

7-8 Local League Playing Rules (FALL)

Offense:

All players will be in the batting order, this will not change during the game.

5 Run Limit per inning

After three outs or 5 runs are recorded, the order will resume with the next batter in order.

Each batter must wear a protective helmet when batting and while on base.

Slinging the bat is very dangerous, please take time to correct the batter if this occurs. Batter may be called out after one warning.

Each batter will be given 5 pitches or 3 strikes. An out will be recorded after 5 pitches if the ball is not hit. If the 5th pitch is foul, the at bat continues.

The pitcher-coach must pitch in direct line with the plate and must pitch between the foul arch and pitchers circle.

If the ball hits the coach it is dead and replayed. The coach must make an effort to get out of the way of the ball. Intentionally interfering with the ball will result in an out. If the coach catches a ball hit at him for protection. Ball is dead. Replay.

The coach must exit to the 1st or 3rd base side once the ball has been hit and remove the bat. He cannot stand on the field and instruct runners. He will be given 1 warning, then the batter will be called out and no runners advance.

If a runner leaves the base before the ball is hit, he will be declared out.

Only 2 coaches allowed on the field. 1st and 3rd in coaches box.

Defense:

You can play 11 players on defense if only 11 are present at the game but only 1 player per position on the infield.

The extra player must be in the outfield. At no time should a team play all 12 players. If you have 12 players, play 10 and rotate 2.

All players must play at least 3 outs on defense. Free substitution is allowed on defense.

The catcher must wear a protective helmet with a shield and a chest protector and must stay back away from batter to protect from a foul ball or slinging of the bat.

The 1st baseman and 3rd baseman must remain back 30 feet from home plate until the ball is hit. The SS/2nd baseman must be behind the pitchers circle.

Do not position players in the baseline to run interference.

The pitcher must have one foot in the pitchers circle until ball is hit.

The pitcher must wear a protective helmet with a face shield.

No rolling the ball to record an out. If the ball is rolled the runner will be safe.

The fielder must make an attempt to throw over-handed. The pitcher can toss the ball under-handed to 1st base in the air. This will be a judgment call by the umpire as to the pitchers positioning to make a play.

Once the defense stops the lead runner or runner abandons any effort to advance and no play is being made time will be called.

(1) Coach allowed in the outfield for instructions for 7's only. No coach for 8's.

General Rules:

Flip for home team, BOTH TEAMS BAT EQUAL NUMBER OF TIMES

No score kept except 5 run rule per inning

Six innings or 70 minute time limit

No stealing, walks or infield fly rule.