

## 2021 In-house 7/8 Rules

**PLAYING RULES:** This league will use the Official Little League rules as the official reference with the rules below being the exception.

**FIELD:** Bases will be 60 feet. Pitching 40 feet.

**BATTING:** Everyone is placed in the batting order with free substitution for all positions except the pitcher. All players must be placed in the batting order at the beginning of the game and will bat that order during the duration of the game. Any player arriving late will be placed at the end of the batting order, regardless of the time he or she arrives. The manager will have the choice of free substitution in the defensive side of the inning. If a player leaves the game for any reason, you will just continue the batting order as if he was never in the batting order.

Bat diameter is a maximum of 2 ¼ inches with no weight restrictions.

**PITCHING:** **Players will pitch.** When the player/pitcher pitches, if the batter has a count of four balls, then the coach will come in to finish throwing to the batter. When the coach comes in to pitch, he must pitch from the official 40 ft. distance. When the coach comes in to pitch, the pitcher will stand next to/behind the coach. Players will be allowed to pitch a maximum of two (2) consecutive innings per game. One pitch constitutes one (1) inning.

Pitches who hit two (2) batters in the same inning **MUST BE REMOVED** from the mound. When the player is hit, he will be allowed to take the base. However, when the coach pitches, if he hits the batter, the game will continue and the batter will **NOT** take the base. Any player/pitcher removed from the mound may not return to pitch in that game and the coach will finish pitching that inning. A pitcher may play any other position on the field once they are removed from the mound; once removed from the mound they may not pitch again in that same game

There are no walks. The batter will either hit the ball or be called out on strikes. No balks will be called. There is no stealing. No leading off. No infield fly rule.

**PLAYERS:** A team may choose to play either three (3) or four (4) outfielders in the grass regardless of the other teams' choice.

A team must start and finish with at least seven (7) players. However, if a team has less than seven players, the opposing team will lend them players to bring their team up to at least seven players and the game will be played. If a team knows that they will have less than 9 players for the game, they may bring up any tball player to play for that particular game; however, they must notify opposing team. They must also get permission from their Tball manager.

**PLAYERS MUST SLIDE OR AVOID CONTACT.** Head first slides will not be allowed at any base.

**EQUIPMENT:** All male catchers **MUST** wear a protective cup. It is the manager's responsibility to make sure that the protective cup is worn. Catchers must use a catcher's mitt. Batters must wear full batting helmets with earflaps on both sides. Players warming up prior to batting **MUST** wear a batting helmet. Players warming up the pitcher between innings **MUST** be wearing a protective cup and a catcher's mask with cap.

No player may wear metal cleats or spikes. Plastic or rubber spikes only

**PLAY:** Games will be six (6) innings in duration. Games will be official after four (4) innings or three and one-half (3 ½) if home team is leading.

If a game is postponed before becoming official, make-up games will be on the schedule and set for Fridays. Both managers must talk with Commissioner to have the make-up game scheduled.

**In 7/8 an inning will be three (3) outs or once a team has scored five (5) runs. No scores are kept until the playoffs.**

If the game results in a tie, the tie will stand. However, if at the end of 6 innings the game is a tie and there is enough daylight to play an additional inning in hopes of eliminating the tie, the game may continue additional innings as long as there is enough light.

Umpires have been arranged and their payment will come from the respective concession stands after the game is completed.

An overthrow from the catcher to the pitcher, following a pitch, is **NOT** a play on a runner. A throw to a base to try to get a runner out or stop him from advancing is a play on a runner. If it results in an overthrow, the batter will advance one base only and the play is dead.

A ball that is hit in the outfield, and the outfielder throws it to the infield—the ball becomes dead when an infielder has possession/control of the ball. The batter may advance. If the batter is between bases when the play becomes dead, the managers will decide if the player is half-way and can advance or must go back. If the managers cannot agree, then it will be the umpire's call.

All plays in the infield will continue until a player is "out", an overthrow occurs, or the infielder has possession and calls time. If the infielder has the ball and has "frozen", then the umpire should call time. All infielders should throw to 1<sup>st</sup> and attempt to get the batter out.

A courtesy runner will be allowed for the catcher to avoid delays while putting on equipment. The courtesy runner may only be used after the second out and must be the player that made the last out.

**SLAUGHTER RULE:** At the end of four (4) innings, the managers and the umpire will discuss whether the game is a slaughter and decide if they will continue to play or whether to stop the game.

**DARKNESS:** The ability to start another inning due to darkness will be determined by the County field leader in charge of the site. No inning may start after 8:15 pm. If you are still in the middle of an inning, the game will continue even after 8:15 pm. If the field leader is unavailable, then the determination will be made by the managers and umpire.

**UNSPORTSMANLIKE CONDUCT:** Unsportsmanlike conduct by players, managers, coaches, or parents will not be tolerated at any time. The use of profanity, fighting, razzing, or throwing equipment will result in the removal from that game of the players or people involved.

The removal of a player or coach from the game will immediately disqualify that person from the next scheduled game. The “suspension” will only count if the player is at the next game, in uniform and sitting on the bench for the duration of that game. This person will remain disqualified until the “suspension” is performed. The manager who has been “suspended” will not be allowed to attend the next scheduled game. Final decision is made by the Commissioner.

**CONDUCT:** Managers are responsible for their team, their team’s conduct, and the conduct of the parents and fans. Failure to control the teams will result in a forfeit, by the umpire, after he deems proper warnings have been issued.

Any deviation from these rules, will result in a forfeit by the deviating manager and the manager will be suspended one game.

**NO SMOKING** on the field.

Alcoholic beverages are not allowed on County property by anyone at any time.