

Quad County Baseball League
8 & Under
Baseball Rules

All rules are in effect for all league games.

Schedule Changes

All games should be played as scheduled, however each team may change days during the week to meet local conditions or field availability.

The winning team's coach is responsible for submitting the final scores via e-mail to the league at recasst1@ci.delavan.wi.us the next day so the standings and results can be updated on the league website at <http://ci.delavan.wi.us/departments/parks-recreation/cactus-league-baseball/>

Game scores posted on the website for more than 7 days shall be deemed the Official outcome of the game. Make sure you are checking scores regularly and the information provided is correct.

General Rules

I. Rosters

1. Rosters must show players age as of August 31, 2020 and their date of birth.
2. All players must be 8 years of age or younger as of August 31, 2020 and must be on one official Cactus League roster (players cannot be on more than one roster).
3. **Teams must be divided equally based on age and abilities of the players registered to play for the community. A workout to divide teams is required. Failure to comply may result in expulsion from the league.**

II. Playing Time

1. Coaches must play every player present at the game.

III. Game Time

1. A regulation game will last 6 innings. No inning shall start after 1 hour 30 minutes from the start of the game. Notification of the last inning should be given to both coaches when approaching time limit.
2. The following tiebreakers will be used if the game ends in a tie:
 - a. If there is time left in the allowed time limit, the team will play normal rules and attempt to break the tie.
 - b. If a tie still exists once the time limit expires, then the California TB rule will be applied. This consists of placing a runner (last batted out from previous inning) on 2nd base with one out and a pitch count of one ball and one strike for each hitter- allowing both teams to attempt to score and break the tie. There is no run limit per inning. This will continue until tie is broken or field/light/weather conditions do not allow safe continuation of play (in which the game will be declared a tie)
3. Games will start at the time they are scheduled. There is no grace period.
4. **PLAYERS MUST HUSTLE IN AND OUT BETWEEN INNINGS!**
5. Teams must have a minimum of 8 players to start the game. If a team does not have 8 players, a forfeit will be declared. Teams may still play but a forfeit will be recorded for that team.
6. If a team only has 8 players, they do not have to take an out for the 9th or 10th batter in the line-up.
7. In case of an injury during the game, the team may finish that game without forfeiting if they started with 8 players.
8. **10 Run Rule:** At the end of 4 complete innings, if a team is ahead by 10 runs, the game is over and that team wins.

IV. Fields/Equipment/Supplies/Uniforms

A. Fields

1. The bases will be set at 60 feet.

2. The distance for the pitching rubber will be 43 feet.
 3. Field conditions must meet the approval of both coaches prior to the game.
- B. Equipment/Supplies
1. The home team must supply two Diamond DFXL5 balls for the game.
 2. Both teams must keep a legible scorebook for review by the opposing coach at any time during the game.
 3. For safety purposes, all batters and base runners must wear batting helmets.
 4. Players coaching the bases must wear a helmet.
 5. Bat size diameter is limited to 2-1/4" and they must be Little League approved or 2-5/8" bat with USA Baseball Certified stamped on bats.
- C. Uniforms
1. Players are not allowed to wear jewelry.
 2. Little league baseball shoes are recommended but not required. Metal spikes are not allowed.
 3. All teams must have numbered uniforms and players must wear baseball caps.

V. Batting

1. Bunting is not allowed.
2. Teams will bat all players on the roster and have free substitution on defense. In the case of injury, the injured player's spot can be skipped without an out being recorded.
3. Each team will get one warning for a player throwing a bat. On the next infraction, the batter throwing the bat will be called out.
4. **The inning will be over after three outs or 3 runs are scored.**
5. **The 6th inning will be played until 3 outs have occurred.**
6. On a dropped third strike, the batter is out and other runners are not allowed to advance per Base Running rule 2.
7. There are NO walks. See IX. Pitching - rule 6.

VI. Base Running

1. Base runners are allowed one base on an overthrow on a play of a batted ball and pick-off throws. All other overthrows are live. If the ball goes out of play, then it is a dead ball and the umpire awards the base runner the next base.
2. Runners are not allowed to lead off, steal bases or have secondary leads.
3. Runners can advance on a pick-off throw by pitcher or catcher at an occupied base (except 3rd base, see rule "Base Running VI, 4).
4. A runner occupying 3rd base at the time of a pitch may only score from 3rd base during one of the following scenarios:
 - i. A batted ball put in play that touches the ground before being caught,
 - ii. A batted ball put in play (fair or foul territory) that is caught and the runner from 3rd base tags up,
 - iii. A hit by pitch that forces in a run when all other bases are occupied.
5. A courtesy runner must be used for a catcher (catcher of record from the previous inning) when there are 2 outs and may be used for a pitcher or catcher at any time. The courtesy runner should be the player that made the last out in the inning if batting everyone. If not batting everyone, then any unused player should be used.
6. Base runners must attempt to avoid contact on the base paths. Failure to do so will cause the runner to be called out. If deemed flagrant by the umpire, the runner may be disqualified. Runners must slide to avoid contact when a play is being made on them at a base/plate. Failure to do so will result in the runner being called out.
7. There will be NO Infield Fly Rule.

VII. Coaches

1. Coaches are in charge of scorekeeping.
2. All coaches must pass a copy of the rules to each player and parent prior to the first game.

VIII. Sportsmanship

1. **Unsportsmanlike conduct by players or spectators will not be tolerated.**
Repeated occurrences will result in the ejection of the players and/or spectators involved in the disturbance.
2. Parents are not allowed on the field unless a coach has requested their assistance.
3. No swearing or profane language will be tolerated. This will lead to immediate ejection from the game.
4. No throwing of bats, helmets or other equipment in anger. This will lead to immediate ejection from the game.
5. There will be no badgering of a player, umpire or coach! Poor sportsmanship by players, coaches, family members or spectators will lead to ejection from the park and from any future Cactus League games, as well as possible forfeiture of the game.
6. Alcoholic consumption of any kind at a game field will be cause for forfeiture of the game and expulsion of that community from the Cactus League. No Exceptions!
7. Head coaches will be required to sign a Cactus League Code of Conduct prior to starting the season to confirm understanding of the Sportsmanship policy and agreeing to take responsibility for their players and fans.
8. **THERE WILL BE ZERO TOLERANCE FOR BAD BEHAVIOR!**

IX. Pitching

1. The strike zone shall be from the armpits to the bottom of the knees.
2. Any player warming up a pitcher must wear a catcher's mask.
3. Warm-up at beginning of games will be limited to 8 pitches; between innings will be limited to 5.
4. Relief pitcher is entitled to 8 warm-up pitches.
5. No curve balls allowed. If the umpire rules that a curve ball has been thrown, the pitch will counted as a ball, the pitcher will be warned and any offensive play that occurred will be allowed to stand or be declared void at the option of the offensive coach. In the event that the batter hit the ball and safely reaches base, the play can stand and the pitcher will still receive a warning. Two occurrences in a game require the pitcher to be prohibited from pitching any more that day.
6. The count will be 4 balls and 3 strikes. If pitcher throws ball 4 the batter will then have the option of either throwing ball up and hitting or the coach soft tossing ball from foul territory. Either option will require hitter to continue count from the last pitch. If the batter fails to make contact on a strike 3 pitch, throw up or soft toss it is a strike out.
7. Pitchers may pitch 2 innings per game and 6 per 7 calendars days. One pitch in an inning is considered a full inning. A pitcher cannot re-enter the game as a pitcher once they have been removed.
8. If a wild pitch hits a batter, choice will be given to the batter to continue at-bat with ball in hand or soft toss. It is not the coaches decision,
9. If a pitcher hits three batters during an inning or four batters during a game, they must be taken out and cannot return to the game as a pitcher.

X. Defensive Positioning

1. There will be ten (10) players on the field at a time, including four (4) outfielders.
2. There must be 4 outfielders at all times, unless the team has less than 10 players available to play.
3. Roving fielders will not be allowed.

XI. Inclement Weather/Cancellations

1. All postponed games should be made up as quickly as possible.
2. Both teams must work together to reschedule a cancelled game within 72 hours of the game being cancelled. The rescheduled game should be played within 2 weeks of the cancellation when possible.

3. No game, cancelled due to lack of players, shall be rescheduled if canceled within 24 hours prior to the scheduled game time. These games shall result in a forfeit for the team short of players.
4. If a game is started and not finished due to inclement weather, the game is considered suspended and will be continued from the point where it was suspended on a date and time agreeable to both coaches. No game is to be started over. The pitching rule will remain in effect. Four innings is considered a complete game if weather forces the completion of a game.
5. Lightning: If the umpire can hear thunder, a lightning strike is possible and teams must be removed from the field of play. Players, coaches, and spectators should seek shelter away from chain link fences, trees, and bleachers. Thirty (30) minutes after the last visible lightning strike or audible thunder the game can resume.

XII. Umpiring

1. The defensive team's coach shall act as the on-field umpire. Coach shall situate themselves behind the pitcher and make ball and strike calls along with safe and out calls at the bases. Head coach should have ball-strike-out counter as part of their equipment.

XIII. Injury

1. If a player has an injury that causes bleeding, they must leave the game and can not return until the bleeding has stopped and the injury has been properly treated.