team is allowed one offensive time out per inning.

DEFENSE

Pitchers

- USSSA pitching limitations in effect.
An intentional base on balls may be given by the defensive team by having its coach or catcher request it. This may be done on any ball or strike count.
- Balks shall not be called.
- The infield fly rule shall not be called.
- Each team is allowed 3 charged conferences in a 6-inning game when on defense (a conference is not charged when the pitcher is removed). One additional conference is allowed for each extra inning.

GAME LENGTH

- Games will be 6 innings in length.
- No innings may begin 90 minutes after the start of the game (this includes the championship and consolation games). In the case of a tie, additional innings will be played as necessary to declare a winner.
- There will be no suspension of time for any reason. This limit is necessary to assure that all games are completed within the established time frame. Every effort should be made by all involved to speed games along.

SCOREKEEPING

- Home team will be determined by coin flip prior to each game. The home team will occupy the third base dugout.
- The home team must keep the official scorebook.
- Teams winning because the other team did not show receive 6 runs offensively and allow 0 runs defensively.
- In case of a forfeit during the game, the winning team receives points equal to the difference in score at the time of forfeit offensively, subject to a cap of 10 and a minimum of 6, and allows the number of runs scored against it up until the forfeit defensively. This assumes the team winning the game would not forfeit while ahead.