

Stan Brown Memorial Jamboree - 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. There are **no** intentional walks.
4. A pitcher, after 41 pitches, may not move to the catcher position for the rest of the day.
5. At the umpire's discretion, a pitcher **may** be removed from the pitching position for safety after hitting **3** batters in a game.
6. **A team cannot walk more than 3 batters in any inning.**
Effect: After a team walks 3 batters in an inning and after a ball is thrown to any batter with a 3 ball count, the count on the batter will be reset to 0-0 and coach from the hitting team will throw the next pitch(es) 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 is out if the coach interferes). The batter can still strike out but he cannot walk. Furthermore, he can reach base only by putting the ball in play.
The intent of this rule is to avoid game delays resulting from too many walks.
7. A pitcher may pitch up to **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**
 - **51 or more pitches, requires 3 days of rest**

Batting:

1. **Batting is continuous.**
2. Once a batter has "squared up" in a bunting stance, he 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.
3. **Intentional** throwing of the bats or helmets shall be grounds for removal from the game.
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 results of the play will stand for other base runners.

Base-running:

1. A team total of **3 successful "steals"** (including delayed steals) will be allowed each inning. Only 1 "steal" of home per inning may occur.
If, after 3 successful team steals, any runner is successful, "Time" will be called and the runner will be returned without penalty. If caught stealing he is "out".
2. Runners can be "picked off" any time the ball is alive.
3. Runner(s) may not advance on **ANY overthrow** by the catcher to any base or back to the pitcher.
If any runners do advance safely on an overthrow, "Time" will be called and the runner will be returned to their previous base.
4. A maximum of **5 runs per inning is allowed** except in the sixth inning, when a team behind by more than 5 runs will be allowed to score more than 5 runs to **tie**. If a team has runners in scoring position and a hit produces the 5 run limit, play will continue until the runner is either out or stops at a base, however, **ONLY 5 runs** will count towards the score.
5. 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.
The intent is to allow the runner to gain a reasonable base on the play while preventing the runner from "baiting" the defense into making a wild throw.
6. There is **NO HEADFIRST sliding** except when diving back to a base.
7. 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 past 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.
For a runner to be called out there must be a fielder holding the ball and "hard" contact.
8. There is **NO infield fly rule** at this level.

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Fielders:

1. **10 defensive fielders (4 outfielders)** may be used in this age group.
2. **Free Substitution is allowed.**

Ties/Extra Innings:

1. 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. No more than 5 runs may be scored in the extra inning.
3. Elimination games will 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 **during** the game. Any combination of adults and /or players may base coach.
2. Coaches are **not allowed** to stand in the playing area. They must remain in the bench area or coach's box.
3. 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.

General:

1. A Minor League "DFXL5" ball will be used at this level.
2. Players must be **8 or younger as of May 1** of this year to play in this age group.
If requested by the Tournament Director, the team manager shall locate an acceptable proof of birth dates/certificate(s) of any player(s) within 48 hours of request.
3. No player is allowed to play on more than one team or age division, except to field a team in an emergency and only with approval of the Tournament Committee.
4. A team may start and play a game with **8 players**.
5. **Time Limit** – No new (full) inning may be started after **1:45 of play from the first pitch**.
During rain delays, the clock will be stopped.
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.
7. **Each team may have 5 minutes of pregame infield practice.** Home Team shall be first. Tournament Site Director reserves the right to eliminate pregame practice because of time/schedule restriction.
8. A "**Mercy Rule**" shall apply when a team has had 4 innings at bat and trails by **10 runs** or more after a completed inning.
9. In the event of inclement weather, cancellation and schedule change info will be posted 2 hours prior to game time on the **DNLL hotline (978-774-3784)**.
10. In the case of a two-way tie after all pool play games, seeding will be determined by **head to head** record.
For more than two teams, **Tie Breaker Order**:
 - A. Fewest runs allowed/defensive innings played then
 - B. Highest # of PITCHERS used/games played.
 - C. If still tied, then a coin flip will be used.
11. Each team should track pitch counts for both teams during the game. Home Team managers must fill out a game log sheet, have it signed by the umpire and both managers and leave at the Snack Bar before they leave 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.
All teams are asked to keep our facilities, parks and bench areas clean. Most Importantly... Have Fun!