

# Bayside Little League

## 7/8 year old Division Rules/Regulations

### I. PLAYER PARTICIPATION

\*USA stamped bats only. No bats stamped USSSA will be permitted.

EVERY TEAM MUST SUBMIT OFFICIAL ROSTERS WITH DOB TO THE ALLIANCE COMMITTEE. Little League Age is as of April 30th

1. **Batting Order** : All players must be included in the batting order.
2. **Fielding Positions** : All players must play a fielding position for a minimum of three (3) innings per game. A player substitution can be made in any inning at the coach's discretion. Last names and uniform numbers must be entered into the scorebook. Each team must exchange line-ups when going over the ground rules with the umpire.
3. **Substitutions** : Substitutions for injuries and re-entry of injured players shall be at the discretion of the umpires. No other substitutions are permitted except to replace a player who must leave the game or to replace a player who has been ejected from the game.

### II. PLAYING RULES

4. **Dimensions of Bases and Pitching Mounds** :

Bases: 60 Feet

87 feet 10 inches from Home plate to Second base

Mounds: 40 Feet from back of Home plate. ***The mound can be moved closer to accommodate a player who is 7 years old as of 5/1/26. If a player turns 8 during the season, they are still allowed to pitch at the closer distance. Reduced Distance can be no shorter than 37 feet from back of Home Plate.***

### **Pitchers Limitations:**

- LL Rule 50 pitches per day, no limit on innings. Allowed to finish batter
- The pitcher must be removed from a game if the pitcher hits three (3) batters in a game.

Once a pitcher is removed from a game he/she may not return as a pitcher in the game.

If a pitcher reaches the limit imposed in Regulation VI(c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: The batter reaches base; The batter is put out; The third out is made to complete the half-inning of the game; The pitcher is removed from the mound prior to the batter completing his/her at bat.

- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

A. Mound Visits - This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound.

- (a) - A manager or coach may come out twice in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher.

Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.

(b) - A manager or coach may come out twice in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher.

Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in (a) above.

NOTE: A pitcher moving to a different position and returning as the pitcher of record shall retain the number of visits from their previous appearance as pitcher. To calculate the number of visits for a pitcher, all visits, regardless of the pitcher being removed and returned to the pitcher's position, shall be applied.

(c) - A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

(d) – A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor the conference.

5. **Length of Game** :

- A.** All games will be FIVE (5) inning games (weather permitting). There will not be any extra innings during the regular season. A regulation game is three (3) or more innings in which one team has scored more than the other team (2 1/2 innings if the home team is ahead).
- B.** Games can be called on account of darkness, weather or due to reaching a time limit of 2 hours. If a game is called due to darkness, weather or time limit and is beyond the regulation game limit of 3 innings, the game is official, the score of the game will revert to the last previously completed inning, unless doing so would constitute an incomplete game. In that case, the game would be cancelled and replayed in its entirety at a later date. A called game that is deemed an official game will be played to conclusion whenever possible, but an umpire WILL NOT start a full inning of play once the game has reached 15 minutes before the two-hour time limit.
- C.** If an inning starts with more than 15 minutes to go before the 2-hour limit, but can't be completed the following happens:
1. If the team that was winning coming into the inning is still winning when the ump calls it, they win.
  2. if teams are tied when ump calls it, it's a tie.
  3. if the losing team coming into inning is winning when ump calls it, it's a tie as well.
- D.** In the event of lightning, the game must be halted, and the game cannot continue until twenty (20) minutes has elapsed since the last lightning strike was observed.

## **Playoffs (Spring Season)**

A player must participate in at least fifty (50%) percent of the regular season games to be eligible to play in the post season, unless unusual circumstances arise. The Baseball Committee shall decide whether unusual circumstances exist and will rule accordingly.

A playoff game must be played in its entirety to be considered a complete game. (Playoff games will start 30 minutes earlier than regular season games) A playoff game cannot end in a tie. If a playoff game, that is considered official, is suspended due to weather, time limits, and darkness or otherwise, the game shall be continued on a subsequent date to its conclusion. Play will resume exactly where it left off. Any game suspended before it becomes OFFICIAL shall be replayed in its entirety at a later date.

6. **Grace Periods** : Umpires will allow a fifteen (15) minute grace period after the scheduled game time in the event a team cannot field six (6) players. When the grace period has elapsed the game will be forfeited. If neither team can field six (6) players then both teams will suffer a forfeit.
7. **Last Inning**: No Inning may start within fifteen (15) minutes of the next scheduled games starting time. The full inning must be completed if necessary. The umpire's decision as to when an inning may begin is binding.
8. **Players**: No game may start with less than six (6) players on each team. Each team will field Ten (10) players including four (4) outfielders. Any late comers will be inserted at the bottom of the line-up card and into the game. If a game has started and a player is forced to leave the game due to injury or sickness and no substitute is available, the game may continue. The game cannot continue with less than six (6) players and in such an event that a sixth (6<sup>th</sup>) player is not available the game will be stopped and be recorded as a forfeit.
9. **Stealing** : Is not permitted.

10. **Dropped Third Strike** : No advancement on a dropped third strike.
11. **Tagging Up** : Is not Permitted
12. **Walks** : Four balls constitute a walk. No intentional walks are permitted.
13. **Balks** : Balks will not be enforced.
14. **Bunting** : Is not permitted.
15. **Sliding** : A runner must slide, give himself up or avoid a tag where there is a close play. The runner cannot barrel into a fielder or catcher trying to apply a tag. The runner may be called out or ejected by the umpire based on the umpire's judgment. A slide must be feet first. **NO HEAD FIRST SLIDING** .
16. **Throwing of Bat** : There will be one (1) warning (given at the beginning of the game) per team for a thrown bat. The next batter will be (called out), the ball is dead and no runners may advance.
17. **Courtesy Runner** : If a catcher is on base and there are two (2) outs, the catcher must be replaced by a substitute runner. (Catchers are mandatory). The substitute runner must be the last batted out. This rule will also apply to Pitchers. (Pitchers are not mandatory, it is optional)
18. **Line up and Handshake** : Both teams must line up along the foul lines for the post game handshake.
19. **Batted Ball Hitting Runner** : The runner is out and the ball is dead. The batter is safe unless the hit runner is the third (3<sup>rd</sup> ) out of the inning.
20. **Spectator Interference** : If a spectator touches a ball in fair play between first and third base, one extra base is awarded. If it occurs in the outfield, two bases shall be awarded unless the ball is so far from home as to permit the batter or runner to advance beyond

second base at the time of infraction. The umpire shall use his judgment how far to allow the batter or runner to advance.

21. **Run Rule** : An inning ends when a team scores (5) runs or three (3) outs.
22. **Mercy Rule** : The mercy rule is in effect when the home team leads by twelve (12) runs after three (3) complete innings, or ten (10) after four (4) complete innings.
23. **Time outs** : A time out can be called once an infield player is in possession of the ball on the infield.
24. **Appeal Play** : The appeal must be called before the next pitch. The appeal is called by the defensive team when they feel a runner has missed touching a base during a play. The pitcher must step off the rubber and throw to the appropriate base. The umpire will rule on the play and the umpire's decision is final.
25. **Batting Helmets** : Batting helmets must be worn by a player who is at bat or running the bases.
26. **Protective Cups** : A protective cup must be worn at all times. **NO CUP – NO PLAY.**
27. **Bats** : All bats must be either wood or aluminum. The bats must have the **USA** stamp on it. **NO BATS STAMPED USSSA WILL BE ALLOWED.** An illegal bat must be removed from play.

\*\*If a batter is found to be using an illegal bat:

a- before a ball is hit, the bat will be removed from the game and the team will be given a warning, batter will be allowed to continue their at bat.

b- and gets a hit the batter will be called out and all runners on base will be returned to their previous base. No runs will be counted. If it is the 3rd out, the inning will end.

28. **Standings** : A win counts for two (2) points. In the event of a tie in the standings, the following tie breakings rules will apply:

- 1<sup>st</sup> – Head to Head Wins
- 2<sup>nd</sup> – Runs Against
- 3<sup>rd</sup> – One Game playoff

### **III. Official Game Control**

30. At all times, the umpire will decide if the game will start. At that time and for the duration of the game, only the umpire or baseball commissioner will decide if the game should be halted.
31. The HOME TEAM dugout shall be on the first base line. The HOME TEAM shall supply and place the bases, the pitchers rubber and home plate on the field. The VISITING TEAM shall also bring bases to the game in the event a need arises. Each team shall supply the umpire with one (1) new baseball. A new ball will come into play at the top of the fourth (4th) inning.
32. Umpires are to see that lineups are exchanged by the managers before the start of the game.
33. Umpires will discuss ground rules with both managers before the start of the game (i.e.: dead ball areas).
34. Runners advance one (1) base on an overthrow in foul territory and the ball is dead.
35. Umpires control of the game includes speeding up the playing time. Players are to hustle on and off the field at the completion of each half inning. Pitchers warm-up throws are limited to six (6), except for incoming relief pitchers who are limited to eight (8). Batters are to enter the batter's box when the umpire directs. Pitchers are not allowed to stall for time.
36. In the event an umpire ejects a player, manager, coach or parent, it must be reported to the Baseball Commissioner for any disciplinary action and will be noted on the game card. Any further disciplinary action must be decided by the Board of Directors. Any suspension of a player, manager, coach or parent for any reason must be determined by a majority vote of the Board of Directors.

37. No alcoholic beverages or smoking shall be permitted in the area by the staff, parents, spectators, players, managers or coaches under any circumstances. If anyone shows up at the playing field already inebriated will be asked to leave the playing area immediately.
38. Deliberate destruction or abuse of any property or equipment will result in the ejection from the game and possible suspension or ejection from the league.
39. Managers are to keep the players in the assigned area when not engaged in play. No one is permitted behind the backstop or within the live play territory except for base coaches. When not on the playing field the players must stay in the dugout. Only one (1) on deck batter is allowed in the on-deck circle. Players are not to be playing catch in or outside the dugout unless on the playing field. Only incoming pitchers may warm up on the side lines.
40. Players and three (3) adults (manager and two coaches) in league uniform shall be permitted in the dugout making them easily identified as coaching staff. Anyone not in a coach's uniform or shirts will not be acknowledged and cannot be in the playing area. Umpires will be instructed to enforce this rule. One adult can keep score from outside the playing area.
41. All teams must be represented by a manager or coach at every regular Baseball meeting.
42. When an infraction of the rules occurs, a manager may protest the decision, BUT, must inform the umpire of the protest before the next play or pitch is made. A notation shall be made in the score book and signed by the umpire. The manager must inform the Head Coach within 24 hours and present his protest in writing at a hearing. The umpire should notify the Head Coach as well. The Baseball Commissioner shall call a special hearing. Upon notification, ALL parties involved in the protest shall attend the hearing. A majority vote is required to uphold the protest.

### **43. Protest**

When an infraction of the rules occurs, a manager may protest the decision, BUT, must inform the umpire of the protest before the next play or pitch is made. A notation shall be made in the score book and signed by the umpire. The manager must inform the Head Coach within 24 hours and present his protest in writing at a hearing. The umpire should notify the Head Coach as well. The Baseball Commissioner shall call a special hearing. Upon notification, ALL parties involved in the protest shall attend the hearing. A majority vote is required to uphold the protest.

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Umpires are to see that lineups are exchanged by the managers before the start of the game.

Umpires will discuss ground rules with both managers before the start of the game (i.e.: dead ball areas).