



## 8u Rules

Kid Pitch	Dimensions	Leadoff	Steal	Dropped 3 <sup>rd</sup>	Balks	Walks	3 <sup>rd</sup> to Home	Run Cap
Yes	40' / 60'	No	Yes (ball crosses plate)	Out	No	Dead Ball	Restricted	10 runs per at-bat

### Kid Pitch

40' pitching / 60' bases

2 hours / 6 innings

**Regulation Game Length:** 6 innings

**Time Limit** (from NC1X Rules):

- A new inning may only start prior to completing 2 hours unless the game is tied....
- For Extra Innings, see rules in NC1X Rule Addendum.

**Run Rules** (8u Specific):

- 8u: The game shall end at the conclusion of: two (2) full innings (or 1.5 innings when the home team is ahead) when a team is ahead by (20) runs or more; four (4) full innings (or 3.5 innings when the home team is ahead) when a team is ahead by twelve (12) runs or more.
- **8u – If trailing by more than 10 runs at the start of their final at-bat, the home team will take their final at-bat. The home team cannot win at that point due to the Run Cap, but per standard baseball rules the home team should be allowed to bat.**

No leadoffs, no stealing home -- a runner \*starting a play\* at 3rd Base may \*only\* advance home on a batted ball or when \*forced\* home by a walk, hit batter, or other force play (bases loaded).

A walk is considered a "Dead Ball" situation -- the batter may only take 1st Base and any forced runners may only advance one base.

A runner starting from 1st or 2nd Base may advance home as a continuation of a play (there is not a mandatory "red light" at 3rd Base for a play in motion).

*Runner may leave a base only after ball crosses plate. In the event of "leaving early" the following applies:*

- If the runner advances safely, the Umpire shall call "Time" and issue one warning – the runner shall return to the base last legally occupied at the time of the pitch. Another offense by the same runner results in an out.
- If the runner is called out, the call shall stand and the runner is out.
- If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch.

Batter may not run on dropped 3rd strike (batter is out).

No balks.

Bunting is allowed.

10 run max per half inning.