



LITTLE LEAGUE BOYS 7/8 RULES AND REGULATIONS

Brunswick Youth Sports (“BYS”) is a non-profit organization dedicated to the ideals of good sportsmanship, team play, honesty, loyalty, courage, and respect for authority. In pursuit of these ideals BYS will remain sensitive to the physical and emotional wellbeing of the boys in the program.

BYS rules supersede Official Little League rules. Where there is no conflict between BYS rules and Little League rules the Little League rules will apply Your cooperation in following these rules will allow for a positive experience for players, families, coaches, and fans. The rules have been established to allow every child the opportunity to play in the program.

The Little League Rule Book, Official Playing Rule Section shall apply except as noted below.

1. The Instructional League will consist of 7 & 8 yr. olds by league age.
2. Players, Managers and Coaches only shall occupy the bench or dugout during the game.

Home team will supply one (1) ball for each game played. Home team will occupy 1st base dugout.
3. All games shall start at the designated time. If an umpire is not available, one coach from each team shall umpire alternating 3 innings behind the plate and 3 innings on the bases. If an umpire arrives during the game, the coaches will go back to the dugouts.

4. The distance of pitcher/coach to the batter will be determined by the batter's ability. BYS Field Crew will draw a line between 25 - 30 feet from home plate; the coach pitcher must pitch from between this line. The coach-pitcher must pitch over-handed. PENALTY: ball is dead, and pitch counted.
 - a. Play is dead immediately if a batted ball hits the pitcher/coach and is not counted towards total pitches. Pitcher/coach may not make or assist in any play.
 - b. The player-pitcher must stand even of the coach-pitcher for safety. The player pitcher is not permitted in front of the offensive pitcher/coach until the ball crosses the plate. PENALTY: Batter will be awarded first base.
 - c. The defensive team must have a pitcher and a catcher. Unless he starts the game with (8)-(9) players, he may use (pitcher only) in the outfield only.

Note to Coaches: Please keep in mind that you are preparing your 7 & 8 yr. olds for 9-10 kid pitch. By the end of the season, these kids should be handling faster pitches. The player-pitcher must stand even of the coach-pitcher for safety. PENALTY: Batter will be awarded first base.

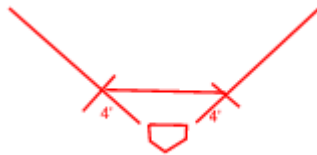
5. Strikeouts: Three (3)-swinging strikes constitute a strike out and/or third strike foul tip that is caught. No called balls or strikes. There will be a limit of five (5) pitches to a batter. Batter will be told when four (4) pitches have crossed the plate. If the batter fouls off the 5th pitch, he is given additional pitches till an out or hit has been recorded.
6. No bunting, no stealing bases, no lead offs, no infield fly rule. No tagging up on fly balls. **Umpire decision is final.**
7. Any player will be ejected from the game for deliberately throwing his bat, helmet, and/or other equipment for any reason upon completion of play. Umpire decision.
8. Runners cannot advance more than one base when the ball is hit anywhere on the infield dirt, *this includes if a ball hits the infield dirt and rolls into the outfield grass*(2024). Runners cannot advance on an overthrow.
 - a. Runners may advance more than one base when the ball is hit into the outfield grass area. Once the outfielder throws the ball towards the infield any advancement ceases.

9. No team shall score more than five runs (5) runs in any inning. As soon as five (5) runs are scored, or three (3) outs are made, the other team is on offense.
 - a. A game shall be 90 minutes or a total of 6 innings. At the 80 minutes mark, the umpire may not start another inning and the home team will have its last at bat unless already ahead in runs scored.
10. Each player on a team that attends a game must play at least three (3) consecutive innings on defense except for the final inning if the home team is ahead. All players on the roster will bat in continuous order for the entire game.
11. Distance between the bases will be sixty (60) feet.
12. All play stops when:
 - a. On a catchable ball or when the pitcher has the ball in the pitching circle on an infield play.
 - b. Once the ball crosses into the infield from the outfield.
13. There will be no forfeit declared if a team could field at least eight (8) players for a scheduled game. A manager with only eight players must inform the opposing manager and scorekeeper.
14. A four (4) foot hash mark will be placed between 1st and 2nd, 2nd and 3rd, and 3rd and home plate to show halfway to aid the umpire. Base runners will get the next base if they are completely past the halfway mark when the ball is returned to the pitcher. Umpire decision.
15. If an umpire can visibly see a player is injured, time is called before the play is finished. The runner(s) shall be given the base to which he is advancing.
16. If a batter is found to be out of order, the correct batter will be inserted with the count remaining the same. If an out of order batter(s) has completed his at-bat, no change will be made and the order will be followed as it should have been, skipping the out of order batter(s) should they need to bat in that inning.
17. No game shall start until the official scorekeeper is ready. All changes must be given to the visiting scorekeeper. Play will not continue until this takes place.

- a. A line-up shall be turned into the official scorekeeper ten (10) minutes prior to the start of the game hopefully.
 - b. Official scorekeeper should record the starting time of each game.
18. If you have at least ten (10) players, you must play ten (10) in the field regardless of how many players the other team has.
 - a. Outfields must have 2 feet in the outfield prior to each pitch (grass area or 15 ft from 2nd base if no grass)
19. It is mandatory for players to wear all safety equipment supplied by the league.
20. A player that arrives while the game is in progress shall be added to the bottom of the batting order.
21. Runners hit by any fair ball are automatically called out.
22. A following runner is out should he pass a runner in front of him.
23. If two (2) runners occupy the same base, the following runner is out when tagged.
24. Fielders may not hinder runners. If this occurs, runner is safe.
25. Runners may not interfere with fielders attempting to field the ball. If this occurs, runner is out, Umpire Decision.
26. A player that has been removed from the game for a substitute may re-enter the game, provided that the player he is substituting for has played three (3) consecutive innings.
27. Managers are responsible for the conduct of their team's coaches, players and fans.
28. If a game is stopped for any reason, 4 ½ innings shall constitute a completed game provided the home team is winning otherwise the game may be rescheduled.
29. No advancement on an overthrown ball.

30. ANY PLAY MADE AT SECOND OR THIRD OR HOME, IS ADVANCEMENT AT THE PLAYERS OWN RISK TILL THE BALL ENTERS THE PITCHING MOUND. THIS WILL BE DETERMINED BY THE UMPIRE(S).
31. **The bat used must be USA or USSSA and have a BYS approved sticker for the current year.**
Bats shall be a maximum of 2 5/8" in diameter and a maximum length of 31" long with a maximum of (-13) {Differential = Length {inches} minus Weight {ounces}. Bats shall be one piece made of 100% Aluminum Alloy. **(2 piece or Composite bats are not allowed)**. Bats shall have a USA or USSSA rating only, bats that do not have this stamp will not be permitted to be used in any game.
32. Coaches and or Pitchers must be adults (18 yrs. of age or older)
33. A runner may choose to slide but must slide legally. (Feet first only) No head first sliding into any base. Must slide toward the base and avoid contact. Can leap over a defensive player only if that player is on the ground. If out, must get out of the way. At the plate: If malicious contact before scoring, run does not count. If malicious contact after scoring, run does count. In both instances, runner is ejected from the game. Malicious contact is at the discretion of the umpire.
34. Pitcher's position: Defensive pitcher must be within 3' of the pitcher's Mound. At no time is the adult pitcher allowed to act as a fifth infielder.
35. (2013) **No one player may play any one defensive position for more than (2) innings per game.** Those innings will be at the discretion of the head coach. If a game should go to extra innings, then you may restart your count as if it were a new game with thee above mention format. Any team found in violation will forfeit that game and then be seeded last in the Season end tournament. (Commissioner will issue position game cards prior to season start). These are to be exchanged between coaches prior to games and changes are allowed if head coaches and scorers are notified before defensive innings start.

36. (2013) There will be a 4' foul line chalked from the top of home plate to intersect the 1st and 3rd base line *and a straight line chalked across the field from both 4' foul lines*(2024). Any hit ball that does not make it completely out_of this restricted foul ball area, it is foul, and counts as a strike and a pitch and is considered dead and all base runners must return to their respective bases. Regardless, if any player touches the ball while in this area it is to be deemed dead (NO PLAYS can be made while the ball is in this area).



37. (2024) The Defensive Team (team in the field), may have 1 coach instructing in the outfield grass during the first half of the season. Coach's are not allowed to interfere or assist with a live play. Coach's are only allowed to instruct. During the second half of the season (notification from commissioner will be provided), no coach's are allowed in the field of play as to prepare your players for the next league. Coach's may instruct from the foul area and dugout. It is recommended that this option only be used if the head coach feels that it is absolutely necessary to aide in the player development and/or player safety.