

8U -- T-Ball
South Central Nebraska Baseball League

2024 Rules

Facebook Page – South Central Nebraska Baseball League

League rules apply first if not addressed Little League rules will be followed.

The Rules Committee will handle all protests that may occur. The League Coordinator will not be involved in the decisions of the committee. No protests will be considered upon umpires' judgment. Teams must notify League Coordinator of any protest within 24 hours of the game.

Age Limit: Currently in Kindergarten during 2023-2024 school year to age 8 on January 1, 2024.

Field: Bases are 60 feet. The **arc is 30 feet** from the back point of home plate.

Season: Starts Tuesday, May 14. All regular season games must be completed by Thursday, June 13.

Make-Up Games: Rain out games will be rescheduled (teams involved will decide on a new date). Teams need to try to make honest effort to make up game. If a team forfeits, it will be recorded as a 1-0 win for the opposing team. If the game was called due to rain and was not an official game, it will be a suspended game when rescheduled start where you left off.

Starting Time: Check the league schedule for game times. Teams must be notified in advance if a game is changed from the originally scheduled time. Notify Town Coordinator of visiting teams for canceled games by 2:00 PM.

Warm-up: Both teams will be allowed eight minutes for infield/outfield warm-up. Warm-up should be planned and adjusted to allow game starting times to be met.

Length of game: Three (3) innings constitute a game. The game can be called an official game after two (2) complete innings or 1 1/2 innings if the home team is ahead. No new inning will start after One Hour and Fifteen Minutes of game play. Time starts at the first official pitch of the game. Next inning starts with completion of the third out. If necessary, the home half of an inning will also be played if time limit falls in the middle of an inning. No extra innings game can be a tie.

All games will be played with a time limit of 1:00 hour.

City Coordinator, umpire or coach may halt the game due to lightning or weather. Play stops when lightning is within 10 miles. There shall be a 30-minute delay from each lightning strike before resuming play. Teams will decide if the game needs to be postponed.

Playing time: Each player must play at least one (1) inning defensively. Coach may limit a player's playing time if they had discipline problems with that player (missed practice, poor attitude, etc). Cannot substitute in middle of inning unless injury.

Outs: No record of outs.

Scoring: Score will be kept during the regular season and tournament play.

Coach: No coach (other than pitching coach) will be allowed on the field of play during game.

Number of batters: The game is played with an equal number of batters. Decide before the game how many batters there will be. Example: Team has 16 players and Team B has 12 players, Team A bats 16 then Team B would bat 16 as well (12 + 4). Must be a continuous batting order; throughout the game to allow everyone an equal chance to bat.

Each batter will have four (4) attempts to place the ball in fair territory by hitting off the tee or coach pitch. **Additional Swings will be awarded if there is a foul ball on your final attempt. If the ball is hit in fair play on your final attempt and doesn't clear the arc the batter will be out.** Coach may pitch from whatever distance he/she chooses, either over or underhanded. Any batted ball hitting the pitching coach is dead ball and to be replayed and not counted as a pitch. No walks allowed. When coach pitching no coaching or calling out to any players on offense or defense is allowed. The pitching coach must make every effort to evade the batted ball and move off the playing field to allow the defense a fair opportunity to field the ball and make a play.

The offense must declare last batter. The last batter is considered out if he flies out, is tagged, the ball is placed on the tee, or a player with the ball in their possession touches home plate. If last batter flies out, runners on base may advance once tag base. Only one (1) defensive player (in addition to catcher) may cross the arc to put the ball on tee or touch home plate with the ball in their possession to end the play. Once a ball or defensive player with the ball touches home plate, all remaining runners are declared out. Everyone else must stay in their positions. If more than one defensive player crosses the arc on the last batter, all runners will be declared safe at home and their run counts.

A player shall be warned once about throwing a bat. The second offense will constitute being called out (umpire judgment). Dead ball runners cannot advance.

If a player gets sick or injured during a game his place in batting lineup does not equal an out.

Arc: If grounder is fielded inside the arc, a dead play, no play, no strike will be called. Pop fly, if ball is caught in air and inside the arc, the batter is out; and runners do not advance. If pop fly in the arc is touched and dropped it is considered a dead ball, no play, and no strike.

The ball is a foul ball if it does not cross the arc. Umpire should call foul ball if hit ball is a slow-moving grounder which gives unfavorable advantage to the batter. (umpire judgment). No bunting is allowed. Each foul ball in the arc counts as one of the batter's attempts.

Number of players: Minimum on team 10. Can play with eight players. Seven players or less game is forfeit. For example, Team A has 12 players and bats 12. Team B has eight players so they would bat 8 + 2 then takes two outs.

Number of infielders: Defense consists of seven (7) infielders (pitcher, catcher, 1st base, 2nd base, 3rd base, shortstop and player between 1st and 2nd) and five (5) outfielders. The infielders are not allowed to play on the arc. Infielders must play in front of the baseline so not to interfere with the runner. Pitcher must play from the 46' pitching rubber distance or 3' to right or left of that spot when coach is pitching.

Base runners: No stealing. The base runner cannot leave base until ball is hit. Leaving base prior to ball being hit the base runner shall be declared out (umpire judgment). Base runners must go back to their previous base if not more than halfway to the next base when play stops. Base runners more than halfway to the next base may advance to that base. (umpire judgment) Play at home is possible if base runner is past halfway. It is the runner's responsibility to avoid contact at any base. A fielder may not block the base unless in possession of the ball. If a ball is caught in the air and there are runners, they must go back and tag up before advancing. Base runners may advance on overthrows. **Once the ball is thrown home, crossing the arc, all play stops.**

Catchers: Must wear a helmet with a facemask.

Helmets: **Batters, on-deck batters, runners, and batboys must wear helmet with facemask, or a c-flap helmet is allowed.**

Ball: Use **Level 5 RIF - REDUCED INJURY FACTOR** compression baseballs. (Wilson A1228 and Wrth RIF5L examples)

Bats: Only baseball bats may be used. Approved tee ball bats (lengths 26" and shorter). Bats will say tee ball.



Shoes: Rubber cleats or turf shoes only.

Player Availability: A player can only play on 1 team per age group for regular season and tournament play. (Example: If Cambridge has two (2) K-2 Team A and Team B - John can only play on Team A and never play for Team B.) However - he can play up a division ONLY if they are short players and cannot play in place of a current player on the team he is moving up to.

Umpire: Home team must furnish umpires and game balls. There should be a home plate umpire and field umpire. Umpires serve to supervise the game and make rulings on play.

Conduct: Any conduct by players, coaches or managers resulting in ejection will result in suspension from the remainder of that game and will serve a MANDATORY one-game suspension the following game and will not be present at the game(s), the league coordinator along with city coordinator may increase the number of games suspended if necessary; to include tournament games. League Coordinator must be notified of any ejections.

BULLYING/HARASSMENT/CYBER BULLYING: Harassment and bullying includes electronic (social media sites and cell phones), verbal, or physical action/conduct toward an individual which is based on any actual or perceived trait or characteristic of the individual which creates an objectively hostile environment that meets one or more of the following conditions:

- Places the individual in reasonable fear or harm to the individual's person or property.
- Has a substantially detrimental effect on the individual's physical or mental health.
- Has the effect of substantially interfering with the individual's athletic performance.

Harassment and bullying may include, but are not limited to, the following behaviors/circumstances:

- Verbal, nonverbal, physical, or written harassment, bullying, hazing, or other victimization that have the purpose or effect of causing injury, discomfort, fear, or suffering to the victim.
- Repeated remarks of a demeaning nature that have the purpose or effect of causing injury, discomfort, fear or suffering to the victim.
- Unreasonable interference with an individual's performance, or creation of an intimidating, offensive, or hostile environment.

Harassment and bullying will not be tolerated.

FIRST OFFENSE: Suspension for a period of two calendar weeks.

SECOND OFFENSE: Suspension for the remainder of the season.

The above applies to players, coaches, and fans.

Tournament: Rules apply to tournament play as well.

Tournament play starts immediately after the conclusion of the regular season. Starts Monday, June 17.

Seeding will be based off overall record or percentage with other factors head-to-head or runs allowed. We will have two divisions in the tournament based on how teams finish.

Other factors would be percentage, head-to-head and runs allowed.

A and B Brackets for 8U tournament play. .500 record or better automatically places a team in the A Bracket (no exception), below .500 record automatically places a team in the B Bracket.

Tournament games are innings with no time limit. Will play extra innings until have a winner if necessary.

“Play in games” are assumed to be part of the “Tournament”.

Players playing in the tournament must be included on the team roster at the start of the season. Players can only play on one team during the tournament. Cannot move up or down if his team loses in the tournament.

Tournament games will be played at the location of the higher seed through semifinals. Certain situations may happen, and higher seed may have to play at lower seed, but higher seed will be home team. Finals played at Lexington. **Third place game will have a one-hour time limit.**

Each team will be allowed eight minutes for infield/outfield warm up.

Rainouts will be considered suspended games and will resume where left off.

The top three teams will receive medals.

Tournament Schedule in Lexington 2024

Field:	<u>Monday</u> <u>, June</u> <u>24</u>	Game Scheduled	<u>Tuesday</u> <u>, June</u> <u>25</u>	Game Scheduled	<u>Wednesday</u> <u>, June 26</u>	Game Scheduled
Legion	<u>6:30 pm</u> (Time Limit)	14U A 3 rd Place			<u>7:00 pm</u>	All-Star Game 14 A
Legion	<u>8:30 pm</u>	14U A Championsh p				
Field 1	<u>6:30 pm</u> (Time Limit)	12U B Bracket 3 rd Place	<u>6:30</u> <u>pm</u> (Time Limit)	14U B Bracket 3 rd Place	<u>7:00 pm</u>	All-Star Game 14 B
Field 1	<u>8:00 pm</u>	12U B Bracket Championsh p	<u>8:30 pm</u>	14U B Bracket Championsh p		
Field 2	<u>6:30 pm</u> (Time Limit)	10U B Bracket 3 rd Place	<u>6:30</u> <u>pm</u> (Time Limit)	10U A Bracket 3 rd Place	<u>6:30 pm</u>	12U A Bracket Championsh p
Field 2	<u>8:00 pm</u>	10U B Bracket Championsh p	<u>8:00 pm</u>	10U A Bracket Championsh p		
Field 3	<u>6:30 pm</u> (Time Limit)	8U B Bracket 3 rd Place	<u>6:30</u> <u>pm</u> (Time Limit)	8U A Bracket 3 rd Place	<u>6:30 pm</u>	12U A Bracket 3 rd Place
Field 3	<u>8:00 pm</u>	8U B Brack Championsh p	<u>8:00 pm</u>	8U A Bracket Championsh p		