

**CHINO HILLS USA YOUTH BASEBALL  
8&U DIVISION**

**Rules of Play**

1. All players must be 8 or under years of age as of May 1, 2007.
2. All players must wear a protective cup at practices and games. Catchers must wear a protective hard cup.
3. The CHUSA Board will determine the play-off format.
4. All scores are required to be emailed to [chusabaseball@yahoo.com](mailto:chusabaseball@yahoo.com) no later than 10pm Tuesdays. Provide : Date and time of game, Division; Team (home vs Visitor); Score; Winning Team.

**PLAYING RULES**

1. Mercy Rule- If a team is ahead by, (see below) that team is declared the winner at that point in time and the game considered complete and official. **Play will continue without any change in the official outcome of that game.** Innings, and all other rules still apply.

Ten (10) runs after four (4) complete innings or 3.5 innings if the home team is ahead.

Time is **drop dead at one hour and forty-five minutes.**

The umpire will notify both teams prior to the last batter.

2. The five (5) run rule will apply to the first five innings. No team may score more than five (5) runs in an inning, in the first five (5) innings. Once a team scores five (5) runs in one inning offensive and defensive sides will change. In the sixth or which ever inning the umpire declares the last inning, there is no run limit.
3. **No new inning shall start after one (1) hour and thirty minutes** from the start of the game. Game is 6 Innings or 1 Hour and forty-five minutes. When the time limit is reached, the game will be called. If the inning is not complete, the final score will revert to the score of the last completed inning.
4. Teams with more than nine (9) players in attendance must position ten (10) players on the field defensively. The tenth player must play as an additional outfielder. No rovers.
5. A player who fails to play a defensive inning as a result of the team having more than ten (10) players in attendance must start the next game. No player shall fail to start defensively two (2) consecutive games. A manager that does not comply with this rule will be suspended the next one (1) game.
6. All players must bat in the line-up.

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7. Distance between the bases is 50 feet. The pitching rubber is 38 feet from the back tip of home plate.
8. All players warming up pitchers must wear a protective cup and catchers helmet.
9. Metal cleats are not permitted.

**PITCHING**

1. A pitcher will have been considered to pitch an inning as soon as one pitch is delivered to the batter.
2. A pitcher is allowed to pitch a maximum of two (2) innings on the same calendar day. Upon completion of two (2) innings the pitcher requires a 40-hour rest. The 40-hour rest is not required for a pitcher who pitches no more than one (1) innings on the same calendar day.
3. A pitcher may throw no more than four (4) innings in a calendar week. A calendar week is from 12:01am Monday to 12 midnight the following Sunday.
4. Balks will not be called.
5. The manager or coach may go onto the playing field one (1) time to talk to any player or players while the same pitcher is pitching. A pitching change must be made on the second trip in the same defensive inning. No more than three (3) players are allowed on the mound except in the case of any injury.
6. Once a pitcher is removed from the game he/she may not be allowed to return and pitch again in the same game.
7. The number of warm up pitches between innings shall be limited to six (6).

**OFFENSIVE PLAYING RULES**

1. Runners are not permitted to lead off and must remain in contact with the base until the ball crosses home plate. Runners are allowed to steal second and third base once the ball crosses the plate. There will be no stealing of home plate. If a runner leaves the base before the ball crosses the plate the umpire will declare the runner out.
2. Although runners are permitted to steal second and third base, stealing of home plate is not allowed. **Runners may not advance past third base unless the ball is hit into play by the batter, no exceptions.**

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3. While a runner is stealing, he/she may not advance more than one base at a time. In the event a play is made on the runner while stealing, the runner may advance to the next base at his/her own risk only in the case of an overthrow, but not beyond third base. All overthrows are to be ruled and determined by the umpire, at his/her own discretion (see rule #4 below).
4. An overthrow is defined as a ball thrown past the intended player/recipient, into foul or fair territory, on an attempt to get a base runner out. However, as stated above, all overthrows are to be ruled and determined by the umpire, at his/her own discretion.
5. On balls hit into play, all runners may advance at their own risk including home plate. If a player fakes a throw from any position on the field, runners may advance at their own risk.
6. On balls hit into play, runners may still only advance one additional base on an overthrow. Unlike while runners are stealing, home is included on one base advances when the ball is hit into play.
7. All balls that are thrown by the defensive team out of play are ruled as "dead" the moment it leaves the playing field. All runners will be allowed to advance one base beyond their base.
8. All walks are considered "Live Ball Walks". The batter is awarded first base only, however may advance at his/her own risk to second base, unless the pitcher already has the ball in his/her possession (see rule #9 below).
9. Play is ruled "dead", and runners may not advance beyond their current base, once the pitcher has the ball in his/her possession.
10. Bunting is allowed.
11. Batters can not run on a dropped or missed third strike by the catcher.