

ACBA 7-8 Division Rules

- 1) All games have a one (1) hour, forty-five (45) minute time limit. **No inning shall start after the time limit has expired.** An inning is considered as started with the last out of the previous inning. **EXAMPLE:** time clock has 1:43 on it when the last out of the 5th inning occurs, therefore, the next inning may proceed.
 - a) The mercy rule also applies with time limits. If a team is down by enough runs to enact the mercy rule run ratio without the minimum innings played the game shall be ended by time limit if it has expired.
- 2) All players must wear molded plastic or rubber cleats. No metal cleats of any kind are permitted.
- 3) All leagues must maintain the record and scores of their teams and report them to the ACBA Commissioner as requested by the Commissioner.
- 4) Throwing the bat 1st time = warning
 2nd time = player called out dead ball no runners advance.
- 5) No taunting. Taunting shall be grounds for immediate ejection. Taunting shall be defined as any actions or talk that incite a response from the opposing team. Teams are allowed to have "chatter", but must refrain from enticing the batter to swing.
- 6) All players must play a minimum of six (6) consecutive defensive outs and bat a minimum of one (1) time each game. Each team must submit a lineup card fifteen (15) minutes prior to the start of the game. Every player on the lineup card must play the minimum. Any player borrowed from another team, must play the minimum, not start if possible, play an outfield position and bat last in the lineup. Failure to comply will result in a forfeit.
- 7) All teams will use a continuous batting lineup. Each team shall also play ten (10) fielders with the tenth (10th) player playing in an outfield position.
- 8) Players must avoid malicious contact during close plays. Umpires have the full discretion as to what is malicious. Penalty is ejection from the game.
- 9) Teams will have two (2) minutes between half innings. The clock will start when the third (3rd) out of the previous inning has been recorded. Host league shall maintain the timer via umpire or league official.
- 10) All teams must use a pitching machine set at a minimum of thirty-five (35) miles per hour and must be positioned thirty-eight (38) feet from the back corner of home plate to the front wheel of the pitching machine.
 - a) each player is allotted a maximum of six (6) pitches. If after the sixth (6th) pitch, the batter fouls off the pitch, the batter shall receive another pitch and shall continue until the batter is recorded out or reaches base safely. In the event after the sixth (6th) pitch, or any other continued foul balls, the ball is not put in play or fouled off, the batter shall be out on strikes.
 - b) Each team is allotted one (1) adjustment pitch per inning.
 - c) Umpires shall call strikes on pitches that are in the strike zone, and batters shall be called out on strikes.
- 11) An adult must coach and operate the pitching machine and may only coach the batter, while the batter is in the batters box. Once the ball is in play, the base coaches must take over the coaching. Under no circumstances may a coach operating the pitching machine be allowed to coach runners.
- 12) No on deck batter is allowed.

- 13) Mercy rule is fifteen (15) after three (3) innings, ten (10) after four (4) innings.
- 14) The player in the position of pitcher must have one (1) foot in the pitching circle, adjacent or behind the pitching machine. No player may position themselves in front of the pitching machine.
- 15) In the event of a tie game after regulation or time limit, games shall continue using the international tie breaker rule. Each team will start with one (1) out and the last recorded out the previous inning shall start as a runner on second (2nd) base. The count on the batter is no balls, no strikes. **NO GAMES SHALL END IN A TIE!!**
- 16) No stealing of bases is permitted nor shall any runner be allowed to lead off.
 - a) Should a runner leave a base early, the first occurrence shall constitute a warning, with the second resulting in the player being called out.
 - b) Should a runner leave early, and the ball is put in play, that runner shall only be allowed to advance one (1) base, and the hitter shall be held to a single regardless of where the ball is hit and what distance.
- 17) A five (5) run per inning limit shall apply for each inning except the sixth (6th) inning. No run limit shall in the sixth (6th) inning.
- 18) In the event of an overthrow, the umpire shall call delayed dead ball. Live play may continue, but all runners may only advance a maximum of one (1) base. Each field shall be marked with a white line half way between the base paths. If a runner is to the half way mark, they may proceed to the next base. If not, they must return to the previous base. All runners shall stop advancing when a player already playing an infield position has control of the baseball in the infield, unless they have made it to the half way mark.
- 19) Each field must be marked with a twelve (12) foot circle around the pitchers mound by either a grass infield or a chalked line on dirt infields.
- 20) Only two (2) and one quarter (1/4) inch bats stamped with a BPF 1.15 logo will be allowed for use. Penalty is player / manager ejection.
- 21) Fields uses sixty (60) foot base paths.