

Madisonville

Spring Baseball Rules

7 Year Old – 2020

A. Field

- a. Bases – Bases will be 60 feet apart
- a. Pitcher – Coach pitches from 30' minimum. 6 pitches max per batter not including foul balls on last pitch

B. Equipment

- a. Bat – Barrel Maximum – 2 3/4".
All bats must be kept right inside the dugout entrance under control of the dugout coach. No bats are allowed within the full dugout area where the kids could swing them. A list of banned bats can be located here: <https://www.usssa.com/baseball/baseball-withdrawn-andor-non-compliant-baseball-bat-models>

Any illegal bat used will result an automatic out.

- b. Ball – Regulation size hard baseball will be used
- c. Helmet – Batting helmet facemask are recommended, but not required and chinstrap is recommended as well. The batting helmet will be worn when the batter is on the field of play, whether as an on deck hitter, a batter or a base runner.

B. General

- a. Scoring – Official Scoreboards will be used; any discrepancies in scoring will be resolved via matching scorebooks from both teams. If one team chooses not to keep score then the one complete scorebook will be considered official and any right to protest is forfeited by the team not keeping a matching scorebook.
- b. Length of game – Maximum 5 innings with a 65-minute time limit. No new inning will be started after the 60 minutes has elapsed. **DUE TO COVID-19 and to allow time for spectators to leave and enter and to allow time for cleaning, the drop bat rule will be enforced at the end of regulation time (65 mins).** Therefore once the clock reaches zero, the game is over immediately. Games should get at least 4 innings of play completed.
- c. Players – A minimum of 7 players are required to start the game.
- d. Batting Order - All teams will bat round robin. If a batter becomes disabled during a game and cannot bat, it is **not** an out.

- e. Inning – Each half inning is completed after either: 3 outs, 6 runs have scored or a team has batted completely through their line-up **once**. NOTE – If the 6th run occurs during any force out less than 3 outs then the run will count. Also a team may bat through their entire line-up and not score 6 runs, if this happens they will score whatever runs occurred during their half of the inning. Every inning has a 6 run limit. At the end of an inning teams must switch quickly, any delay and a coach will be given a warning by the umpire, a second warning will result in an ejection.
- f. Run Rule – If a team is ahead by 13 runs after 3 complete innings the game will be called or 7 runs ahead after 4 complete innings, the game will be called. If time is left on the clock the score will be zeroed and the game will continue till time expires.
- g. Infield Positions – 6 infield positions: 1B, 2B, SS, 3B, P and C. The pitcher must have at least one foot inside the dirt area of the mound. As well any other infielder may not play any closer than 7 feet inside the baseline. Penalty: The batter will be awarded first base. This shall apply only if the batter is put out at first base, or by a fly ball, or if a runner is forced out by the hit. If the batter reaches first base and continues to second, he is in jeopardy and may be put out at any time. Any interference will be determined at the umpire’s discretion per the rules of baseball.
- h. Outfield Positions – 4 outfield positions: RF, RC, LC, and LF. Additional outfielder can be used if both coaches agree before the game starts to prevent too many kids sitting out). Outfielders must play on the outfield grass and not in the infield dirt when on fields 1 or 2 at Coquille or at Pine Street South Field. At Pine North, players must play a minimum of 20 feet beyond the baseline or beyond the marked infield/outfield line, whichever is greater. At Coquille Field 3 fielders must be at least on the back half of the infield dirt. Penalty: The batter will be awarded first base. This shall apply only if the batter is put out at first base, or by a fly ball, or if a runner is forced out by the hit. If the batter reaches first base and continues to second, he is in jeopardy and may be put out at any time.
- i. A team can only remove their catcher if they have 7 players. If a team has 8 players or more they **must** field a catcher. **Catcher must be in full gear and it is highly recommended that players wear protective cups.**
- j. Each team must provide their own line-up cards. A copy should be given to the opposing team each game.
- k. Catcher Substitution – With 2 outs the last batted out may take the catchers place on the bases as a substitute runner. This will help speed up play.
- l. For safety reasons, players are not allowed to wear jewelry during the games. The only exception will be made for jewelry worn for medical reasons. In those cases, the item must be taped to the body before the player will be allowed to play. The team will receive a warning if a player wears jewelry during the game and any players found wearing jewelry after the warning will be ejected. Rubberized athletic gear is approved.

C. Coach Pitch

- a. The adult coach pitcher of the offensive team shall pitch to the batters and he shall throw overhand from standing position. Coach can pitch from kneeling position if agreed upon by both coaches prior to the game starting.
- b. The coach pitcher must pitch from within the designated pitching circle with the coach pitcher's feet remaining in the designated pitching circle until the pitch is released. NOTE: Coach pitcher does not have to pitch from the pitching rubber or half-way mark in the pitching circle. If one foot is within the circle and any part of the other foot is in contact with the chalk or paint outlining the circle when the pitch is released the coach will be considered in the circle. PENALTY: If the coach pitcher does not remain in the circle, a violation shall be called by the umpire with the defensive team having the option of taking the play or a no pitch.
- c. The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. PENALTY: If the umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch. The coach pitcher shall be warned and a second occurrence in the game shall result in the removal of the coach pitcher from the mound to the dugout for the remainder of the game.
- d. If the coach pitcher is hit by the ball, it is a dead ball and will be declared a no pitch.
- e. The coach pitcher may coach or position the batter only, prior to the delivery of a pitch. He/she cannot coach the runners. PENALTY: A warning will be given for first offense and he/she will be removed from the mound to the dugout for the remainder of the game on the second offense.
- f. Only the manager shall represent or speak for the team.
- g. Coaches cannot go outside the playing field without the permission of the umpire. Coaches will be removed from the game for violation.
- h. The Coach Pitcher cannot leave the mound and return to the mound during the same inning with the exception of an illness or injury.

D. Play

- a. Batter – 3 Swinging Strikes and batter is out. If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners will advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is NOT an appeal play.
- b. Bunting – No bunting will be allowed.

- c. NO Strikes will be called, the batter must get the ball in play within 6 pitches.
- d. Foul Ball – If a batter hits a foul ball on the 6th pitch and subsequent pitches another pitch will be allowed regardless of the number of pitches thrown.
- e. Stopping Play – The Umpire will call Time when any player has control of the ball on the pitchers mound or directly in front of the lead baserunner AND asks for time. Once a player is on the mound and requests time the fielding team is giving up on the play and the umpire will grant time immediately. A line will be drawn halfway between first base and second base, second base and third base, and third base and home plate. These will determine the runners' degree of advancement when time is called. There will be NO LEADS, NO BUNTING and NO STEALING.
- f. Overthrows – Advancement can continue at own risk (I.E. Full Base Running). Players are encouraged to make plays. Time is call at the umpires discretion.
- g. Any head first sliding while advancing to a base, the base runner is automatically out after a warning.
- h. Infield Fly rule **will not be** in effect
- i. **Avoiding Contact** - Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgment, there is intentional contact, that umpire may call the runner out on that play. If the contact is judged as intentional and malicious, that umpire may also eject the player from the game. If a player is ejected for this reason, they will automatically be suspended for their team's next game with the possibility of further sanctions as well. However, the suspension may be appealed to the baseball board for further review.
- j. All on-deck batters must stay near the fence line on the same side of the field as the batter before them with a helmet on. Only one on-deck batter at a time.
- k. Runners - Base awards will be determined by the lead runner's position. Runners who have reached the halfway line when time is called will be awarded the next base. Runners who are not halfway must return to the last base touched unless doing so would force a runner off of first base.
- l. Base runners – No stealing/leading allowed.

E. Participation Requirements

- a. If a team has 11 players any player can only sit out 1 inning during a game. If a team has twelve players a player may not sit out more than 2 innings during a game.
- b. Batting Order - All teams will bat the entire line-up round-robin. If a batter becomes disabled during a game and cannot bat, it is **not** an out.

F. Coaches

- a. There will be 5 **coaches** allowed during a game in all field areas, including the dugout area.

- b. Offense – One coach will be at first, another at third, another coach pitching, one catching, and the last coach assigned to the dugout and bench area. **NO** Coaches will be allowed in the field of play at any time, except the pitching coach.

- c. Defense – One coach will be on the right field foul line, one coach will be on the left field foul line and the third will be backing up the catcher behind home plate and the last coach assigned to the dugout and bench area. **NO** Coaches will be allowed in the field of play at any time. The catching coach can only coach the catcher between pitches and must remain quiet during a live play.

- d. Live Play – Coaches shall not touch the ball nor any player while the ball is in play. Penalty for this is the runner touched is out and/or the batter is out if a fair ball is touched. Play is stopped and runners will return to the last base achieved.

- e. Behavior – No inappropriate behavior will be tolerated. The head coach is responsible for all assistant coaches and his parents. Please remember the parents feed off the coaches. An umpire will issue **one warning** to a coach. A second occurrence will result in ejection from the game and a suspension of the next game, as well. If a coach is ejected from a game he will serve an automatic one game suspension, if it occurs a second time it will be a three game suspension and if it occurs a third time he will be removed of his coaching duties.
 - i. Intentionally delaying a game is considered unsportsmanlike conduct and will not be tolerated. An umpire will issue **one warning** to a coach. A second occurrence will result in ejection from the game and a suspension of the next game, as well. If a coach is ejected from a game he will serve an automatic one game suspension, if it occurs a second time it will be a three game suspension and if it occurs a third time he will be removed of his coaching duties. A umpire may also add time to the clock if a coach is intentionally delaying a game.
 - ii. Any suspension may be appealed to the MYB baseball board for further review.

- f. Disagreements during play – If there is a question or disagreement with the umpire during a play, wait for the conclusion of the play, ask the umpire for time and discuss the issue with the umpire from a conversational distance. Please do not yell at the umpire as this sets a bad example for the kids and their parents.

G. Anything not covered in this rules sheet will be governed by the official Rules of Baseball.

These rules have been updated as of June 25th, 2020. MYB and the Baseball Board reserves the right to adjust rules at anytime.