

# Tri-County Rules

## Ages 7-8 Machine Pitch

### FINAL

#### 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, 2010, 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. 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, (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.

#### 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.

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. THERE IS NO MUST SLIDE RULE!!

We are concerned about unnecessary and violent collisions on the bases and at home plate, so in order to discourage these types of collisions, Here is our Collision and Obstruction Rules.

- When there is contact between a runner and a fielder who is "clearly" in possession of the ball, the UMPIRE shall judge if it was:
  1. Mild or incidental contact- fielder is unaffected or only moved one step backward or to the side as a result of the contact.
    - a. Play continues as if there had been no contact
  2. Collision- fielder is knocked down or backwards off the play
    - a. The ball is dead, the runner is out, and all other runners return to last base touched at time of the collision.
  3. Flagrant collision- Runner remains in the upright position, lowers his shoulder and INTENTIONALLY crashes into or with force pushes a defensive player
    - a. Runner will be called out and is ejected from the game, and each time he comes up to bat it will be an out. All other runners will be returned to the last base touched at time of collision.
  4. Obstruction- If a defensive player blocks the base or plate or the baseline "Clearly without the ball", or is not in the act of catching the ball
    - a. Runner is safe and a delayed dead ball is called.
    - b. If the runner collides flagrantly: he shall be declared safe on the obstruction, but he will be EJECTED from the game, and the ball is dead. Then when his turn at bat comes up it will be an out.

L. After a batted ball has been fielded, and thrown back inside the 30ft. line, play is dead. Runners, if half way to the next base, may advance to the base they are running to at the exact time the ball passes over the white chalk line. However, the catcher may still try to tag out a runner going to home plate.

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

O. 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.

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

Q. 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.

R. 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

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

T. All Pitchers or Players next to pitching machine MUST WEAR a batting helmet with facemask to be legal.

U. 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.10 Players can be on the field each inning playing defense, but 4 must be on the bases.

W Distance between bases is 60 feet.

## V. PITCHING RULES

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

Pitching machine distance is 38 feet.

B. Umpire will place ball into pitching machine.

C. All balls must have TRI-COUNTY LOGO Stamp

D. No Pitching rubber will be used.

## 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 cannot go out on the field to give players directions during game.

E. Coaches cannot touch players during a live ball, or an out will be called.

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

"Coaches thrown out of a game must leave the area, out of sight & sound. If a coach is ejected 2x that coach will be ejected from the league as a whole for good. When a coach is ejected the home town rep. will be responsible for reporting the incident to Mike Daniels.

## VII. RAIN OUT PROCEDURES

**Rainouts will be handled using the guidelines of games scheduled on Monday, Tuesday or Wednesday are to be rescheduled for the following Saturday or Wednesday. Games scheduled for Thursday or Friday are to be rescheduled for the next Saturday or Wednesday. The home town Rep. will need to reschedule the games within 48 hours of the original game date.**

- Make up games can be played during the week based on field availability
- Games must be made up or they will count as a forfeit (2 weeks or less is the expected time period to get games played)
- Doubleheaders will be allowed and are encouraged to help with travel. No more than 2 games a day per team
- 16u and 15-18 will be allowed to play on Saturday or Sunday
- Games that cannot be played at home town field can be played at visitors field, with the home town reimbursing visiting team for umpire fees
- Coaches will be held accountable for games not being played unless there is a school event, rain, or an event approved by the "Tri-County Board"