



**YOUTH BASEBALL & SOFTBALL PROGRAM
RULES AND REGULATIONS
2023**



BASEBALL PINTO LEAGUE (8U)

FINAL

CAROL STREAM PARK DISTRICT
YOUTH BASEBALL AND SOFTBALL PROGRAM
RULES AND REGULATIONS
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SECTION TEN: SPECIFIC LEAGUE RULES – BASEBALL

1. RULES: BASEBALL 8U

1.1.1. There are no standings.

1.1.2. Participation awards will be given to each player.

1.1.3. A single game elimination playoff will follow the regular season.

1.1.3.1. Seeding will be randomly assigned.

1.2. FIELD SET UP

1.2.1. Base Paths

1.2.1.1. Sixty (60) feet with chalked foul lines.

1.2.1.2. Bases are to be setup by the “home” team, and the “away” team shall put the bases away.

1.2.2. Pitching Mound

1.2.2.1. The pitching rubber will be forty (40) feet from home plate.

1.2.3. Batter's Box

1.2.3.1. A batter's box will be optional. If used it will conform to the standards in the NFHS rulebook.

1.2.4. Outfield

1.2.4.1. Chalk or paint lines will be made at twenty (20) feet behind the baselines to show each outfielder where to stand with each batter.

1.3. GAMES

1.3.1. Eight (8) regular season game schedule. six (6) minimum, weather permitting.

1.3.2. Games will be five (5) innings long or two hours, whichever comes first.

1.3.2.1. No inning will start after 1 hour and 45 minutes, and will be drop dead at 2 hours. Or called because of darkness.

1.3.3. An inning is recorded with three outs or when four runs have been scored.

1.3.4. An official game will be three (3) or more complete innings.

1.3.4.1. There is no Courtesy Rule.

1.3.5. There will be no balks, infield fly, or dropped third (3rd) strikes.

1.3.6. There will be a maximum of two (2) defensive coaches on the field positioned behind the infielders.

1.3.7. There is no minimum number of players necessary to start/play the game.

1.3.7.1. When necessary, players will be used from the other team.

1.3.8. Players who arrive after the start of the game must be immediately added to the line-up and placed at the bottom of the batting order.

1.4. SUBSTITUTING

1.4.1. Inning Requirements

1.4.1.1. Managers may elect to rotate players in and out on a free substitution basis.

1.4.1.2. Minimum player playing time must be completed before what would be the normal last inning for the specific league.

1.4.2. Player Rotation

1.4.2.1. 9 PLAYERS: 9 play 5 innings

1.4.2.2. 10 PLAYERS: 4 play 5 innings 6 play 4 innings

1.4.2.3. 11 PLAYERS: 10 play 4 innings 1 plays 3 innings

1.4.2.4. 12 PLAYERS: 6 play 4 innings 6 play 3 innings

1.4.2.5. 13 PLAYERS: 6 play 4 innings 7 play 3 innings

1.4.3. A player may not sit out 2 consecutive innings.

1.4.4. The courtesy rule or injury could affect playing time.

1.4.5. Any player not meeting the playing requirements as outlined above due to an incomplete or shortened game must start in the next scheduled game.

1.5. SCORING

1.5.1. There will be a maximum of four (4) runs allowed per team per inning for the entire game.

1.6. UMPIRES

1.6.1. The offensive coaches will serve as umpires in Carol Stream.

1.7. BATTING

1.7.1. No balls will be called. There are no walks.

1.7.2. There is no bunting.

1.7.3. The batter must take a full swing or be required to bat again.

1.7.4. Any ball hit off a pitcher will be playable anywhere in fair territory.

1.7.5. If a ball pitched hits a batter, the batter can take his/her base or continue batting.

1.7.5.1. If the batter is injured and cannot complete the at-bat, the next player bats.

1.7.6. Player pitch first followed by coach pitch.

1.7.7. If the batter has not hit the ball in fair territory after three (3) pitches from a player pitcher, then a coach from the team at bat will throw no more than four (4) pitches.

1.7.7.1. If the batter does not hit the coach's last pitch, he will be called out.

1.7.7.2. If the batter fouls off the coach's fourth (4th) pitch, and any subsequent pitches, he will continue to be pitched to until he misses or hits the ball in fair territory.

1.7.8. A batted ball hitting the coach pitcher will be called a "dead ball" and the batter will bat again.

1.8. BASE RUNNING

1.8.1. The play ends and runners may not advance any bases when the ball reaches the infield, inside the base line during a defensive play. Until the ball reaches the inside of the base line, the player can advance to other bases. Any ball thrown past an infielder is a dead ball and no runner may advance. Runners that aren't more than half way to the next base will be returned to the preceding base.

1.9. SUBSTITUTE BASE RUNNER

1.9.1. When the pitcher or catcher for the next inning is on base and there are two outs, the manager must substitute a base runner with the player who made the last out.

1.10. STEALING

1.10.1. There is no stealing.

1.11. DEFENSIVE POSITIONS

1.11.1. All players will play an equal amount of time.

1.11.2. All teams will play a maximum of ten (10) players in the field.

1.11.2.1. 4 players are allowed in the outfield (Left, Left Center, Right Center, and Right)

1.11.3. Outfielders must play at equal depth at least twenty (20) feet behind the baselines.

1.11.4. Managers must position their infielders out of the base path.

1.11.5. All players must play their own position. They may only "backup" other positions.

1.11.6. Outfielders must throw to a base; they may not run to the base to make a force-out unless no one is covering the base.

1.11.7. If the ball is hit directly to the pitcher, a play must be attempted on the batter and/or the base runners.

1.11.8. All players must play a minimum of two (2) innings in the infield per game and one (1) in the outfield.

1.11.8.1. Catcher is considered an infield position.

1.11.9. A player must not play more than two (2) innings in a row at the same position in any game.

1.11.10. When a manager deems any position unsafe for a particular player, he must document the reason and advise the CSPD athletic staff, the league coordinator, and the parents/guardian before taking any action.

1.12. PITCHING

1.12.1. Pitchers will be allowed to pitch two (2) consecutive innings per game.

1.12.2. When a pitcher is pulled, he cannot re-enter the game as a pitcher.

1.12.3. Each player will pitch a minimum of one inning per year.

1.12.4. A coach from the team at bat will pitch.

1.12.5. During the entire five (5) innings of each game, a player will pitch to the opposing team.

1.12.6. The coach will be allowed to move closer to home plate when pitching to a player.

1.12.6.1. Coach pitching from a kneeled position is allowed.

1.12.7. When the coach pitches, the player pitcher must be within three (3) feet of the pitching rubber.

1.13. HIT BATTER

1.13.1. **Each pitcher will be limited to hitting a total of three (3) batters per game. The pitcher must be pulled and is not allowed to reenter the game as a pitcher.**

1.14. CHARGED CONFERENCES (trips to the mound)

1.14.1. Does not apply at this level.

2. POST SEASON

2.1. SEEDING

2.1.1. **Teams will be seeded by random draw.**

2.2. HOME AND VISITOR TEAM

2.2.1. The higher seed will be the home team, including the championship game.

2.3. GAMES

2.3.1. The courtesy rule is in effect until the championship game.

2.3.2. The two hour game time limit is in effect until the championship game.

2.4. GAME TIMES

2.4.1. Game times will be the same as the regular season with the exception of the championship game.

2.5. CHAMPIONSHIP GAME

2.5.1. The time limit will not apply for the championship game.

2.5.2. The courtesy rule will not apply for the championship game.

2.5.3. If the game must be stopped for any reason (darkness, weather) prior to full completion and/or the game is tied and must be stopped, the game will be treated as a suspended game and resumed the next day a field is available and any or all CSPD tournament team players involved are available.

2.6. SUSPENDED GAME

2.6.1. Playoff games stopped due to rain or darkness that are not an official game will be treated as a suspended game and completed per CSPD rules.

2.7. PLAYOFF TROPHIES

2.7.1. Trophies will be distributed to players participating in the championship game at the game site.