

7U & 8U Recreation League Rules - 2010

Administrative Rules

1. No more than a total of 4 games and/or practices are allowed per calendar week.
2. No more than 5 members of a coaching staff are allowed on the field.
3. A game shall be “called” after 6 innings or 1 hour and 20 minutes. After 1 hr and 20 minutes, the game will be considered a complete game regardless of the number of innings played and no additional inning shall be started. Any inning started will be completed unless the run rule is in effect. If the score is tied at the end of the last completed inning, then the game will be declared a tie.
4. If the game is tied after 6 innings, extra innings may be played as long as no inning begins after 1 hour and 20 minutes. The City Championship game will be played as 6 complete innings, with no time limit. If the Championship game is tied after 6 innings, extra innings will be played as necessary to resolve the tie.
5. If a game is terminated or suspended for any reason, it shall be considered a complete game if 3 innings of play have been completed, or 2 and one-half innings if the home team is ahead.
6. If a team is ahead by 8 or more runs, or if a team is mathematically eliminated after 4 innings of play (3 and one-half innings if the home team is ahead), the game is over. After time has expired, the inning in progress shall be completed unless either team is mathematically eliminated.
7. With 2 outs, the team at bat will use a courtesy runner for the catcher of record. The catcher of record is the player who occupied the catcher position while the team was last on defense. The courtesy runner will be the player who made the previous out. The intent of this rule is to help avoid unnecessary delays in the game. A courtesy runner is not allowed after time expires unless the team will be required to play defense in the current inning.

Offensive rules

1. A bat that is thrown or released in an unsafe manner is a hazard. If the umpire judges that a batter has released his bat in an unsafe manner, the player and the team manager will be given one warning. The warning should be noted by the player’s name in the official scorebook. If the umpire subsequently judges that the same batter has released the bat in an unsafe manner, the ball will be declared dead, the player’s turn at bat will be terminated, and the player will be removed from the batting lineup for the remainder of the ballgame. The player is not recorded as an out and he is expected to continue to play when his team is on defense.

2. Coach pitching must be overhand and must be delivered from a standing position. Coach pitchers may be substituted as long as the game is not unnecessarily delayed. When the ball is hit, the coach pitcher must position himself so as to not be an obstruction to the defensive team on any play. Ruling: One warning will be given if the coach is not properly getting out of the way of the defense. Violation after a warning will result in the removal of that coach pitcher from the mound for the remainder of the game. If the coach interferes with any play by the defense, the ball will be dead and the runner being played upon will be out. The umpires will place any other runners at the base(s) they judge the runners would have safely reached if the interference had not occurred. This is a judgment call by the umpires.
3. If a batted ball hits the coach pitcher, the ball is dead. If the coach made a legitimate attempt to get out of the way, it will be declared "no pitch". If the coach did not make a legitimate attempt to get out of the way, the ball is dead, the batter is out, and no runners will advance. This is a judgment call by the umpire.
4. A batter will receive six pitches or three swinging strikes from the coach pitcher. If the sixth pitch is fouled by the batter, the batter will receive as many additional pitches as necessary until: (1) the batter swings and misses the pitched ball, or (2) the batter hits a fair batted ball, or (3) the batter allows the pitched ball to go by without swinging at it.
5. The batter may only advance by hitting the ball. A base on balls is not allowed unless an intentional walk has been ordered by the manager of the team on defense.
6. The batter must make a full swing when attempting to hit the ball. No bunting or partial swings will be allowed. Ruling: The ball will be dead and will be treated as a foul ball if the umpire judges a bunt or partial swing has been attempted. All runners will return to the bases occupied at the time of the illegal pitch.
7. Any coach may use verbal instruction or hand signals to help position the batter in the batter's box as long as it does not unnecessarily delay the game. The coach pitcher may not coach or provide instruction to any runner once a fair, batted ball has been put in play.
8. The ball will be called dead and play will be stopped when an infielder has control of the ball in the infield, the lead runner has stopped his attempt to advance to the next base, and there is no reasonable opportunity to make a play on any runner. This is a judgement call by the umpire.
9. A base runner is out for leaving the base before the ball is hit or reaches home plate. Ruling: The ball is dead and the runner is out. All other runners will return to the base occupied at the time of the pitch and the batter bats again. The pitch and/or attempted swing will not count against the batter.
10. When a fielder has control of the ball and a tag play is evident, the runner must slide or seek to avoid contact with the fielder. Malicious contact shall supercede all obstruction penalties. Ruling: if contact occurs and there is no attempt to slide or avoid contact, the runner will be declared out. The runner will be ejected if the umpire judges the contact to be malicious or intentional.

Defensive rules

1. Teams may play with a maximum of 10 fielders while on defense. A maximum of 6 players may be positioned in the infield and a maximum of 4 players may be positioned in the outfield. For the purpose of this rule, the outfield is defined as the area beginning 10 feet behind the base path.
2. All teams must play with a catcher. The catcher must wear full protective gear, including a protective cup for male players. The catcher may use a catcher's mitt or a fielder's glove. The catcher must be in the designated catcher's area behind home plate when a pitch is delivered to the batter. Ruling: A catcher violating this rule will be given one warning. Further violation will result in replacement of the catcher.
3. The pitcher's circle will be approximately 10 feet in diameter and is centered on the pitching rubber. The player pitcher must remain even with or behind the coach pitcher and he must have at least one foot inside the pitcher's circle until the ball is hit. Ruling: If the batter hits a fair ball, this will result in a delayed dead ball situation. After play has ceased, the team at bat will be given the choice of accepting the result of the play or they may accept the penalty of advancing all base runners by one base from the base occupied at the time of the pitch. If they elect to take the penalty, the pitch and/or attempted swing will not count against the batter.
4. Outfielders must be positioned at least 10 feet behind the baseline when the ball is hit. They are then free to move as needed to make a play on a batted or thrown ball. Ruling: If the batter hits a fair ball, this will result in a delayed dead ball situation. After play has ceased, the team at bat will be given the choice of accepting the result of the play or they may accept the penalty of advancing all base runners by one base from the base occupied at the time of the pitch. If they elect to take the penalty, the pitch and/or attempted swing will not count against the batter.
5. Infielders may not be positioned any closer to home plate than the front edge of the cutout area surrounding the base. The infielders must remain behind this line until the ball is hit. Ruling: If the batter hits a fair ball, this will result in a delayed dead ball situation. After play has ceased, the team at bat will be given the choice of accepting the result of the play or they may accept the penalty of advancing all base runners by one base from the base occupied at the time of the pitch. If they elect to take the penalty, the pitch and/or attempted swing will not count against the batter.
6. An intentional walk will be awarded based upon the announcement of the manager of the team on defense. This may be requested at any time during the player's turn at bat. No individual player may be intentionally walked more than once in the same game.
7. The team manager may make a verbal appeal to the umpire if he believes a runner has missed a base or has left a base before legally tagging up after a caught fly ball.