

Baseball Minors 7/8 Ground Rules

All players must sit once before any player sits twice in a game.

Players shall not play a single position more than two innings per game.

Minor 7/8 Baseball, Minor 9/10 Softball and Minor 7/8 Softball: No new inning will start after one hour and forty-five minutes of total playing time or six innings whichever comes first. If the home team is winning in the last inning and time permits, the home team should still bat the last half of the inning

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 which exceed five for the inning will not count toward the game score. As allowed under the Little League Rule 4.10(e) Note (2), the 10- run slaughter rule will NOT be utilized.

Machine Pitch Baseball Divisions and Minor 7/8 Softball Division:

These divisions shall be machine pitch divisions and the assigned pitching machine will be used. There will be no “kid pitch” in these divisions.

The pitching machine speed will be set at the following:

- Minor 7/8 Baseball- 38 mph (46 ft from front of machine to back of plate)
- Minor 6/7 Baseball- 34 mph (46 ft from front of machine to back of plate)
- Minor 7/8 Softball- 34 mph (35 ft from front of machine to back of plate)

The player pitcher will stand outside the pitchers circle and even with the pitcher’s rubber. A batted 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 batted ball, the batter is awarded first base and all other base runners advance one base. If a thrown ball hits the pitching machine, runners shall advance to the next base or return to the previous base, based upon the runners proximity to 30 foot progression line (Minors 6/7: Closest base)

A coach from the hitting team will feed the pitching machine and call balls and strikes. Batters will not walk and will not be awarded first base if hit by a pitch. The batter will be out after three strikes. A batter will receive no more than seven (7) pitches in an “at bat”. A strike is a pitch that is swung at by the batter and is missed, or is fouled by the batter when there are fewer than two strikes; or touches the batter as the batter strikes at it. If the 7th or subsequent pitch is fouled, the batter will continue until he gets a hit or makes an out. Softball will be a max of five (5) pitches.

If a pitching machine is not available for any game, such game shall be played using coach pitch. If coach pitch is employed, the coach pitcher may stand or kneel anywhere in the vicinity of the pitcher’s mound.

Stealing will not be allowed in Machine Pitch baseball. Bunting will be allowed in Machine Pitch 2 baseball.

Base runners may, at their own risk, advance only one base on initial overthrow for a ball that remains in play. Runners may only advance one base for a ball ruled out of play.

No defensive coaches are allowed on the field.

The following rules will apply to Minors 7/8 Baseball only:

A 14 foot 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 or comes to a rest within the pitcher's circle.

A 30 foot progression line will be used at every base. Once the ball is controlled inside the pitcher's 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 puts 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.

