

Halfmoon Baseball League

8Y Division Rules



1.0 Administration

1.1 Division Coordinator

- A. The Division Coordinator shall be appointed by the Board of Directors.
- B. The Division Coordinator shall be responsible for establishing the number of teams based on the number of players registered for the Division. The goal is to establish teams of 10 to 12 players each.
- C. The Division Coordinator shall assign a Manager to each team from the list of parents who volunteer for the position through the League registration process. If an insufficient number of parents volunteer for the Manager position, those who volunteered as Coaches will be contacted.
- D. The Division Coordinator shall be responsible for coach and player conduct enforcement and shall report all violations of the League Code of Conduct to the Board of Directors for disciplinary action.

1.2 Players & Team Makeup

- A. This Division is intended for players age 8 years old as of May 1st each year.
- B. Players younger than age 8 may be eligible to play in this Division at the request of the parents and at the discretion of the Board of Directors in accordance with the League Recreational Division Move-Up Guidelines.
- C. The Division Coordinator shall assign players to each team in an attempt to create balanced rosters.

1.3 Conduct

- A. Players and parents shall conduct themselves at all times in accordance with the League baseball player and fan conduct agreement accepted at the time of player registration.
- B. The Manager shall provide a copy of the agreement to all players at the beginning of the season.

1.4 Scheduling & Rainouts

- A. Each teams schedule will include approximately 12 games per season.
- B. The Division Coordinator shall be responsible for coordinating team practice times and game schedules with the League scheduler.
- C. The Town of Halfmoon will be responsible for determining if the field is playable by 4pm during weekdays. After 4pm it is the judgment of the two Managers to determine if it's a rainout or not including after the game has started. Weekend game rainouts shall also be determined at the discretion of the two Managers.
- D. Rainouts will be re-scheduled at the request of the home team Manager through the Division Coordinator.

1.5 Standings & Awards

- A. This is a non-competitive Division, wins and losses will not be tracked.

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- B. There will be no forfeits. If a team does not have enough players for a full defensive alignment, they shall borrow players from the other team to play the outfield.
- C. There are no individual or team awards in this Division. Each player will receive the same participation award at the end of the season.

1.6 Uniforms & Game Balls

- A. Team shirts and hats will be provided by the League.
- B. Baseball pants and rubber cleats are recommended but not required. Metal cleats will not be allowed.
- C. The home team will provide game balls. The league will provide the appropriately rated balls for this Division.
- D. The home team will take the 1st base dugout.

1.7 Field Care

- A. Each team is responsible for cleaning up the area inside and around the dugout or bench. All garbage shall be placed in the receptacles provided by the Town of Halfmoon.
- B. The home team will be responsible for raking the area around the bases and home plate after each game to pull dirt back from the edge of the grass and to fill in holes.
- C. The home team will be responsible for covering the mound and home plate after each game with the tarps and sand bags provided.

2.0 Game Play

2.1 Length of Game & Innings

- A. Games will last a minimum of 4 innings and will be no longer than 6 innings. All games will be 6 innings before June 1st and 7 innings thereafter. Teams will only play extra innings if time permits.
- B. Weeknight games will start at 6:00 P.M. and no inning should start after 7:30 P.M before June 1st. After June 1st teams may start one more inning after 7:30.
- C. Innings shall last until 4 runs are scored or 3 outs are recorded. This Division does not have a fixed number of batters per inning and outs count at all times.

2.2 Pitching

- A. Players will pitch every inning. After 4 balls are thrown by a player, a coach will come into relieve the pitcher (section 2.2.D). After a player walks a total of 3 batters in a single inning, the coach will stay in and pitch until the inning has ended. (section 2.2.E)
- B. Coaches and players will pitch from the pitching rubber to a player catcher.
- C. Coach pitches should be thrown over hand on a straight line trajectory. Rainbow or arching pitches are not helpful to player development.

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- D. During player pitch, strikeouts through a normal combination of foul balls, swinging strikes or called strikes by the umpire will be counted as outs throughout the entire season. The player will pitch up to a count of 4 balls after which the coach will come in to pitch (no walks). The coach pitcher will inherit the player pitcher count.
- E. During coach pitch, each batter will get 7 pitches if needed unless the last pitch results in a foul ball. The coach may continue pitching after 7 pitches so long as the batter fouls off each pitch up to 10 pitches total. A player that fails to put the ball in play after these pitches will be counted as a strikeout and will have to sit down. Also during coach pitch innings, three strikes through a combination of foul balls or swinging strikes as determined by the umpire will count as a strikeout.
- F. There are no walks and the batter will not be awarded 1st base when hit by a coach pitcher.
- G. Batters hit by a pitch from a player pitcher will be awarded first base. The batter does not have the option of continuing the at bat. If a pitcher hits more than one batter in an inning, the coach may elect to remove the pitcher if necessary for player safety.
- H. The Manager should provide an equal opportunity for every player to pitch during a game. However, no player shall be forced to pitch. Coaches will evaluate pitchers for ability in practice before using them in a game.
- I. Pitch counts will be utilized to determine the number of days rest for the player in between innings pitched in both recreational league games and travel games. Therefore, the Manager is responsible for assigning a coach or volunteer to track pitch counts during each game. The number of days rest will be determined in accordance with the table below.

Pitches Thrown	Required Days Rest
1 - 20	0
21 - 35	1
36 - 50	2
51 - 65	3
66 - 85	4

Example: A player who throws 36 pitches on a Monday shall not pitch again until Thursday. F.

No pitcher shall throw more than 85 pitches in a day.

- G. No pitcher shall pitch on three consecutive days.

2.3 Batting & Base Running

- A. All players will bat in the lineup. The Manager is encouraged to rotate players through the lineup to balance the number of at bats each player has during the season.
- B. Bunting is not allowed.
- C. Batters should be encouraged to swing for hits when facing a player pitcher and not wait for the coach to pitch.
- D. Batters and base runners are encouraged to run for extra bases on hits past the outfielders at the direction of the base coaches.

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- E. Runners shall stop advancing when a ball hit to the outfield is returned to the infield or the coach pitching. The base coach is responsible for ensuring the runner stops at the appropriate base.
- G. Base runners may advance one base at their own risk on an overthrow whether it is in fair or foul territory at the direction of the base coaches.
- H. A base runner may not advance from 3rd base to home on an overthrow. The only way for a batter to score from 3rd base is if they are batted home
- I. No leading or stealing is allowed. The base runner must stay in contact with the base until the ball passes the batter.

2.4 Defensive Play

- A. A maximum of 10 players shall be allowed on the field including:
 - i. Catcher
 - ii. Pitcher
 - iii. Four infielders
 - iv. Four outfielders
- B. Coaches shall strive to balance playing time between infield and outfield positions.
- C. No player shall sit for more than one inning until all players sit for one inning. This rule spans consecutive games.
- D. It is the responsibility of the Manager to rotate players at all defensive positions for educational purposes.
- E. Catchers must wear a protective cup during games and practices.
- F. The Manager may elect to prevent a player from playing 1st base after consultation with the players parents and Division Coordinator if needed.
- G. Outfielders should play at least 20 ft behind the infield dirt.
- H. Outfielders cannot receive the ball at a base for a force-out in the infield. This also includes unassisted put outs at a base. Outfielders are allowed to become an infielder only if involved in a rundown. Outfielders should be taught to throw the ball back to the infielders. An out made on a throw from the outfield to a base will be counted as an out as defined herein.
- I. The infield fly rule does not apply
- J. When a coach is pitching, the player shall stand on either side of the mound

2.5 Coaches on the Field

- A. A maximum of four coaches will be allowed on the field for the batting team including:
 - i. Pitcher
 - ii. Catcher backup
 - iii. First & Third base coaches

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- B. Coaches will not be allowed on the field for the defensive team. However, a coach may be inside the fence and near the dugout.

2.6 Umpires

- A. One junior umpire will be used for each game in this Division.
- B. During player pitch innings, the junior umpire will call balls and strikes, record strikeouts, determine if a batter is hit by the player pitcher, keep track of outs and keep track of the number of coach pitches thrown. Coaches will call outs at the bases.
- C. During coach pitch innings, the junior umpire will call swinging strikes and foul balls, record strikeouts, keep track of outs and the number of coach pitches thrown. Coaches will call outs at the bases.
- D. Asking an umpire about a call is expected, but arguing is not acceptable. Any clarification of calls made on the field should be requested by each team's Manager only.
- E. Intimidation, bench jockeying, riding or any unsportsmanlike behavior from coaches will not be tolerated. One verbal warning will be given by the umpire followed by an ejection. Ejections may also be issued by the Division Coordinator or member of the Board of Directors if present.
- F. Junior Umpires are always right. Any discussions of controversial calls should be made with the League Umpirein-Chief, Division Coordinator or a member of the Board of Directors if present.
- G. Players, coaches and parents are expected to act in a sportsmanlike manner. The Code of Conduct will be enforced.

3.0 Playoffs, All Star & Travel Teams

3.1 Division Playoffs

- A. This is a non-competitive Division. Playoff games will not be held.

3.2 All Star Teams

- A. The 12U "Cooperstown" Travel Team and any other 11 or 12 Spring Travel Team will stay together during the summer All-Star season.
- B. The League shall hold a tryout for all players age 8 as of May 1st for summer All Star teams.
- C. Tryouts will be conducted in accordance with the League Bylaws and the Travel & All-Star Program Guidelines.
- D. The Board of Directors may elect to form one or more All Star teams based on the number of players who try out and the spread in the overall player ratings.
- E. Players selected to All Star teams and their parents will be required to sign a commitment letter prior to the team roster being finalized. If the player and parents cannot fulfill the requirements of the commitment letter, the Board of Directors may elect to remove that player from the team and award the roster position to the next highest rated player.

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3.3 Travel Teams

- A. The League will select spring and fall Travel Teams for this Division.
- B. Team tryouts, selection process and player commitments shall be the same as defined under Section 3.2.