

I. 7U/8U Rules (35/60)

Game Play

- a) Games consist of six (6) innings, or the 90-minute time limit, whichever occurs first.
- b) Ten (10) players may play in the field defensively. A minimum of eight (8) players must be present to begin a game – teams will take an out for the 9th spot in the batting order. However, if nine (9) players are present, no out will be enforced for the 10th spot.
- c) Run limit is five (5) runs thru first 5 innings. Unlimited runs allowed in the final (6th) inning.
- d) Mercy Rule: 15 runs after 4 innings; 10 runs after 5 innings.

Pitching

- a) Coaches will pitch all six (6) innings.
- b) Coaches must pitch overhand and with both feet inside the pitching circle (or roughly 35ft).
- c) In the event a batted ball hits the pitching coach:
 - a. If, in the umpire's judgment, the coach did not make a legitimate attempt to get out of the way, the batter is declared out. No runners advance.
 - b. If the coach does, however, make a legitimate attempt to avoid the ball, then the play will be ruled dead, and no-pitch is declared.

Defense

- a) Teams must field a catcher, a pitcher's helper, and four (4) outfielders
- b) Outfielders must be positioned halfway between the outfield grass and the fence (on a small diamond) or approximately 40 feet behind the infield on larger diamonds. Under no circumstance can the OF be placed on or near the edge of the infield dirt.
- c) Pitcher's Helper must wear either a batting helmet or face guard/mask, and be positioned even with or behind the rubber.
- d) Play is stopped and "time" should be called when ... an infielder has control of the ball on the left side of the diamond, or the pitcher's helper has the ball near the circle.

Batting

- a) All players bat. A batting order will be established prior to the game and followed throughout, regardless of whether the player is in the game defensively.
- b) Batter gets six (6) pitches to hit the ball. If the 6th pitch or subsequent pitches are fouled-off, the at-bat remains live.
- c) No called strikes, but batters can strike out swinging before 6th pitch.

Base Running

- a) No steals or leadoffs.
- b) No intentional pickles
- c) Runners may only advance one (1) base on an overthrow, at their own risk.
- d) No headfirst slides unless back into a base. No contact with catchers at home plate.
- e) Courtesy runner in play for catcher – the batter who made the last out must replace the runner.

Base Running & Defense Addendum

a) One-Base Per Overthrow:

Baserunners may advance **one base per overthrow**, at their own risk. If a play is NOT made after the initial overthrow, the runner must stop at the next base.

Example: On an overthrow to first base, the baserunner **MAY NOT advance from 1st to 3rd** if the defense does not make a play to 2nd base (an errant throw to the pitcher's helper does not count as a play on the runner).

However, if a play IS made to 2nd base, and the ball is overthrown a second time, the runner may advance to 3rd (but not home, unless *another* play is made on the runner).

b) "TIME" RULE

PLAY IS STOPPED WHEN ... an infielder has control of the ball on the left side of the diamond, or the pitcher's helper has the ball near the circle.

If the lead runner has not reached a base when the pitcher's helper or an infielder on the left-side of the diamond comes into control of the ball, the **runner MAY NOT advance past that base.**

Example: If the SS or 3B gains control of the ball on the left side of the infield before a base runner has reached third base, the **runner CANNOT advance home**, unless a play is made on that runner.