

DUNBAR LITTLE LEAGUE

8-YEAR OLD TOURNAMENT RULES

This is primarily an 8-year-old tournament but top 7's should be considered. This is intended to be a tournament based on skill level. Typically, coaches from each team in your league division submit a list of their top players (who will not be away for the Long Weekend) and an evaluation session is held with three simple stations: hitting, catching pop flies and throwing. Leagues may also enter a house team that is primarily made up of 8's.

All Little League baseball rules (see Official Rules of Baseball available through Baseball Canada) will apply in addition to those listed below. If a situation arises where a decision cannot be reached, send the base runners back to the bases before the play commenced and replay it. Please avoid arguments at all costs.

A. GAME DURATION

1. All games will be five innings long.
2. 2-2-4-4-Unlimited. A maximum of two (2) runs can be scored in the first and second innings. A maximum of four (4) runs can be scored in each of the third and fourth innings. The fifth inning has unlimited runs and three outs must be made.
3. Home team will be determined by coin toss between the coaches before the game begins.

B. PITCHING MACHINE

1. The pitching machine, operated by the batting team coach, is to be used for all pitching. Under no circumstances may a child operate the pitching machine.
2. A dead-ball circle is to be painted around the pitching machine.
 - A ball hit cleanly through the circle is a fair ball and in play.
 - Any ball hitting any object (or coach) in the circle, or coming to rest in the circle is a dead ball with no penalty of a pitch and no runners advance.
3. Before feeding the ball into the machine, the coach should hold the ball up in his hand, making sure that the batter is focused on the machine.
4. Only one new ball, or its replacement if damaged, should be used for the entire game.

C. NUMBER OF PLAYERS AND POSITIONS

1. A minimum of eight players is needed to start a game. If the eight players are not present within five minutes after the start time, the game will be forfeited. The game may be played by either borrowing players or with a

- lesser number, but the forfeiture will stand even if the necessary players arrive after the forfeit is declared.
2. All players will bat in order regardless of whether they are playing in the field.
 3. If you have a roster of 13 players or more, every player must be a "Spare" once during a five-inning game. If you have a roster of 12 players or less, no player shall be spare more than once in a five-inning game.
 4. A maximum of 10 players may play in the field at one time; four of them must be in the outfield (left, left-centre, right and right-centre fields) and beyond the fielding markers (not playing long infield).
 5. The infield consists of a First, Second and Third baseman, pitcher, shortstop and a catcher.
 6. Players may play no more than three innings (out of five) in the infield (excluding the catcher).
 7. The Pitcher, Shortstop and First base are considered "key" positions. A player may not play a key position two innings in a row and may not play the same key position twice in a five-inning game.
 8. If a sixth inning is played, the above two rules are waived, although a player may still not play a key position two innings in a row.

D. EQUIPMENT

1. All batters and runners must wear batting helmets with chin straps done up during games and practices.
2. Long pants must be worn.
3. Catchers must wear all catcher's equipment as supplied.

E. UMPIRES

1. Umpires will be provided by DLL.
2. Scorekeepers are to be provided by the visiting team.
3. The Plate Umpire's word is final and no arguments are acceptable on any call.
4. The Plate Umpire is to call "Batter Up" before the batter can enter the batting area and "Play Ball" before the batter takes their first swing.
5. Only the team batting is permitted to have coaches on the field (First Base Coach, Third Base Coach and Pitching Machine Coach). All other Coaches must remain in the Dugout area. First and third base coaches must be adults.

F. THE FIELD

1. A line should be chalked between the bases to mark the half-way point.
2. Infielders must be behind the base lines before each pitch.
3. The four outfielders must be approximately 30 feet beyond the baselines before each pitch.

4. Foul lines should extend 120 feet from home plate to left and right field. The arc connecting the ends of these two lines forms the home-run/double line.

G. BATTING

1. Each batter is allowed a maximum of five pitches. If a batter strikes out swinging before the five pitches, then they will be called out.
2. Foul balls will only count as first and second strikes. A foul ball on the fifth pitch does not result in an out.
3. A fair ball that rolls into foul territory in the outfield and crosses the natural extension of the homerun line is called a double.
4. A fair ball that rolls into foul territory in the outfield and crosses the natural extension of the backstop becomes a dead ball. The runner may advance to the next base if he/she reached the half-way mark to that base at the time the ball was called dead.
5. A ball hit on the ground over the home-run line is called a "Ground Rule Double". It is a "Ground Rule Double" even if an outfielder touches it before it crosses the line.
6. If, in the umpire's opinion, the outfielder deliberately knocks the ball over the home-run line to invoke the ground-rule double, the runner(s) may be awarded an extra base.
7. A ball hit in the air over the home-run line is a home-run.
8. No bunting is permitted.
9. A batter is called out if he/she throws the bat.
10. There is no "on-deck" swinging. All batters must wait at the bench until their turn and the umpire calls "Batter Up".

H. RUNNING

1. On hits to the outfield, a runner may not advance once the ball has been thrown back into the infield area (being the area inside the proper baselines and the backstop) or if it has been controlled by an infielder, unless the runner has already advanced more than halfway between bases. It is not necessary for the baseman to catch the ball in order to stop the runners, unless he/she is cutting the ball off in the outfield area (well beyond the baselines).
2. It is the umpire's decision as to whether the runner had advanced half-way to the next base before the ball had returned to the infield. If the runner has not sufficiently advanced, then he/she must return to the previous base.
3. If there is at least one runner on base when a ball is hit to the outfield and the runner(s) is (are) on adjacent bases, then it is the lead runner's position when the ball is thrown back into the infield area which will determine whether runners may or may not advance to the next base. Eg. If the batter hits the ball to the outfield and is more than halfway between First and

- Second when the ball is thrown back into the infield, BUT the lead runner who is directly ahead of him (ie between Second and Third base) is NOT more than halfway between the bases, then both runners must return to the previous base, however, if the only runner is on third and doesn't make it halfway to home, the batter-runner could make it as far as second base .
4. A runner may be tagged out for overrunning the base on an overthrow (known as "runner's peril").
 5. DLL Local rules - Advancing on overthrows
 - i. To First base - Batters cannot advance to second base on overthrows to first base.
 - ii. To Second Base – a runner cannot advance to third base on an overthrow by an infielder to second base, even if the infielder has retrieved the ball in the outfield. However, if a ball is thrown by an outfielder to second base and the ball remains in the outfield (eg it is thrown from left field past second base and into right field) then the runners may continue advancing until the ball is returned to the infield.
 - iii. To Third Base - No Runs can be scored on an overthrow.
 - iv. This is to encourage players fielding ground balls to attempt the out rather than playing it safe.
 - v. Runners may continue to advance until the ball is returned to the infield.
 - vi. There are no lead-offs or base stealing.
 - vii. The infield fly rule is NOT in effect.