

2024 BYL 8U (Lob Ball) Division Rules

Official Little League Baseball rulebook rules shall be followed where not defined or altered in this document.

GENERAL GAME RULES

- 1.** All Lob Division players must reach the age of Six (6), seven (7) or eight (8), but no more than age eight (8), before May 1 of the current year (season). A younger player in a league (likely in-house t-ball) may play in the Lob Division provided the player's coach and representative league believe the player is capable of competing at the Lob Division level and it is safe for that player to do so.
- 2.** Games will last 5 innings. In case of a rain-out, 4 completed innings will constitute a complete game. In the event the home team is winning after 3 ½ innings, then 3 ½ innings shall constitute a complete game.
- 3.** There will be no umpires for the games, and the coaches will make all calls pursuant to these rules.
- 4.** The defensive team may have one (1) or two (2) coaches in the outfield to facilitate maintaining players' focus and providing coaching advice.
- 5.** The defensive team is required to provide an adult behind the catcher to retrieve a ball which eludes the catcher and to return it to the opposing adult coach pitcher. This will greatly speed up play. However, the adult backup should be cognizant of the need to allow the defensive catcher to learn and participate, and to not exclude the catcher from the ball retrieval entirely.
- 6.** The base line shall be 60 feet.
- 7.** There shall be a circle surrounding the pitcher's mound or area. The circle shall be ten feet (10') in diameter. The center of the pitcher's circle shall be forty-six feet (46') from the point of home plate.
- 8.** The ball used for game play in Lob Division shall be a regular little league baseball.
- 9.** No Jewelry of any kind shall be worn. EXCEPTION: Medical ID's are allowed.
- 10.** Mercy rule: This rule does not apply to the Lob Division. At this level, it is far more important to play and learn than to be concerned about a lopsided score.
- 11.** Games shall last 1 hour 30 minutes, allowing for an inning that started before the time limit was reached to completely finish. The coaches shall note the game start time after the first pitch in the top of the first inning. In the event that there is a failure of the coaches to note the start time of the game, then the scheduled start time of the game shall be used as the official start time of the game.

12. In the event of a tie that's how it shall remain.

13. No steel cleats may be worn in this league.

14. All bats shall display the USA Bat stamp. The following bat has been deemed "decertified" by the USA bat standard. 30-Inch Easton Ghost X (-10) 2 5/8" (YBB18GX10 & LL18GHX)

15. It is required that all catchers wear protective cups. It is recommended that all players wear protective cups. **EXCEPTION:** Female players are not required to wear athletic cups.

16. No game shall start, or continue, unless each team can and does field and play eight (8) players. In the event a team fails to have eight (8) available players to start or continue a game, then a forfeiture shall be called, and the opposing team shall be declared the winner of the game, recording a score of one (1) to zero (0). If a shortage of players occurs for a game a replacement may be chosen from in-house t-ball leagues (See General Game Rules 1).

17. If a game cannot start at the scheduled start time due to one of the teams having less than eight (8) players available to play the game, there shall be a ten (10) minute waiting period to allow additional eligible players (See General Game Rules 1 & 16) to arrive at the field to play, or a forfeiture shall be called, and the opposing team shall be declared the winner of the game, recording a score of one (1) to zero (0).

18. Any player or coach who is ejected from a game shall also be required to sit out their next scheduled game. Without umpires, a technical ejection is not possible. Instead, if behavior of a player or coach is objectionable, the matter will be brought to the attention of the commissioners of the DSA participant leagues. The commissioner committee shall determine if disciplinary action is required, and if so, the discipline. Such discipline can take the form of game suspensions, or expulsion from the league.

Coaches are responsible for their teams' fans and shall suffer the same penalty if due to the behavior of those fans as if the behavior was their own. The Commissioners of the participating leagues shall meet to determine if General Game Rule 18 should be applied as written, or modified for a greater or lesser penalty, based upon the facts and circumstances of the particular event resulting in game ejection. The Commissioner of the league from which the offending coach or player originates shall recuse themselves from any vote associated with the enforcement and modification of General Game Rule 18. See also, BYL Code of Conduct.

19. The coach may deny the right of a player to participate in a game for disciplinary action or unexcused absences from practice. The coach shall submit a complete roster to the opposing coach before the game. The coach should then designate players who are being disciplined.

20. Official scoring will be that of the home team scorekeeper and it is up to the visiting team to confer with the home team between innings.

21. No infield practice before games. **EXCEPTION:** If both home and visiting head coaches agree AND both teams are granted equal access to the field for infield practice AND the game can begin

at the time originally scheduled on the schedule (or any subsequent rescheduling occurring before the day of the game) following such practice, then infield practice is permitted.

22. No team may score more than five (5) runs in a single offensive $\frac{1}{2}$ inning. In the event a team shall score five (5) runs in a single $\frac{1}{2}$ offensive inning with less than three (3) outs, the $\frac{1}{2}$ inning shall immediately end, regardless of the number of outs the defensive team has achieved, and the teams switch from offense to defense, and defense to offense.

THE BATTER

1. All players for a team that are available to play at the beginning of a game shall bat and be in the line-up, regardless of whether the player is playing a defensive position, or what defensive position the players is playing.

2. Drop Third Strike Rule: This rule shall not apply to the Lob Division.

3. No balls and strikes will be called, and a batter who swings and misses three times will not be an out. The tee will be placed for the batter following 3 swinging misses.

4. No bunting shall be allowed. A batter who attempts a bunt and is successful, will be called out and the play called dead.

5. A batter may not throw the bat. If a batter throws the bat, the team for which the batter is playing for receives a warning. Any other player from the same team who later throws a bat shall immediately be called out. If the infraction occurs after the ball is batted fair and is in play, the play proceeds normally for any other players who are on base, with the exception of force plays. With the batter being called out, there is no longer a force play at other bases and a runner must be tagged before reaching base safely to be out.

6. Re-entry Rule: This rule is inapplicable to the Lob division as all eligible players at the beginning of a game are required to be placed in the line-up. Players who were not assigned a defensive position (bench players) at the start of the game can be substituted freely to any defensive position. The batting order remains unaffected and unchanged from the batting order established at the beginning of the game.

7. Each batter shall receive no more than four (4) pitches, unless a foul ball occurs on the fourth (4th) pitch. Player can foul off the fourth (4th) pitch indefinitely. Following the fourth (4th) pitch, provided the pitch does not result in a foul ball, the tee will be placed for the batter. Any ball hit off the tee all runners can advance one base only.

8. If an illegal bat is used that does not fit the description in rule 14 under "General Game Rules" the following will occur.

A. First violation - upon discovery that the batter is using an illegal bat, when the batter has one foot in the batter's box the defensive coach shall alert the umpire of the violation. If the bat is found to be illegal the bat shall be called out. The head coach will be limited to the dugout.

B. If the batter hits the ball and an illegal bat is used the batter shall be called out. If any runners were on base, they shall return to the base they were on before the ball was hit. The head coach will be limited to the dugout.

C. Second violation - the head coach and the player using the illegal bat will be ejected from the game. The batter will be called out and any runners on base will return to the base they occupied before the at bat. Both the player and coach will also sit out the next game.

D. The defensive coach is given the opportunity to accept the outcome of a play if the ball is hit with an illegal bat or take the outs as previously described.

THE RUNNER

1. A base runner may not lead off the bag or leave the base before the ball is batted by another batter.

2. A runner may not steal any base at any time.

3. The first time a runner leaves a base early, the team for which the runner plays shall receive a warning and the runner shall return to the base from which the runner had left too early. If any runner from the same team so warned leaves the base too early, the violating runner shall be immediately called out.

4. All runners must avoid contact at all bases. Violation of this rule shall result in an out (umpire discretion), and no warning is necessary. 'Avoiding Contact' is defined as sliding, going around defensive player or giving yourself up. From a Coaching standpoint, it is best to instruct players to slide in all situations where contact is possible.

5. Courtesy Runner Rule: A team may use a substitute runner for that team's catcher when there are two (2) outs in the inning and the catcher is on base (runner). A team may not use a substitute runner for any other position player. If a runner is injured while running the bases, a substitute runner may be used. If a courtesy runner is used for an injured player, the injured player may not return to the game until after one (1) complete inning of sitting out, starting from the point of the substitution and injury, and lasting through the next half inning's three (3) outs. (An Inning in this situation is defined as the remainder of the inning in which the injury and substitution took place, plus the 3 successive outs in the next one-half inning).

6. In an attempt to provide low division players instruction and skills that mirror play at higher levels while simultaneously preventing scores to be artificially inflated due to runners running while defensive players are learning, play is stopped when an infielder is in possession of the ball in the infield and is not making an attempt at a play.

A. For the purposes of this rule, infielder is defined as the pitcher, the catcher, first baseman, second baseman, third baseman or short stop.

B. For the purposes of this rule the infield is defined as three (3) feet outside of the base path towards the outfield between first base and second base, and the base path between second base and third base. This designation is used due to the varying fields the DSA lob division plays upon at member leagues.

C. For the purposes of this rule making an attempt at a play is defined as an infielder who immediately upon receiving the ball throws to another player upon that infielder's team to try and get a runner out, or for the infielder receiving the ball to run towards a base or runner in an attempt to get a runner out. Running towards a base in confusion, and there is no force out at that base, does not constitute making an attempt at a play.

D. When play is stopped by this rule, any runner who is more than halfway to the next base (beyond the hash mark) may advance to the base the runner was attempting to reach.

E. Runners may advance at their own risk if a defensive player makes an attempt to get that runner out. An attempt to get a runner out is defined as a throw to the base the runner is leaving, a throw to the base the runner is heading toward or running at the runner while in possession of the ball with the intention of getting an out.

F. This rule does not apply if there is a force out at any base. All runners are free to advance at their own risk on a force out. Once the runners have advanced one (1) base following a force out, this rule stopping play is in effect.

G. The home team field crew shall add chalk lines, perpendicular to the baselines ("hash lines") halfway between the bases, except between home plate and first base. At the home field crew's option, it may chalk the infield designation line three (3) feet outside of the base paths between first and second base and between second and third base, towards the outfield.

7. Runners may attempt to advance a single base only, following a defensive player overthrowing another defensive player at a base. Once all runners have advanced one base after the initial overthrow the play is dead. It's not an automatic base.

8. If a defensive player obstructs, or interferes with a runner, the runner shall be awarded the next base. Managers will stress the teaching of baseball awareness and point out exactly what interference is. This rule shall be enforced at all times to avoid serious collisions and for the safety of the players.

THE PITCHER

1. Pitches will be made by an adult coach who will be pitching to his own team.

2. The adult coach pitcher can stand anywhere between the mound and the plate. The defensive player playing the pitcher position (though not actually pitching) shall have at least one foot inside the pitching circle defined in General Game Rule 7.

3. When the ball is put into play, the adult coach pitcher must leave the field of play in a direction that least interferes with the play. If the adult coach pitcher causes interference, the batter/base runner may be called out, and the runners on base allowed to advance one base, at the discretion of the coaches from both teams.

4. If the adult coach pitcher is struck by a batted ball, the play is considered a dead ball, the batter is awarded first base and any runners already on base shall be awarded one (1) base. If it is determined that a coach intentionally was hit by a ball or makes no effort to avoid a batted ball, then such behavior can be considered unsportsmanlike, subject to review under General Game Rule 18.

5. It is recommended that the defensive player playing the position of pitcher wear a helmet with face guard on it.

DEFENSE

1. Infield Fly Rule: This rule is not in effect for the Lob Division. All batted balls must be played.

2. Lob Division shall use ten (10) defensive players, using the “extra” or tenth (10th) player as an additional outfielder. The additional outfielder must not play a “rover” position. It is recommended that there be a left fielder, a left-center fielder, a right-center fielder and a right fielder.

3. Each rostered player shall play in a defensive position in the field at least two (2) completed innings per game, unless disciplinary action is necessary by the coach. In the event of disciplinary action, the coach must submit the reason for disciplinary action to the opposing coach when exchanging rosters for the game before the game begins. Any player not subject to disciplinary action and not playing two (2) completed innings shall start the next scheduled game and play at least three (3) complete innings.

There will be **NO EXCEPTION** to this rule. If a team violates this rule, the head coach of the offending team shall be suspended from the next scheduled game with review, as defined and described by General Game Rules 18.