



Alpharetta Youth Baseball Association

8U Minor League Playing Rules

All recreation league play shall be governed by the current Official Major League Baseball Rules, modified by the current Dizzy Dean Official Rules Book, modified by the current Alpharetta Youth Baseball Association.

- A. League age will be consistent with Dizzy Dean Baseball rules with all players playing at the attained age by April 30th of the playing year.
- B. An official regulation game shall consist of 6 inning games. Time allowed in a game is one hour and fifteen minutes (1:15). There shall be one additional inning of play if the score is even if time has not expired and both teams have had an equal opportunity with the same number of innings at bat. An official game for 6 inning games is defined as 4 complete innings (or 3-1/2 innings if home team is ahead).
- C. Mathematical Elimination - A game shall be called whenever a team has been mathematically eliminated from the possibility of at least tying the game in the last regulation inning. Mathematical Elimination replaces the Dizzy Dean slaughter rules.
- D. Both head coaches must attend the plate meeting at the beginning of the game and line-up cards (offense and defense) must be exchanged. The official start time will be declared at the end of this plate meeting.
- E. A new inning begins at the instant that the (3) third out is made in the previous inning.
- F. Run Limits - An inning is over after the following three outs, or five runs.
- G. There will be a maximum of five runs allowed in all innings.
- H. Bats must have a certified USSSA BPF 1.15 label and **the barrel may not be larger than 2 and ¼ inches.**
- I. Defensive substitutions will be unlimited. However, all team players will bat in the same continuous order.
- J. Substitute players for regular season rec games must be registered rec players from the current season from the same age group.
- K. Substitute players must play outfield and bat last.
- L. You are not allowed to have more than 2 substitute players in a regular season game (1 substitute if down to 9 players and 2 substitutes if down to 8 players) and only 1 substitute player in a tournament game (see section K).
- M. Substitute player rules for any tournament game are same as above, except teams are restricted to just 1 substitute player and may only get 1 substitute player when their team has only 8 players available. Meaning that in a tournament game if you need a substitute player you can have only 9 players total.
- N. Defense: Every player must play at least one inning on the infield, other than catcher, prior to the conclusion of the 4th inning. The only exception to this rule is if prior agreement between both the manager and parent(s) has been made for the safety of the player, and the opposing manager shall be notified at the plate meeting. Defense: Every player must play at least one inning in the outfield prior to the conclusion of the 4th inning



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- O. No player shall be omitted from the defensive lineup in two innings until everyone on the team has been omitted from the defensive lineup in one inning. No player shall be omitted from the defensive lineup in any two consecutive innings.
- P. A player who starts an inning in the defensive lineup shall complete the inning in the defensive lineup, unless prevented from continuing by injury or illness.
- Q. A ball thrown outside the fence becomes a “dead ball” and each base runner is entitled to one base. A player may slide into any base.
- R. A defensive player must throw, not roll, the baseball to another defensive player. If a thrown ball bounces and/or rolls to the first baseman, it is up to the umpire’s discretion whether the player intended to “roll” the ball. If the intent was to throw the ball, and it is caught on the bounce or roll before the runner reaches the base, then the base runner may be called out. If the ball is clearly rolled, then the base runner must be called safe. NOTE: if a player is consistently throwing a ball that bounces or rolls to first base, then the umpire may use this observation to conclude that the intent is NOT to throw the ball, and suggest to the manager that the player needs to be replaced in the next inning or the base runners will be called safe. The intent is NOT to let coaches abuse this rule by putting the same player at key positions (eg, pitcher) who consistently throws it halfway to first base and it rolls the rest of the way.
- S. Outfielders shall not be permitted to run with the ball into the infield to make an out. If an outfielder runs the ball in and tags a runner or a base, the runner shall be awarded the base.
- T. Play shall not be stopped by the defensive team heading off, or stopping the front runner.
 - a. Any other runner may continue at his own risk
 - b. Any play made on a runner other than the front-runner will release the front-runner
 - c. Other runners may continue
- U. A base runner(s) may advance one and only one base regardless of the number of overthrows on a play, before the next batter hits.
 - a. Example One: if the ball is overthrown to first base, the base runner may only advance to second base (at his/her own risk), even if a defensive player picks up the ball and throws it into left field, overthrowing second base, in which case the base runner simply has to stay on second base.
 - b. Example Two: a base runner is on second base with a double, and the outfielder overthrows to the infield after the base runner has already reached second base, the base runner may advance one base to third base at his/her own risk, even if another defensive player picks up the ball and throws it back out to the outfield. The reason for both of these rules is to encourage and teach defensive players to throw to a base, and not to teach defensive players to just “hold the ball”.
- V. The “Infield Fly Rule” does NOT apply.
- W. Any player playing the pitcher position must wear a protective and/or caged helmet. (Mandatory)



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- X. The player playing the pitcher position must have one foot inside the pitching circle before an at bat begins and may not leave the circle until the balls crosses home plate.
- Y. The catcher must stand 10 feet behind the batter/plate. Protective Catching Equipment is Mandatory: (Helmet, Chest Protector and Leg Guards).
- Z. There will be no leads offs or base stealing.
- AA. There will be no bunting.
- BB. Defensive Standing on bases is not allowed.
- CC. On defense, each team can play a regular baseball infield including the catcher and pitcher and only four players in the outfield, positioned on the grass. (See Special Rules)
- DD. The maximum number of defensive players allowed on the field during play will be 10. (All teams must play with 6 infielders – see CC)
- EE. For the entire season, players will hit the ball as described below.
- FF. Dizzy Dean coach-pitch rules shall be followed with the following modifications. First, a coach-pitcher must throw overhand from anywhere outside the foul arc in a direct line to the pitcher's mound. Second, a batter is allowed up to five pitches, or 3 strikes whichever come first. The batter must swing at the 5th pitch. If the 5th swing results in a foul ball the batter will continue to bat. If the batter does not hit or make contact on the 5th pitch they will be called out. *Note that if the adult coach-pitcher is struck by a batted ball, then the ball is dead and the pitch does not count; it is as if the pitch never happened. For recreation play only (not tournament play) the batter will receive one extra pitch if they did not make an attempt on their 5th swing. This additional pitch will only be awarded if the umpire deems that the pitch was unhittable.
- GG. A batter will receive one warning for slinging a bat. On the second occurrence, the same batter will be called out.
- HH. A batted ball that does not travel on or outside a marked 20 foot radius of home plate is a foul ball. A batted ball that hits the coach is ruled dead by the umpire and the pitch does not count; it is as if the pitch never happened
- II. A ball thrown outside the fence becomes a "dead ball" and each base runner is entitled to one base. A player may slide into any base.
- JJ. There will be no abuse of the players on either team by parents, managers, and/or coaches. If a manager cannot control himself, his parents and/or his coaches, the game can be awarded to the opposing team.
- KK. The offensive team is allowed a first base coach, a third base coach, and a pitching coach.



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LL. All defensive coaches, except two, are to stay in the dugout area and behind fences. The (2) defensive coaches in the playing field must stay behind the player (outfielders) in foul territory and cannot touch the players or the ball.

Special Rules

- A. Dizzy Dean rule 35:06 shall be the governing rule 8 yr old league; coaches cannot stand on the playing field during play.
- B. Pitching coaches must pitch overhand to the players and **must get off the field and pick up the batter's bat.** At the umpire's discretion, if the bat is left as an obstruction for the base runner, the base runner will be called out.
- C. Outfielders must be 20' behind the base path when play starts.
- D. Each team must have a catcher and pitcher at all times (see Dizzy Dean rule 35:02). Any player playing the pitcher position must wear a protective and/or caged helmet.
- E. A batter is allowed up to five pitches or three swings, whichever comes first. If the fifth pitch is hit foul, then a subsequent pitch may be made, and so on as long as the pitch is hit foul.
- F. Play is stopped when a fielder shows he has control of all base runners. Calling time or just running into the infield does not stop the runners, or the play. He must have control of the ball and all base runners.

Conduct and Sportsmanship

It is the Head Coach's responsibility to manage and control their teams and to lead by example.

- Inappropriate, obscene, or abusive language or behavior may result in a player, coach, parent, or spectator being ejected from the game/park. This includes arguing with umpires and un-sportsman like conduct.
- All umpires and AYBA board members have the authority to eject anyone violating the conduct rules.
- Any player, coach, parent, or spectator ejected from a game must leave the field immediately and are not allowed to stay near the field or sit in the stands, but are allowed to wait in the parking lot if needed.
 - First ejection – Leave game immediately and suspended from attending or participating in the next scheduled game.
 - Second ejection – Same as above, but with 2 game suspension
 - Third ejection – Suspended for rest of season including tournament.
- Physical contact or violence involving a player, coach, or parent will result in automatic ejection from the game, a one game automatic suspension, and possible suspension from the league.
- If a player demonstrates actions which are detrimental and or abusive to the team, the player will be suspended from the team immediately and will not participate in any games or practices until the suspension is reviewed by AYBA Commissioner.

AYBA may revise/alter rules at any time during a season if needed to enhance the program



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