

2016 Combined In-house 7/8 Rules

Middle River, Rosedale

This League is for Instruction, Learning and Development of Fundamentals and Sportsmanship for the child as well as the coaches and parents. Positive re-enforcement shall be used at all times. ANY COACH, PLAYER OR PARENT THAT USES AGGRESSIVE BEHAVIOR TOWARD AN UMPIRE FOR ANY REASON WILL BE ASKED TO LEAVE THE AREA UNTIL THE GAME IS OVER. A SECOND OFFENSE WILL RESULT IN THE INDIVIDUAL BEING BANNED FROM ALL GAMES OR REMOVAL FROM THE PROGRAM.

1- General Playing Rules

Games will be 6 innings in length (daylight permitting); no inning shall start after 8:15PM, unless on a lit field, (umpires may end game due to darkness at their discretion). 10 defensive players are allowed on the field at a time (4 outfielders, playing outfield positions).

- a.) Any team may play the game with a minimum of 7 players. Less than 7 players will constitute a forfeit. Forfeit time is 15 minutes after the scheduled game time. Both teams are encouraged to play a practice game in the event of a forfeit.
- b.) Batting order must include **all** children in continuous order. Late arriving players will be added to the bottom of the lineup, regardless of how late they are. A half inning is complete after 3 outs are recorded or after a team has scored 4 runs, whichever comes first.
- c.) Two coaches are allowed on the field to assist the defense but must stay behind the base path while the ball is in play (with the exception of a coach feeding balls into the pitching machine).
- d.) All players are required to play defense at least one half of the game that they are present.
- e.) No infield Fly Rule.
- f.) Catchers are required to wear a protective cup.
- g.) Only Managers are permitted to have discussions with the umpires.
- h.) Infielders may play up to 6ft. from the normal infield position.

2- Base-running

- a.) Play is dead and a player may not advance when the pitcher has the ball in the pitcher's circumference area (umpire's discretion). Runners who are less than halfway to the next base must return to the previous base in this situation.
- b.) Base-runners are permitted to advance only one base on an overthrow. Once they advance that play is over regardless of whether or not a second overthrow is committed or the ball goes out of play.
- c.) No stealing, bunting or leading off base.

3- Pitching

Official pitching distance shall be 40ft.

- a.) Pitching shall be completed in the following format: (1) 1st, 5th and 6th innings shall be player pitched. (2) Innings 2-4 shall be pitched by pitching machine. Pitching machine speed shall be set to 40%. (Only in the event that a functional pitching machine is unavailable, shall a coach pitch to his players). If a coach is required to pitch to his team, he must pitch from the official distance of 40ft.
- b.) During at bats in which a pitching machine or a coach is pitching, a player cannot walk or be hit by the pitch (the ball must be hit or the player must strike out). The umpire must continue to call strikes as normal.
- c.) Pitchers shall pitch no more than 1 full inning (3 outs) per day. One pitch constitutes as an inning. Different pitchers will be used in the 1st, 5th and 6th innings to protect the child's arm.
- d.) If a pitcher hits 2 batters in one inning he **MUST** be removed from pitching. The player cannot be re-entered into pitching anytime during the game.

7-8 Rules (cont.)

- e.) Once a player is brought to the mound to warm up pitching, that player must pitch to at least 1 batter. No player may be removed and re-entered to pitch in the same inning.
- f.) If any pitcher or combination of pitcher's has walked or hit any combination of 3 batters the pitching machine will be used to complete the inning.
- g.) When the pitching machine is in use the pitcher must stand 40 feet from home plate right or left of the pitching machine with one foot on the dirt.

Revised 4/22/2016