

Fannin, Dawson, Lumpkin, Clay, White, Gilmer, Pickens, Union, Towns

2022 MAC BASEBALL RULES 8U, 10U, 12U, 14U

**Follow NFHS rules unless noted otherwise.**

Timeouts: Defense 3 no penalty- on the 4<sup>th</sup> and all subsequent timeouts the pitcher must be removed.

Offense 1 per inning

**Runs per Inning: 5 max 8U, 10U, 12U, 14U**

**Team mathematically eliminated –game ends**

**No Time Limit in MAC Tourney Championship.** The following time limits below will be used for regular season and tournament play

**Time Limits: 8U AND 10U 1hr/30min, 12U 1hr/30 min 14U 1hr/30mins**

**Clock begins on 1<sup>st</sup> live pitch**

Out of town game may end in a tie-----In house games each agency determines procedure.

MAC Tourney Games will be International Tie Breaker Rule. At the start of each inning, a runner is placed on second base with one out, with the intent to score and bring the game to a conclusion. The runner is the last batter to make an out in the previous inning. At least one full inning is played, allowing each team the same chance to score. If the score remains tied, the same process is used in each inning until a victor emerges (one team scores more runs than the other at the end of a complete inning).

Once a pitcher is removed from the mound either by penalty, injury, or substitution he/she cannot return to the mound in that game.

**Free substitution in the field. Batting order must stay the same if not using continuous batting order.**

8 Warm Up Pitches to start a game and for new pitchers. 5 warm up pitches in between innings unless a new pitcher. 1 minute between innings

In-field fly rule will be in effect in 10u and up.

**Intentional Base on Balls-** An intentional base on balls may be given to the defensive team by having its catcher or coach to request the umpire to award the batter 1<sup>st</sup> base. This may be done to any batter on any count. The ball shall be declared dead before making the award. **The pitcher is charged 4 pitches or the balance on intentional walk.**

**Teams playing with 8 ARE NOT PENALIZED with an out. A team must have 8 to start.**

If a team loses a player because of an injury A TEAM IS NOT PENALIZED WITH AN OUT. UNLESS THEY HAVE A CONTINUOUS BATTING ORDER AND DO NOT HAVE A SUB. Example: If a team does not have a sub to replace an injured batter or base runner, then an out will be called.

Players can be added before 1 rotation of the lineup.

**Continuous batting order- can be used in all ages**

**Courtesy Runner:** Courtesy Runner for the Catcher-Pitcher may be used. If using continuous batting order, the runner must be the last batted out. If not using the continuous batting order it can be any player not in a game. If no last batted out is available (ex. 1<sup>st</sup> inning catcher is leadoff batter; there has been no last batted out. Catcher must run.) The same runner cannot be used for both positions. A player used as a courtesy runner cannot be used

as a substitute for another player in that same half inning. (A Courtesy Runner may not run for both catcher and pitcher.)

**Jerseys must be tucked in- No jewelry (Exception-- Medical and Religious Reasons)**

**8U Boys Division Special Rules:**

- Games shall consist of 6 innings. No new inning shall begin after 1 hour and 30 minutes or a team is mathematically eliminated.
- Pitcher **must** wear a face mask.
- **Only ONE defensive coach allowed on the field.** And must be behind the cut of the grass in foul territory.
- Tie Breaker Rule: If a game is tied at the end of regulation play or time limit, there will be 1 inning played. Visiting team starts with 1 runner at 2nd base with one out. The base runner shall be the last batter from the previous inning. The home team will do the same in the bottom of the inning. After that inning, the game is still tied – the game shall end in a tie.
- **Time will be called when the lead runner is stopped.** (Not by getting the ball to the pitcher.)
- 5 runs or 3 outs per inning. 5 pitches or 3 swings are allowed per batter. If the batter fouls off the last pitch, they will continue to bat until they strike out, put the ball in play or look at the last pitch. If the pitcher/coach is struck by a batted ball, the result will be a dead ball and a re-pitch, and no runner may advance.
- No Bunting Allowed in the 8u division
- A courtesy runner is allowed for the CATCHER ONLY. Must be last batted out or a sub.
- Both bookkeepers, representing each team, must sit behind home plate in press box. (MAC Tourney scorekeepers will be provided by each agency.)

**10U Boys Division Special Rules:**

No running on dropped 3<sup>rd</sup> strike.

Runner cannot leave base before pitch reaches home plate.

- Tie Breaker Rule: If a game is tied at the end of regulation play or time limit, there will be 1 inning played. Visiting team starts with 1 runner at 2nd base with one out. The base runner shall be the last batter from the previous inning. The home team will do the same in the bottom of the inning. After that inning, the game is still tied – the game shall end in a tie.

The penalty is an out/outs. Ball is declared dead.

Once a pitcher has possession of the ball and is **in contact with the mound**, any base runner who does not immediately advance to the next base or return to the previously occupied base will be out. Ball is dead if out is called. The Runner is not out if a play, throw, or fake throw is made.

A walk is a live ball situation, however, to adhere to the rule, the walked batter/baserunner must decide immediately to stop at 1<sup>st</sup> and/or advance to 2<sup>nd</sup> base if it is unoccupied.

**Balk- The only balk that can be called in 10U is if a pitcher fakes a pitch to home plate. If there is no one on base a ball will be called.**

It is illegal for batter to square to bunt and then draw back and swing at a pitch. Penalty will be an out. Dead ball and all runners must return to base occupied at the time of the pitch.

**Coaches have the option to play 10 players in the field.**

## **12U and 14U Special Rules**

- Batted Runners and Runners may advance on dropped 3<sup>rd</sup> strike. Refer to NFHS Rule.
- Balks Refer to NFHS Rule
- Baserunners may get a lead and steal bases.

## **Pitching Rule 10U, 12U, 14U**

Both bookkeepers, representing each team, must sit behind home plate in press box. (MAC Tourney scorekeepers will be provided by each agency.)

**10u & 12U is 50** pitches max in any game/day-

**14U is 75** pitches in a game/day

## **SYNC EVERY INNING- \*\*\*\* BOOKKEEPERS ANNOUNCE WHEN REACHING 44\*\*\*\***

If the pitcher reaches 50 during an at bat, the pitcher can finish that batter.

- **Tie Breaker Rule:** If a game is tied at the end of regulation play or time limit, there will be 1 inning played. Visiting team starts with 1 runner at 2nd base with one out. The base runner shall be the last batter from the previous inning. The home team will do the same in the bottom of the inning. After that inning, the game is stilled tied – the game shall end in a tie.

\*\*10U Balk- see 10U Special Rules

12U Balk- NFHS

14U Balk-NFHS

## **Equipment- BATS**

8U – USA Baseball approved

10U- USA Baseball approved

12U- USA Baseball approved

**14U- BB-COR- or any drop 5**

**(All these Bat Rules apply for MAC Tourney)**

**Helmets** – No face masks are required. If you use a facemask on a helmet, the batter will be declared out when sliding headfirst.

**\*\*Cleats-** 14U is the only age group allowed to wear metal spikes. However, **NO METAL SPIKES ALLOWED ON ANY PORTABLE PITCHING MOUNDS**

**If using facemask on helmets facemask sliding rules apply to all age groups.**

**Host furnishes Baseballs and Softballs**

**Field Dimensions:**

**8U-** 60' Bases, Pitchers Plate- 46 Feet, Foul Arc- 20 Feet, Pitching circle- 10' Diameter. Safety Marks between home and 1<sup>st</sup> and 3<sup>rd</sup> and home shall be 30 feet.

**10U-** 60' Bases, Pitchers Plate 46 Feet

**12U** 70' Bases, Pitchers Plate 50 Feet

**14U** 80' Bases, Pitchers Plate 54 Feet