

Stan Brown Memorial Tournament – 8 Year Old Rules

The current Official Little League Rule Book shall be used with the following exceptions and/or clarifications:

Pitching:

1. The pitching distance is **40 feet**.
2. A pitcher **may not** re-enter the game as a pitcher.
3. A pitcher, after 41 pitches, may not move to the catcher position for the rest of the day.
4. A catcher may not enter the game as a pitcher after catching 3⁺ innings.
5. A Pitcher may pitch a maximum of **50 pitches** (plus finish the at-bat) **per game** with:
 - **1-20 pitches, requires 0 days of rest**
 - **21-35 pitches, requires 1 days of rest**
 - **36-50 pitches, requires 2 days of rest**
6. **A player cannot walk more than 3 batters in any inning**
If a 4th batter earns a walk, the count on the batter will be reset to 0-0 and coach from the hitting team will throw to the batter. The coach can throw the pitch at any speed and is not required to throw from the rubber but he may not interfere with a ball put in play. The batter can still strike out but he cannot walk. *The pitcher would be responsible for defensive plays, not the coach. The batter is out if the coach interferes with the play (unless incidental, the coach is considered live, like an umpire).*

Fielders:

1. **10 defensive fielders (4th Outfielder who must play in line with the other outfielders)** may be used in this age group.
2. **Outfielders must stand in the grass at least 10-15 feet behind the dirt.**
3. **Free Substitution is allowed.** (Minimum playing rule of 3 innings will be observed)

Batting:

1. **Batting is continuous.**
2. On-Deck Batters are not allowed. Therefore, there shall be no swinging of the bat until the player is at the plate. (Donuts, weighted bats and/or sleeves are not permitted)
3. Once a batter has “squared up” in a bunting stance, he/she may not pull back **and** full swing away.
The ball is “dead” and the batter will be called out, regardless of contact and no runners may advance.
4. The umpire will issue 1 warning per-team for an **unintentional** throwing of the bat (after an at-bat).
After 1 warning has been issued, the next violation will result in an “out” to the batter, but the result of the play will stand for other base runners.
5. **Intentional** throwing of the bats or helmets shall be grounds for removal from the game.

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Base-running:

1. Runners may leave their base once the pitch reaches the batter.
2. There is **no HEADFIRST sliding** except when diving back to a base.
3. A runner may not crash into a player with the ball in an attempt to dislodge the ball.
Runners must avoid a crash into a fielder who is holding the ball **EITHER** by sliding **OR** running around that fielder. In case of a crash, the runner shall be called out and all other runners will be returned to the last base they touched before the crash.
Note: For a runner to be called out, there must be a fielder holding the ball and contact.
4. Runners may advance on the continuation of a play only. Play ceases when the ball reaches the mound and is under control of any player. A runner will be returned to or allowed to advance to the nearest base. They may not “Bait” a fielder into throwing the ball away.
Do not allow players to slow the game by taunting the opposing team
5. Stealing on passed balls is allowed (Delayed Steals are not allowed at this level)
6. A team total of **3 successful steals** will be allowed each inning. *(If a player attempts a 4th steal and is safe, the umpire will call time and they will be returned to their base, if they are thrown out, then they are out.)* Only **1 steal of home** per inning may occur.
7. Players may not steal on overthrows by the catcher.
8. A maximum of 5 runs per inning are allowed except in the last inning when the team behind will be allowed to score more than 5 runs to tie the game.
9. **The Dropped 3rd Strike and Infield fly rules are in NOT in effect** at this level.

Ties/Extra Innings:

1. During Pool Play, there will be one extra inning played in the event of a regulation tie *(if time limits have not been reached.)* **The game may end in a tie after 7 innings.**
2. Elimination games need to be completed until a winner is determined.

Umpires/Protests:

1. A tournament official should be called when an umpire is notified that a team is protesting. Umpire judgment calls may **NOT** be protested.
Any protest of an umpire’s rule interpretation shall be decided by a tournament official **at the point of protest and before the next pitch.**
2. For **protests involving pitcher/player eligibility**, a ruling shall be made by the Tournament Director as soon as practical which may occur after the game has been completed.

Manager/Coaches:

1. Only 1 Manager and 3 Assistants shall be allowed on the field/bench **during** the game.
Any combination of adults and/players may base coach.
2. **Coaches are responsible** for the behavior of players, parents, and fans.
Inappropriate behavior of coaches, players, parents or fans is unacceptable and **may** result in team disqualification, without warning.

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General:

1. A Minor League “DFXL5” ball will be used at this level.
2. A team may start and play a game with **8 players**. *(There will be no penalty for teams with 8 players)*
3. All players must be on the roster unless they are already rostered for another SBJ team and are filling in to help field a team. (Playing preference should go to rostered players)
4. No player is allowed to play on a team outside of their current city/town without approval from the Tournament Director.
5. **Tournament officials will evaluate game times as needed. The intention is to get as many complete games in as possible.**
 1. Each team should be prepared to start 15 minutes before the actual start time.
 2. Tournament Officials have the option to impose a time limit on games. Time limits may be imposed if there is a game following yours. The limits will be discussed during the coin flip.
 3. *Managers are reminded that after the 3rd out is made in an inning, each team has 1 minute to prepare for the start of the next half inning. Please help move the game along.*
6. Games halted for inclement weather shall be resumed from that exact point unless they are considered “official” by Little League Rules. *(If the game is in the 1st inning, it will be started over)*
7. **Each team may have 5 minutes of pregame infield practice.** Visiting Team shall be first. Tournament Officials reserve the right to eliminate pregame practice because of time restrictions.
8. A “**Mercy Rule**” shall apply when a team has had 4 innings at bat and trails by **10 runs** or more.
9. In the event of inclement weather, cancellation and schedule change info will be posted on the website and also on the **DNLL hotline (978-774-3784)**.
10. Pool play is used for realignment of Divisions in order to provide parity during the Elimination part of the tournament. The tournament committee will evaluate all teams as they play and will provide seedings once Pool Play has been completed.
11. Each team should track pitch counts for both teams during the game. Home Team Managers must fill out a game log sheet and have it signed by the umpire and both managers. **Please leave it at the announcers table before leaving the park.**
12. The Tournament Director reserves the right to interpret and make a ruling on all rules and regulations (written or not) regarding tournament play. His/her ruling shall be final.

For the safety of the kids, please park in designated areas only

All teams are asked to keep our facilities, parks and bench areas clean.

Coaches are responsible for cleaning the bench area after their games, barrels are available.

Most importantly.... Have Fun!