



## 7U MACHINE PITCH TOURNAMENT RULES

<b>1. Games</b>	<ul style="list-style-type: none"> <li>Three full innings constitute a legal game.</li> <li>If a game is called/suspended before one inning is complete, the rescheduled game will start from the top of the 1<sup>st</sup> inning.</li> <li>If the last out is recorded in the bottom of the 1<sup>st</sup> inning and the game is suspended the game will continue from that point at the next scheduled time.</li> <li><b>Ten-run rule is in effect.</b> If after the fourth or fifth inning (mid-fourth or mid fifth if the home team is ahead), one team has a lead of ten runs or more, the game is over.</li> </ul>
<b>2. Start Time</b>	<ul style="list-style-type: none"> <li>Games shall start <b><i>immediately</i></b> at scheduled game time.</li> <li>The only acceptable delay to the start of a game would be weather or Umpire availability.</li> <li>If a team (9 Rostered Players) is not present at the scheduled start time, the game is forfeit. Win goes to opposing team.</li> </ul>
<b>3. Time Limit</b>	<ul style="list-style-type: none"> <li>All games have 1 hour and 50 minute time limit from the start time.</li> <li>If an inning is not completed at the time limit, the score will revert back to the previous completed inning,</li> <li>Time Limit is DROP DEAD the game stops at 1 hour 50 minutes.</li> <li>An inning should not start if the 1 hour 40 minute mark has been reached.</li> <li>In <b>Bracket Play</b>, there must be a winner. If there is a tie at the end of 6 innings or the time limit. There will be a continuance game set up.</li> </ul>
<b>4. Home Team</b>	<ul style="list-style-type: none"> <li>Home team for all POOL games is decided by a coin toss. In the playoffs, the higher seed is the home team. (Seed #1 is the highest).</li> <li>Seeding tiebreakers -- #1 head to head; #2 runs allowed; #3 runs scored; #4 coin toss</li> </ul>
<b>5. Coaching</b>	<ul style="list-style-type: none"> <li>Teams are permitted only four adults coaches: A manager, two base coaches, and a scorekeeper. These individuals are the only adults permitted in the dugout.</li> <li>Adult base coaches may be used.</li> </ul>
<b>6. Scoring</b>	<ul style="list-style-type: none"> <li>The home team will be responsible for keeping the official score.</li> <li><b>All teams</b> (Home and Visitors) are required to record scores in the clubhouse.</li> <li>An inning ends after earlier of a maximum of 4 runs or 3 outs. <b>Exception – The 6<sup>th</sup> inning and only the 6<sup>th</sup> inning is unlimited scoring.</b></li> </ul>
<b>7. Batting/Hitting</b>	<ul style="list-style-type: none"> <li><b>Continuous batting</b> – All players will be placed in the batting lineup at the start of the game. Players arriving after the game has started will be added at the end of the batting order.</li> <li>Team may score a maximum of 4 runs per inning, unless a batted ball goes over the fence, in which case all runners and batter will score. <b>Exception: scoring is unlimited in the last inning.</b></li> <li>A batter can look at the first pitch with NO PENALTY.</li> <li>If a pitch hits a batter, it is a non-pitch. The batter does not advance to first base.</li> <li>Bunting is <b>not</b> permitted.</li> <li>No on deck batter permitted to have bat in their hand.</li> <li>There is <b>no</b> infield fly rule.</li> <li>Outfielders may not tag out a runner or record a force at any base.</li> </ul>



## 7U MACHINE PITCH TOURNAMENT RULES

<b>8. Runner/ Base Stealing</b>	<ul style="list-style-type: none"> <li>Bases are 60 feet apart.</li> <li>No Base stealing.</li> <li>No leads are permitted.</li> <li>On a ball hit to the outfield (fly ball or grounder), batter/ base runners may not advance more than two bases, except for an over-the-fence home run. When the ball comes back to infield and breaks the plane of the infield, runners can advance at his own risk to the base they are headed to, but no further. If the runner stops after one base and the ball enters the infield they may not advance.</li> <li>On a ball hit in the infield, the batter/base-runners may not advance more than one base.</li> <li>Batted ball hits pitching machine – it's a dead ball - batter gets first base. <b>No other runner advances unless forced.</b></li> </ul>
<b>9. Courtesy Runner</b>	<ul style="list-style-type: none"> <li>Courtesy runner for the catcher with two outs, but it must be the last batter to make an out.</li> </ul>
<b>10. Player Participation</b>	<ul style="list-style-type: none"> <li>Only nine players at a time on the field in proper field positions. Outfielders must play "normal" outfield positions; and must be positioned behind the white/halfway line at the start of the play. Exception – if the game is played on Adam's Mechanical field then 4 outfielders will be allowed.</li> <li>The catcher must play in the normal catching position behind the plate.</li> </ul>
<b>11. Substitutions</b>	<ul style="list-style-type: none"> <li>Does not apply to this age group.</li> </ul>
<b>12. Pitching</b>	<ul style="list-style-type: none"> <li>The Pitching machine will be used during games.</li> <li>Machine speed will be set at 40mph from 46 feet.</li> <li>The speed of the machine will be the same for ALL batters.</li> <li>Any adjustments to the machine may only be made at the start each ½ inning unless it's a safety issue for the batter.</li> <li>Coaches will operate the machine to pitch to their own team and may not coach their team while operating the machine. Coaches will not interfere with any live play.</li> <li><b>A fielder must be assigned to the pitcher position and keep at least one foot inside the white out-lined circle that is designate by DHLL.</b></li> <li>A batter will be allowed 3 strikes or a total of 6 pitches. Exception is if the 6<sup>th</sup> pitch is fouled or tipped.</li> </ul>
<b>13. Illegal Pitches</b>	<ul style="list-style-type: none"> <li>N/A</li> </ul>
<b>14. Throwing the bat</b>	<ul style="list-style-type: none"> <li>Each team will be allowed only one warning, an out will be charged for each subsequent occurrence.</li> </ul>
<b>15. Overthrows</b>	<ul style="list-style-type: none"> <li>The batter may not advance on an overthrow to 1<sup>st</sup> base, and all other base runners may not advance. Whichever base the base the runner was going to during the over throw is the only base to which he may advance.</li> <li></li> </ul>
<b>17. Cancellations</b>	<ul style="list-style-type: none"> <li>Cancellation will be done at the field by DHLL Tournament or Board member.</li> <li>DHLLSUMMER to 84483 for up to the minute weather notifications</li> </ul>
<b>18. Fielding</b>	<ul style="list-style-type: none"> <li>Outfielder Making Plays in Infield. An outfielder cannot complete an unassisted force out or tag. There must be a transfer of the ball from an outfielder to an infielder in order to record a force out or tag out.</li> </ul>
<b>19. Rules</b>	<ul style="list-style-type: none"> <li>Unless otherwise indicated in these rules, Little League Rules will apply.</li> <li><b>No FOOD in dugouts -seeds only.</b></li> <li><b>No GUM</b></li> </ul>
<b>20. Contacts</b>	<ul style="list-style-type: none"> <li><b>Sean Lee 610-202-4785</b></li> </ul>



## 7U MACHINE PITCH TOURNAMENT RULES

	<ul style="list-style-type: none"> <li>● <b>Ryan Ripley 484-843-6135</b></li> </ul>
<b>21. Sportsmanship</b>	<ul style="list-style-type: none"> <li>● Throwing of equipment and other outward displays of violent disapproval of an umpire's decision is prohibited. IF a player or coach is ejected from a game they must sit out one game before they can return.</li> <li>● Each team is responsible to police their parents. The umpires are instructed to inform you of any problems so that you can address them.</li> </ul>
<b>22. Standings/ Playoffs</b>	<ul style="list-style-type: none"> <li>● Teams will be seeded based on record of wins.</li> <li>● Tie breakers are:</li> <li>● 1<sup>st</sup> Head to Head</li> <li>● 2<sup>nd</sup> Runs Scored</li> <li>● 3<sup>rd</sup> Runs Allowed</li> <li>● 4<sup>th</sup> Coin Flip</li> </ul>