

## VALLEY YOUTH BASEBALL LEAGUE

8 & UNDER

Revised 4.29.11

### OBJECTIVES

Junior Baseball shall consist of games where the participants hit a ball pitched by a coach. Emphasis shall be on teaching baseball fundamentals, including batting, base running, fielding, and team work. Although competition is a part of all games, emphasis should be placed on instruction and individual improvement rather than winning. **Intimidation of players will not be tolerated.** Violators will be warned once, if continued they will be ejected from the facility.

### EQUIPMENT

1. Game ball will be regulation baseball.
2. Bats should not be longer than 30 inches.
3. Base paths shall be 60ft in length, and the pitching mound 35ft with a 8ft circle around the mound.
4. Catchers, pitchers, batters, base runners, youth base coaches and on-deck batters shall wear protective head gear while in those positions.

### GAME RULES-

4. The team up to bat will be pitched to by an adult selected by their manager. **Both the coach and defensive player must start with ONE FOOT within the 8ft. circle. Coach may pitch either under-handed or over-hand depending on players ability. It is strongly encouraged that coach pitches over-hand when possible.** Each batter will receive four (4) pitches. If on the fourth pitch the batter hits a foul ball on the fourth pitch shall not count as a pitch until they miss or hit a fair ball.
5. The adult pitcher will make every effort to avoid interfering with the ball or the defensive play. In the event the adult pitcher does interfere with the ball or the defensive player, the ball shall be called "foul", the batter shall than return to the plate, and resume the "count" prior to the interference. In the event the ball hits the pitching machine, the hit shall be ruled a single and all base runners shall advance one (1) base.
6. Innings will end after three (3) outs or after the team batting scores seven (7) runs. In the event a batter hits a **ground rule double** or a **home run** with runners on base which would result in the team scoring more than seven runs, all runs scored shall count. A Team may score ten (10) runs in their "last" at bats, as declared by the umpire. The same rule applies to the last inning if a batter hits a **ground rule double** or a **home run** with runners on base.
7. A batter shall not be positioned in the batters box until the umpire calls "batter up". The umpire shall make this call after the defensive team is positioned and ready on the field.
8. Any person who in the Umpire's judgment DELIBERATELY THROWS A BAT OR HELMENT (either to the ground or in the air) will be penalized 1 out.
9. A player who deliberately removes their helmet before leaving the playing field will be penalized 1 out.
10. The ball is fair and playable if, in the sole discretion of the umpire, the batter took a full swing.
11. When base runners stop their forward progress, they may not advance unless given an additional base by the umpire.
12. The infield fly rule shall not apply.
13. **All Base running shall be automatically halted when the ball breaks the infield plain when thrown from outfield (umpires judgment).** Base runners that are between bases may advance to the next base, unless the advance would be to home plate in violation of the seven (7) run rule.
14. Base runners may not lead off or steal (runners may not leave the bag until the ball crosses home plate). There will be one warning per team, per game, after that the runners will be call out.
15. Ten (10) players per team may play the field per inning. No more than five infielders shall be used including the pitcher. All players should play equal amount of time, but no less than two (2) innings, with unlimited substitutions. Up to four (4) outfielders may be used, all of which must play on the outfield grass.
16. The pitcher must play the pitcher's position and may not be in front of or more than three (3) feet to the right or left of the pitcher's mound before the ball is hit. A circle will be marked to indicate the area. **No other infielder may play more than four (4) feet in front of 1<sup>st</sup>-2<sup>nd</sup>-3<sup>rd</sup> baselines.** There will be one (1) warning per team. Subsequent violation will result in the batter being awarded first base.
17. **It is STRONGLY recommended that each player plays the infield at least one inning per game.**
18. "Time" may be called by the manager when the ball is out of play. "Time" must be called before assisting a batter.
19. Two defensive coaches may be placed in the outfield.
20. All players shall be placed in the batting line up. Any team batting out of order will be warned once. Any subsequent violation, the batter will be called out.
21. Home team will keep the score book and sit on the third base side.
22. A team must start and finish with seven players. Forfeit time is 5 minutes after game time.
23. Game length shall be 5 innings or 1 hour 20 minutes plus one inning.

**NOTE: Un-sportsmanship behavior will not be tolerated by any spectator, coach or player. One warning will be given, than you will be asked to leave the park!**

Valley Youth Baseball League  
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Eligibility

1. All players must live with in Saginaw County. However, if a players' community offers a baseball program, they shall not be allowed to play in another community's baseball program.
2. A player's age by April 30<sup>th</sup> of the current year is his age for the summer recreation programs.
3. An adult must be present with each team for the entire game or the game will be forfeited.
4. Deadline for adding new players is the first game of the season or having consent of the League Director.

Playing Rules-

5. M.H.S.A.A. Baseball Rules with the following exceptions.
  - a. Forfeit time is 10 minutes after game time; game time is 6:00 pm.
  - b. A Team must start and finish a game with no less than 7 players.
  - c. A game will consist of 6 innings or 1 hour and 20 minutes plus one inning up to 6 innings.
  - d. Base distance will be 60 feet and pitching mound 46 ft.
  - e. Base runners may not lead off, but can steal once the ball crosses the plate.
  - f. No advance on dropped 3<sup>rd</sup> strike.
  - g. Batter may NOT take 2<sup>nd</sup> base on a walk. **NO INTENTIONAL WALKS ALLOWED.**
  - h. No stealing home.
  - i. Base runners may only score from a batted ball, hits batsman or a walk.
  - j. Balks will not be called.
  - k. The infield fly rule will be in effect.
  - l. A pitcher may pitch (2) innings per game and no more than (4) innings per week, with 24 hours rest between games. One pitch constitutes an inning. No pitcher may return to the mound once removed.
  - m. All players must be placed in the batting order and will be required to play a minimum of 2 innings in the field.
  - n. There will be a 6 run limit per inning with the exception of the last inning in which teams will be allowed to score as many runs as possible.
  - o. There will be a 10 run mercy rule after 4 innings.
  - p. There will be unlimited substitution; players may be taken out and re-entered into the field at any time.
  - q. In order to allow more innings to be played the following are in affect;
    1. The next ½ inning will start within 2 minutes after the last one ends. A pitcher shall receive 3 warm-up pitches if time permits.
    2. There will be a courtesy runner for the catcher with 2 outs. This runner shall be the batter who made the last out, provided they are not the pitcher.
  - r. **Any player warming up a pitcher must wear a mask and helmet.**
  - s. All batters, base runners, and catchers must wear protective headgear. A player who deliberately removes their helmet before leaving the playing field will be penalized 1 additional out. The 4<sup>th</sup> out will be assessed to the following inning.
  - t. Any person who in the Umpire's judgment DELIBERATELY THROWS A BAT OR HELMET (either to the ground or in the air) will be will be penalized 1 additional out. The 4<sup>th</sup> out will be assessed to the following inning.
  - u. Each team will be given 1 warning for an unintentional thrown bat, all others will be out.
  - v. Bats will be limited to 2 ¾" barrels.
  - w. **Coaches are allowed 2 trips per PITCHER with the 2<sup>nd</sup> trip mandating the pitcher removal.**
  - x. Home team will use the 3<sup>rd</sup> base dugout and be responsible for the official book.
  - y. Adults are allowed to coach the bases provided there is an Adult on the bench to keep the players under control. Any players coaching the bases must wear protective headgear.
  - z. Bunting will be allowed.
  - aa. Tennis shoes or molded plastic spikes are allowed. No metal spikes.
  - z. Runners must slide on any close play at any base except 1<sup>st</sup>. Runners must slide on any close play at any base except 1<sup>st</sup>. If a play is made at home plate, the runner must slide or attempt to avoid contact. It is the judgment of the umpire if the play warrants a slide. If runner interference is called the runner will be called out and each base runner must return to the last base they occupied. The catcher cannot block the plate or make a play for the runner if he does not have possession of the ball. The umpire shall warn the catcher or runner for the first infraction and can be ejected from the game. A dead ball will be called and the runner will be called safe if catcher commits such an infraction and each base runner will be awarded the base they are going to plus one base.
  - bb. REMEMBER: The game is played for fun and enjoyment of the children. Almost all trouble during games is traceable to an Adult. Adults should encourage, not hinder, and good clean baseball and good sportsmanship.

Valley Youth Baseball League  
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Eligibility

1. All players must live with in Saginaw County. However, if a players' community offers a baseball program, they shall not be allowed to play in another community's baseball program.
2. A player's age by April 30<sup>th</sup> of the current year is his age for the summer recreation programs.
3. An adult must be present with each team for the entire game or the game will be forfeited.

Playing Rules-

5. M.H.S.A.A. Baseball Rules with the following exceptions.
  - a. Forfeit time is 10 minutes after game time; game time is 6:00pm.
  - b. A Team must start and finish a game with no less than 7 players.
  - c. A game will consist of 6 innings or 1 hour and 20 minutes plus one inning, not to exceed 6 innings.
  - d. Base distance will be 70 feet and pitching mound 50 ft.
  - e. Base runners can not lead off more than six feet, or steal before the ball crosses home plate. A team will be given 1 warning for leaving early; all other runners will be called out. **STEALING OF HOME IS ALLOWED.**
  - f. A Batter may advance on dropped 3<sup>rd</sup> strike.
  - g. Players may advance on a walk.
  - h. **Balks will not be called, however, NO pick-offs from the wind-up are allowed. It is NOT mandatory but STRONGLY encouraged that pitchers pitch from the stretch with runners on base.**
  - i. The infield fly rule will be in effect.
  - j. A pitcher may pitch 3 innings per game and no more than 6 innings per week, with 24 hours rest between games. One pitch constitutes an inning. **No pitcher may return to the mound once removed.**
  - k. All players must be placed in the batting order and will be required to play a minimum of 2 innings in the field.
  - l. There will be a 6 run limit per inning with the exception of the last inning in which teams will be allowed to score as many runs as possible.
  - m. There will be a 10 run mercy rule after 4 innings.
  - n. There will be unlimited substitution; players may be taken out and re-entered into the field at any time.
  - o. In order to allow more innings to be played the following are in affect;
    1. The next ½ inning will start 5 minutes after the last one ends. A pitcher shall receive 5 warm-up pitches if time permits.
    2. There will be a courtesy runner for the catcher with 2 outs. This runner shall be the batter who made the last out, provided they are not the pitcher.
  - p. Any player warming up a pitcher must wear a mask and helmet.
  - q. All batters, base runners, and catchers must wear protective headgear. A player who deliberately removes their helmet before leaving the playing field will be penalized 1 out. The 4<sup>th</sup> out will be assessed to the following inning.
  - r. Any person who in the Umpire's judgment DELIBERATELY THROWS A BAT OR HELMMENT (either to the ground or in the air) will be penalized 1 out and ejected from the game. The 4<sup>th</sup> out will be assessed to the following inning.
  - s. Each team will be given 1 warning for an unintentional thrown bat; all others will be called out.
  - t. Bats will be limited to 2 ¾" barrels.
  - u. **Coaches are allowed 2 trips to the mound per pitcher, the 2<sup>nd</sup> trip mandates pitcher removal.**
  - v. Home team will use the 3<sup>rd</sup> base dugout and be responsible for the official book.
  - w. Adults are allowed to coach the bases provided there is an Adult on the bench to keep the players under control. Any players coaching the bases must wear protective headgear.
  - x. Bunting will be allowed.
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  - bb. Tie games will be played until one team wins or the umpires declare darkness.
  - cc. REMEMBER: The game is played for fun and enjoyment of the children. Almost all trouble during games is traceable to an Adult. Adults should encourage, not hinder, and good clean baseball and good sportsmanship.