

Baseball Minors 7/8

Rules for Spring 2018

- No new inning shall start after one hour, 45 minutes of playing time or six innings whichever comes first. All regular season games shall have a two hour drop dead time limit. Playoffs shall have no drop dead time limit. There shall be no drop dead time limit in the playoffs.
- Teams shall have a maximum of two coaches and one team manager.
- Managers shall notify the respective division director of any problems related to players and/or parents.
- Managers must enter their game score within 24 hours of the end of the game. The home team is the official score.
- Teams shall not conduct infield practice before the start of the game. Practice will be allowed outside of the white lines and outfield.
- All teams shall use a continuous batting lineup. All players shall play at least every other inning with at least one inning in the infield.
- A half inning will be complete when the batting team has scored five runs or three outs are made, whichever occurs first. Any runs that score on the last play of an inning that exceed five for the inning will not count toward the game score. As allowed under Little League Rule 4.10(e) Note (2), the 10-run slaughter rule will NOT be utilized.
- No infield fly rule
- Pitching machine shall be set at 46 feet from the back of home plate with a set speed of 38mph.
- The player pitcher will stand outside the pitchers circle and even with the pitcher's rubber (Front bar of machine) The ball is dead if it strikes the pitching machine or a coach on the field, or if it comes to rest inside the pitcher's circle. In the event of a dead ball , the batter is awarded first base and all others base runners advance one base,
- No base stealing.
- Bunting is allowed.
- Base runners may, at their own risk, advance only one base on initial overthrow for a ball that remains in play. Runners may advance only once base for a ball ruled out of play.
- No defensive coaches allowed on the field.
- A 14foot circle (pitchers circle) will be drawn around the pitching machine. The circle will be divided with a line even with the anchor bar of the pitching machine. The player pitcher may not cross this line until the ball has been released by the machine.

- A play will be considered over when a player has control of the ball inside of the pitcher's circle. Runners may advance at their own risk until the ball is controlled within the pitcher's circle.
- A 30 foot progression line will be used at every base. Once the ball is controlled inside the pitchers circle, a runner will be allowed to proceed to the next base if he/she has crossed the progression line. If the runner has not, he/she will be sent back to the base of which he/she last rounded.
- A batter shall receive a max of five (5) pitches per at bat. If the 5th or subsequent pitch is batted foul, the batter shall remain at bat until he/she strikes out or outs ball in play. If the fifth pitch is deemed unhittable by both managers, the batter will be awarded one (or more) additional pitches until the batter receives a hittable pitch.
- Teams shall play with nine (9) defensive players. There shall be no additional player positioned in the outfield.
- All catchers mask must have dangling throat guard.
- All batting helmets should be equipped with a facemask,
- All male players must wear a protective cup