

Tri-County Rules 2007

Ages 7-8 Revised

**I. THE OFFICIAL PLAYING RULES WITH THE EXCEPTIONS AND VARIATIONS CONTAINED HEREIN SHALL BE THE "OFFICIAL BASEBALL RULES BOOK".**

**II. PLAYERS**

**A.** LEGAL PLAYERS; All players must meet the required age by April 30, 2007, and have signed contract in this age group.

**B.** INELIGIBLE PLAYER; One who is a legal member of the league, but is ineligible to play because of the rules or disciplinary action.

**C.** When an illegal or ineligible player is caught playing in a game, (the penalty is ejection of coach and player, and the coach is suspended for 2 games.)

**D.** If a child with a disability wishes to play, reasonable accommodations must be made for the child and must be honored by each community. Safety of the player with the disability and the other players must be considered at all times.

**E.** IF A PLAYER'S NAME AGE AND/OR ELIGIBILITY IS IN QUESTION, THE OPPOSING COACH MUST BRING THIS TO THE ATTENTION OF THE HOME PLATE UMPIRE, IMMEDIATELY

**F.** No steel cleats

**III. LENGTH OF GAMES**

**A.** **1 Hour or 6 Innings**

**B.** No inning will start 1 hour after the **actual** start time..

**C.** **No extra innings, games can end in a tie**

**D.** If time has expired and home team is unable to win or tie the game due to the 6 run rule, the game is over.

**E.** If a game is called for any reason, it shall be a complete game if 4 or more innings have been completed, or the home team has scored more runs in 3 ½ innings or 3 and a fraction innings, than the visiting team has scored in 4 complete innings.

**F.** Run spreads: 10 runs after 4 1/2 innings  
15 runs after 3 1/2 innings

**G.** The maximum number of runs a team can score in 1 inning is 6. The inning is considered over regardless of the number of outs.

**H.** No game shall begin after 9:00 pm.

#### **IV. PLAYING RULES**

**A.** Batters, on deck hitters, base runners and players coaching bases must wear batting helmets. Helmets must not be intentionally removed by players until they have reached the dugout. After 1 warning, an out will be called. If the 3rd out has already been made, the team will start the next inning with an out.

**B.** Catchers are required to wear a cup-type athletic supporter, catchers gear, mask and helmet with throat guard while catching behind the plate. Any player warming up pitcher must wear a mask, even in the bullpen

**C.** Uniforms include a numbered shirt and a cap. NO SHORTS allowed.

**D.** **No jewelry** shall be worn except for MEDICAL IDENTIFICATION.

**E.** Each team must have 7 players to play a game. There will be **NO** out for lack of a full roster. Failure to field a team within **10 minutes of scheduled time will be a forfeit.**

**F.** All players present at game, must be in a designated position in batting order and by the end of the 3rd inning must have played at least 1 inning on defense, and if 4 or more innings are played, must have played at least 2 innings on defense. If a team fails to do so, a forfeit will be called. Players arriving late are to be added to the end of the batting order and must play on defense.

**G.** SUBSTITUTIONS must be reported to scorekeepers, by coaches.

**H.** **After 1 warning for thrown bats, an out will be declared and the play will be dead.**

**I.** A courtesy runner/batter (Last player to get out) may only be used once per game for a player and only for an injury. If the injured player returns to play, he/she must re-enter in their original batting order, if they are unable to continue NO OUT will be recorded.

#### **J. NO INFIELD FLY RULE**

**K.** The umpire shall judge if there is contact between a runner and a fielder who is in possession of the ball was incidental or a collision, but if a runner remains in the upright position, lowers his shoulder and intentionally crashes into a defensive player, the ball is declared dead, the runner called out and is ejected from the game, and all other runners returned to the last base touched at the time of the collision.

**L.** If a defensive player blocks a base or baseline, **clearly without the ball**, obstruction shall be called.

**M.** Time outs can only last 3 minutes and each coach is allowed 2 per game, to discuss a written rule with the umpire. **(THE COACH MUST HAVE A COPY OF THE RULES IN HAND).NOT A JUDGEMENT CALL.** No time will be added to actual game time.

**N.** Any coach, umpire, player, parent or spectator using obscene or profane language or aggressive gestures toward anyone will be ejected and/or suspended for 2 games. This includes arguing with and harassment of players, coaches and umpires, and can't come to ball field or league games.

**O.** **Anyone involved in fighting will be ejected from league, and can't attend league games.**

**P.** **Jeering, chanting, or noise making in a negative manner with the intent to distract players of the opposing team** shall not be permitted. At the umpires discretion, coaches of

the offending team will be warned for the first offense and will be subject to ejection for repeated offenses.

**Q. Home plate umpire has final say on all disputes, NO PROTESTS.**

**R.** Batters are not permitted to bunt and must follow all the way through with the swing. If the batter does not follow all the way through, he/she shall be called back to the plate, the swing shall count as a foul-strike, the ball is dead, and no runners may advance. Each batter will get up to five pitches to put the ball in play, and these pitches are decided by the umpire. If the 5<sup>th</sup> pitch is hit foul, the batter will continue to get pitches until the batter hits the ball fair or swings and misses.

**S.** Base runners are not permitted to steal or lead-off base and shall remain in contact with the base until the ball is hit. Penalty for leading off: runner is called out and the ball is dead

**T.** If a batted ball hits the pitching machine, it is considered a dead ball. No pitch.

**U.** Player next to pitching machine MUST WEAR a batting helmet with facemask

**V.** No more than three players shall “huddle” on the playing field at any time during the game. Umpires shall not allow more than 1 “huddle” per inning

**V. PITCHING RULES**

**A.** Coaches and umpires shall check and agree on the speed of the pitching machine before every game.

**B.** Umpire will place ball into pitching machine.

**VI. COACHES**

**A.** Players and coaches shall remain in the dugouts, on the benches, or in the prescribed areas throughout the game.

**B.** Umpires shall not permit more than one offensive time out in each inning to allow a coach to talk with a player.

**C. Excessive huddling between innings is prohibited.** Penalty: Warning will be issued for the first offense and a ball or strike will be awarded to the batter for additional violations.

**D.** COACHES CAN NOT GO OUT ON THE FIELD TO GIVE PLAYERS DIRECTIONS DURING THE GAME.

**E.** COACHES CAN NOT TOUCH PLAYERS DURING A LIVE BALL, OR AN OUT WILL BE CALLED.

**F.** NO PROTESTS ARE ALLOWED, OR WILL BE DISCUSSED.

**VII. RAIN OUT PROCEDURES**

**A.** Both teams that are involved in rained out games should call their own town representative to report rain-out as soon as possible.

**B.** Home teams' town representative should call other teams' town representative within 7 days of the rain-out to reschedule game. The game does not have to be played within 7

days, but a date needs to be agreed upon and set. The team that can't play on the agreed upon date will forfeit. If a date can not be agreed upon, then the home town representative will need to notify MIKE DANIELS, {Board President}, to resolve the problem.