

LOVELAND BASEBALL 2023 RULES

7U BASEBALL

LYBO will follow Little League rules as outlined in the Little League Rule book.

Some key rules to be aware of with Little League are:

1. For ages 5-12, the bat width limit is 2 5/8" barrel and the bat length limit is 33 inches and all non-wood bats **must be marked with a USA Baseball stamp/sticker.**
 - a. The penalty for using an illegal bat is an automatic out, and a second team violation results in an automatic forfeit.
2. The catcher mask will have to have the dangly throat guard on any mask and a skull cap mask cannot be used for ages 5-12 (full head gear has to be used).
3. No metal spikes are allowed for ages 12 and under.
4. Batting Donuts are not allowed.
5. For ages 12 and under, there are no lead offs or balks. Runners cannot steal at the 7U level.
6. Field dimensions for 7U age group is as follows:

Age:	Pitching Distance:	Basepath:	Home to 2 nd base:
7/8	42 ft	60 ft	84' 10"

7. Roster batting is mandatory.

Loveland Little League Specific Rules

- Game length will be as follows:

Weeks 1-3 (15-29 April)	6 Innings, all Coach Pitch
Weeks 4-5 (3-13 May)	6 Innings, 5 Innings Coach Pitch, 1 Inning Kid Pitch
Week 6 through Playoffs (17-31 May)	4 Innings Coach Pitch, 2 Innings Kid Pitch

- Pitching
 - No kid pitcher will pitch more than one inning.
 - During Coach Pitch, there shall be no walks. After three swings (unless the third is a foul ball), the kid is out. A maximum of 7 pitches are allowed (unless the 7th pitch is a foul ball).
 - Coaches must pitch overhand.
 - During Coach Pitch, the pitching coach shall be allowed to stand within 6 feet of the rubber.
 - The kid pitcher may stand anywhere in the infield.
 - For Kid Pitch, once the pitcher throws ball four, the coach from the team batting will enter the game and pitch to that batter, continuing with the existing count until the ball is either put in play or the batter strikes out. For example, the kid pitcher takes a batter to full count and then throws ball four, the coach will then come into the game and pitch until that same batter puts the ball in play or strikes out. (The coach may not exceed 5 pitches, unless the final pitch is fouled off. If a coach throws 5 pitches and the ball is not in play or the batter has not struck out, it will be considered a strike out. This is to avoid a batter waiting for the “perfect pitch”.) The

coach pitcher will then leave the game until needed. There will be no walks awarded. (This rule is to encourage the development of pitchers and hitters).

- A batted ball that hits the coach pitching is considered a dead ball, even if the pitching coach intentionally fields the batted ball (just by instinct). We encourage coaches to protect the “pitcher player” and snag the ball if they feel that it is coming in hot to the pitcher, especially a line drive. The batter continues batting (if it’s the 5th pitch, it’s considered a foul ball).

- Innings shall end:
 - After 3 outs
 - After 5 runs (for innings 1-5).
 - The 6th Inning shall have no run limit.
- Playing Time
 - All players must play infield at least once per game.
- Player Requirements
 - Teams must have at least 7 players to start a game. If a team has less than 9 players, they shall take an out for those roster positions when they come up to bat.
- Game Balls
 - The Home team must provide two game balls
- Fielders
 - There shall be 10 fielders, which must include a pitcher, a catcher, and 4 outfielders.

- Base Award Rule
 - All runners cannot advance on an overthrown ball to a defensive player (whether caught or not) at any base where there is a potential play. (e.g. If there is an overthrow at first, the runner must stay at first.) This rule is to allow the defense to try to make “good plays” in the field.
 - This includes other baserunners. For example, runner at second base, batter hits to shortstop, shortstop overthrows 1B. Runners will be at 1B and 3B, the runner at 3B cannot take home.
 - However, if defense gets an out on the player attempting to take home, the out stands.

- Outfield Plays
 - A ball hit into the outfield shall be a live ball, and runners may advance.
 - Once a ball is controlled by a defensive player in the infield (inside the base lines), then runners can no longer advance.
 - For example, player on 2B & 1B, batter hits bomb to CF. Ball is controlled in the infield when runner heading home and to third. Runner gets 3B and home.
 - Of course, defense can attempt plays on the runners.

- Miscellaneous
 - There shall be no infield fly rule
 - There shall be no drop third strike rule.
 - There shall be no bunting.

- Dead Ball
 - The Ball is dead, and play must stop, once a ball is under control by an infielder and/or a play on a runner has been made.
 - For example, if a double is hit into the outfield, and then the second baseman controls the ball, the play is dead. If the 2B throws the ball to the pitcher, and the pitcher drops it, the runner may not advance.

Managers Code of Ethics:

- 1. Know the rules of the game and teach them to your players.**
- 2. Always stress safety aspects of baseball in games and practices.**
- 3. Always treat you players with respect during games and practices.**
- 4. Always treat the umpires with respect, no matter what the call.**
- 5. You are responsible for the conduct of your players and fans.**
- 6. Never use profanity or vulgar language**
- 7. Do not allow alcoholic beverages in the vicinity of the playing fields.**
- 8. Do not allow tobacco products or vaping on the field of play.**
- 9. Managers/coaches are not to be located behind the backstop while the ball is in play.**
- 10. Intimidation of opposing players, coaches or parents, will not be tolerated.**

Appendix Little League Pitch Count Policy

This summary of the LL pitch count policy applies to all Little League teams and can be found in the 2022 rule book.

Any potential penalties for violating this rule would be consistent with those outlined in the Coaches Code of Conduct.

The summary, for convenience, of the Little League pitching rules is below:

Rule Summary

<u>Approximate Age</u>	<u>Max Pitchers Per Day</u>	<u>Approximate Age</u>	<u>Max Pitches Per Day</u>
7-8	50	13-14	95
9-10	75	15-16	95
11-12	85	17-18	105

Days of rest required for players aged 14 and under:

<u>Pitches thrown in a day:</u>	<u>Calendar Days Rest Required:</u>
1-20 pitches	No days rest required
21-35 pitches	One (1) day rest required
36-50 pitches	Two (2) days rest required
51-65 pitches	Three (3) days rest required
66 or more pitches	Four (4) days rest required

Rules Notes:

Check Regulation IV – Pitchers beginning on page 65 of the 2020 rule book for rules and updates. Including pitcher / catcher, consecutive days pitching, etc.