



## RULES FOR BOYS 7<sup>TH</sup> / 8<sup>TH</sup> GRADE LEAGUES

### 1. RULES

1.1. The league will play "National Federation of State High School Rules" with the following clarifications and exceptions:

### 2. ROSTERS

2.1. The Commissioner will determine the number of players per team.

2.2. A player may only play on one team in the LCYBS program during a season. Select players or players from a try-out team are not eligible for play in the LCYBS recreation league. If a select or try-out player is found playing in a recreation game, that team will automatically forfeit the game. No variation of this rule will be accepted.

### 3. AGE REQUIREMENTS

#### 3.1. 7<sup>th</sup> / 8<sup>th</sup> Grade

3.1.1. The school grade that the player is in at the time of sign up.

3.1.2. Any modifications to this rule must be approved by the commissioner.

### 4. PARTICIPATION

4.1. Each player must play a minimum of three (3) innings in the field

4.2. Exception-in the case of disciplinary actions, the opposing coach must be notified prior to the start of the game

### 5. BASE PATH, PITCHING DISTANCE, DROPPED 3<sup>RD</sup> STRIKE, INFIELD FLY

5.1. Bases and pitching rubbers will be placed at the following distances:

	Base Length	Pitching Distance	Advance on Dropped 3 <sup>rd</sup> Strike	Enforce Infield Fly
7 <sup>th</sup> /8 <sup>th</sup> Grade	85 feet	56 feet	Yes	Yes

5.2. First Base double base rule – the use of two bags at first base for the safety of players is in effect. On plays at first base the runner must use the outside or orange base. The fielder covering first base must use the inside base closest to second base. If the runner is rounding first base, then the runner may touch either base. The team will receive one warning for violation.

### 6. GAME LENGTH

6.1. Each game will be seven (7) innings in duration for the 7<sup>th</sup> / 8<sup>th</sup> Grade League 6.2. Game time limits will be 2 hours for each league.

6.3. A new inning will not start after the time limit has elapsed. In the event of a tie after 7 innings and time still remains, additional innings may be played until a winner is determined or the time limit expires. Any inning started prior to the time limit expiring must be completed.

6.4. Each team is required to show up on time according to the schedule. There will be a 15 minute grace period for a team to field a compliant team. After 15 minutes the game is a forfeit.

6.5. In the case of rain during a game – 4 ½ innings will constitute a complete game

### 7. INNINGS

7.1. 7<sup>th</sup> / 8<sup>th</sup> Grade – one inning is three outs

## 8. RAINOUTS

8.1. Effort should be made to play games as scheduled, however in the case of inclement weather a decision should be made early enough to notify families. Coaches must reschedule games within 48 hours of cancellations.

## 9. TEN RUN RULE

9.1. If a team is behind by 10 or more runs after five innings of play, it shall be considered a completed game.

## 10. FORFEITS

10.1. All forfeits must be submitted to and approved by the League Commissioner before being posted to the standings.

10.2. Every effort must be made to play every league game.

## 11. COURTESY RUNNER

11.1. A courtesy runner may be used at any time for the pitcher of record or the catcher of record. The same player may not be used for both in the same inning.

11.2. A courtesy runner for the catcher is mandatory after 2 outs.

11.3. Pitcher or catcher of record means the player in those positions the previous defensive inning. In the case of the visiting team, in the 1st inning, it is the player who will pitch or catch in the bottom of the inning.

11.4. For teams using a continuous batting order, the player making the last out *MUST* be used as the courtesy runner for either the pitcher or catcher, but not for both in the same inning.

## 12. LEADING OFF/STEALING

12.1. Leading off is allowed in 7<sup>th</sup> / 8<sup>th</sup> grade leagues.

12.2. Stealing is allowed in 7<sup>th</sup> / 8<sup>th</sup> grade league.

## 13. PLAYERS

13.1. There may be no more than 9 players in the field at one time for the 7<sup>th</sup> and 8<sup>th</sup> grade league

13.2. A minimum of three players must be positioned in the outfield and a minimum 30 feet behind the infield.

13.3. To start a game, a team must have a minimum of 7 players in the field. The 8<sup>th</sup> and 9<sup>th</sup> position is then an automatic out each time through the line up.

13.4. Teams will use a continuous batting order and bat their entire team.

13.5. A team utilizing a continuous batting order may also freely substitute their players on defense without regard to reentry rule.

13.6. If utilizing a continuous batting order and a player leaves the game, there is an automatic out for that player each time his spot comes up in the batting order.

13.7. Exception to 13.6 if a player is injured during the course of the game, the order continues without penalty.

## 14. PITCHERS

14.1. Pitchers in the 7<sup>th</sup> / 8<sup>th</sup> Grade League may pitch up to 3 innings in one game

14.2. The maximum a pitcher can pitch during a week is 6 innings.

14.3. If there are more than two games in a given pitching week a pitcher's maximum will be increased to 9 innings per week

14.4. The pitching week is Sunday through Saturday

14.5. One pitch constitutes an inning.

14.6. Once removed as a pitcher, a player may not return as a pitcher.

14.7. The pitcher's foot must be touching the rubber when delivering a pitch. If the foot leaves the rubber during the wind-up before the ball is pitched, it is a dead ball, no pitch.

## 15. BALKS

	Base Length	Pitching Distance	Advance on Dropped 3rd Strike	Enforce Infield Fly
7th/8th Grade	85 feet	56 feet	Yes	Yes

15.1. 15.2. Balks will be called in the 7th/8th Grade League. For the 7th/8th Grade League there will be 1 warning per team.

16.

### SLIDING

16.1. There is *NO MANDATORY SLIDE RULE!*

16.2. The sliding rules for the LCYBS are all the same as the NFHS book rules.

16.3. There are two main points:

#### 16.3.1. The Force Play Slide Rule:

16.3.1.1. Any runner who is in a force play, must either slide directly into the base or run himself out of the play avoiding contact with the fielder. If this is not done, this is considered interference and the runner is out and the B/R is automatically out for a double play, and all other runners must go back to the base they occupied at the time of the pitch. The runner may not "take out the fielder to break up the double play." If the runner slides, it must be a legal slide

according to book rule and if the second basemen is on the bag and the runner makes a legal slide into the bag and there is contact, interference should not be called.

#### 16.3.2. Plays at the plate: Summary of the NFHS rule:

16.3.2.1. When there is a potential play at the plate, and the catcher is attempting to catch a thrown ball, the runner must either make a legal slide or avoid contact. The catcher has the right to be in the base-path to field the thrown

ball. The runner is responsible for avoiding contact. If the catcher is not attempting to receive a thrown ball and is in the base path, then the catcher has committed obstruction and the runner is awarded home. The runner has the right to reestablish his base path by running no more than 3 feet to either side of the base path to avoid contact. If the runner does attempt to avoid contact and there is incident contact then this is a judgment call by the umpire. If the runner commits malicious contact, the runner is out and ejected.

17. EQUIPMENT

17.1. SPIKES:

17.1.1. No metal spikes are allowed.

17.2. HELMETS:

17.2.1. Helmets must be worn at all times by any offensive player on the playing field for any reason. Batboys must wear helmets at all times when on the field.

17.3. BASEBALLS:

17.3.1. Two league approved game baseballs will be provided by the home team.

17.3.2. Approved game balls will be determined by the Commissioner

17.4. BATS:

17.4.1. Bats are limited to a 2 5/8" maximum barrel diameter.

17.5. UNIFORMS:

17.5.1. All players on one team must have the same uniform if possible.

18. MISCELLANEOUS

### 18.1. FIELDS:

18.1.1. The umpires will have the right and the responsibility to end a game due to unsafe playing conditions. If a game is ended prior to seven innings, then five complete innings will constitute an official game. Four and ½ innings if the Home team is ahead at the time the game is ended

### 18.2. PROTESTS:

18.2.1. Protests are allowed, however, games must be played to completion. Protests are not allowed on judgment calls. The league commissioner will evaluate and rule on the protest. The league commissioner's ruling will be final on all protests.

### 18.3. SCORING AND REPORTING

18.3.1. The home team will be the official scorekeeper for league games. The winning team is required to E-mail the results of the game within 24 hours to the commissioner. For TIE games, only the home team should report the game.

18.3.2. In the case of an LCYBS team playing a non-conference game, the LCYBS team must email the commissioner the results of the game.

### 18.4. EJECTIONS

18.4.1. Anyone ejected from a game will automatically be suspended for the next game. This is the *MINIMUM* punishment and the board may impose additional sanctions if deemed appropriate for the infraction.

18.4.2. For the 2nd ejection, there is an automatic 2 game suspension. This too is the *MINIMUM* punishment; it could be more if the board deems it appropriate.

18.4.3. For the 3rd ejection, the player, coach or fan will be removed from the league permanently.

18.4.4. Parent or coaches ejected must leave the vicinity of the playing field area including the stands and may not attend the game under suspension.

18.4.5. It is strongly recommended that a player serve his suspension by sitting on the bench, out of uniform and supporting his team.

18.4.6. The board of directors will, upon written documentation presented to the league commissioner, consider an appeal. The board of directors reserves the right by virtue of their position to uphold the decision of the umpire or overturn the suspension.

### 18.5. DUGOUTS

18.5.1. Home team takes 1<sup>st</sup> base dugout

18.5.2. Visiting team takes 3<sup>rd</sup> base dugout

### 18.6. COACHES/MANAGERS

18.6.1. Are responsible for the conduct of their team whether they are at the game or not.

18.6.2. Only two coaches are allowed on the field during play and must remain in the respective coaching box.

18.6.3. An adult supervisor must be present with each team throughout the entire game and practice. Failure to comply is cause for forfeiture.

18.6.4. The head coach/manager shall be the only person to address the umpire with questions.

#### 18.7. UMPIRE

18.7.1. Has the home plate umpire has the final say on all calls.

18.7.2. In the event the assigned umpire does not report, the coaches will be expected to make arrangements for an alternative umpire (parent). This individual must be acceptable to both team managers. Such games are official league games. The substitute umpire will be paid by LCYBS, provided he/she signs the score sheet and includes an address where payment can be mailed. Home teams must notify the commissioner if an assigned umpire does not report.

Note: Win-Loss standings will be kept for year end tournament seeding. A tie will be considered a half win and a half loss. For tournament seeding, if two teams with the same record, tie will be first broken by head to head.