



PA DISTRICT 14

Clarence Boyd Tournament

7-8 Division Playing Rules

INNINGS: Games will be 4 innings instead of 6.

REGULATION GAME: A regulation game shall be considered complete after 3 innings.

PITCHING: Regular Season Pitching rules and pitch count apply. Tournament pitching rules are NOT applicable.

BATTING: The *Continuous Batting Order* is required for both teams.

SUBSTITUTION / PARTICIPATION: Free substitution of players is permitted. Mandatory play is 3 defensive outs.

SPECIAL PINCH RUNNERS: Special Pinch Runners are **NOT** permitted, due to the fact that when using the *Continuous Batting Order* everyone is already in the line-up. [Rule 7.14 NOTE]

COURTESY RUNNER: Rule 7.14(b)]

A team is permitted to use a Courtesy Runner for the pitcher and/or catcher of record when there are two (2) outs. The Courtesy runner must be the player in the batting order that made the last batted out.

COACHES: 1 manager and 2 coaches are allowed per team. No additional coaches or scorekeepers are allowed.

TEN (10) RUN RULE: The 10-run rule, is in effect for all games. [Rule 4.10(e)]

If after **three (3) innings**, (two and one-half innings if the home team is ahead) one team has a lead of **ten (10) runs** or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

FIFTEEN (15) RUN RULE: The 15-run rule will not be used at the CBT 7-8 level of play. With the Four-Run Rule in place, there is no possible way to reach 15 runs in just 3 innings.

FOUR RUN RULE: The **fourth** run scored by a team in their half inning ends the inning. It is expected that if the fourth run is scored during a play, the play will be allowed to continue to its natural conclusion.

However, **only 4 runs will be counted.** **RULE: DEFINITION of INNING.**

The four-run rule is suspended in the last inning of the game. Unlimited runs are allowed in the 4th inning, and in any subsequent extra inning. [Rule 5.07].

BASERUNNING: A runner may not steal home. A runner may only advance to home with a walk, a ball put in play, or a play on a runner. If the catcher tries to throw out a runner advancing to second after a pitch, the runner on third may advance. The same would be true if the pitcher or catcher made a play on the runner at third. In contrast, if the catcher misses a pitched ball, or if the pitcher misses a throwback to the mound, the runner at third may **NOT** advance.

INFIELD FLY: The infield fly rule **IS** in effect for all games.

EQUIPMENT: Regular (RS or RS-T) baseballs will be used. Not soft T-ball or Safety Balls.

Helmets are required by all youth base coaches and players warming up outfielders between innings. [D-14 Rule]

ONE FOOT IN THE BATTER'S BOX: The batter must keep one foot in the batter's box at all times, unless one of the 8 exceptions listed in 6.02(c) occurs. [6.02(c)]

STEALING SIGNS: The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game. [9.01(d)]