



7U Baseball League Division Rules

Division Overview

Division Designation

- 7 years of age- Players cannot turn 8 years old prior to May 1st of the league year. 6-year-old players can play up a division with the approval of the League VP.
- Each team will consist of 12-14 players that will be placed on each team. The vice president or their designee will be responsible for forming/rostering teams.

Loaning Players:

- Players are rostered on a specific team and cannot be loaned to another team or play with another team in League Games. The only exception will be with prior approval of the League VP. The team being loaned players will forfeit and the game can be played as a scrimmage. (Forfeits will be recorded as an 8-0 loss) Coaches caught switching players without approval will be suspended for a minimum of one game.

Time limits/Length of Play

- Game time will be 60 Minutes.
- While school is in session we will play a drop-dead time limit.
- No new inning will start with five or less minutes on the clock.
- Once school is out, we will play to finish the inning. If the home team is ahead and up to bat, the game will be called when the time expires.

Note: Any game canceled/forfeited with less than 24 hours' notice will result in a possible fine up to \$125, if this fine is not paid before next scheduled field practice or game, said team will be suspended until fee is paid. Any changes must be handled through the league.

Umpires:

- No umpires will be provided for this league. Coaches should utilize themselves or an assistant coach to call the bases.
- Coaches will have to agree on contested calls. If they cannot the league VP will be contacted immediately.

Game Rules and Regulations

Basic Baseball Rules

- Teams must have 9 players to start a game. They may finish a game with 8 players due to injury or illness. An out will be recorded in the lineup for the injured/ill player.
- All team members shall bat in the order submitted to the official scorekeeper. All team members present for games shall be placed on the batting list and will bat in that order. Players that arrive late will be placed at the end of the batting list. At the coach's discretion any player may be omitted from the batting list for disciplinary or injury before game time. If a player gets injured or can't continue to

bat in the order turned in. The opposing team will be awarded an out for the missing player when the player comes to bat. Player may come back in his/her order at any time.

- Each team will have their line up into the other team 5 minutes prior to game time.
- If any player present is not participating in the game the opposing coach must be notified and noted on the line-up card.
- Free substitution is allowed only at the half inning unless there is an injury or illness.
- Each player on the batting list shall play one half inning defensively.
- Third base dugout is reserved for the home team, and the first base dugout is reserved for the visiting team.
- A 10' pitchers circle shall be marked on the diamond. The pitcher must be within the circle when returning the ball to the pitching coach. No other player shall be allowed to return the ball to the coach who is pitching.
- Play is dead when the pitcher has control of the ball inside the pitcher's circle unless the ball is hit to the pitcher.
- If the batter hits the ball to the pitcher and the pitcher elects to hold the ball in the circle thereby stopping the play, each runner in front of the batter will advance one base and the batter will advance to first base.
- Play is dead while the catcher returns the ball to the pitcher after a pitched ball that did not result in a live play. (Passed ball, foul tip, strike, etc....)
- Play is dead if the ball leaves the playing field because of an overthrow. Each runner shall advance one base beyond the base earned prior to stopping the play. It is the umpire's discretion, if present, to the base earned prior to the stoppage of the play.

Pitching

- Coaches will pitch to their prospective team.
- Coaches will pitch from inside the outlined circle, approximately, forty (40) feet directly in front of home plate.
- The coach must be within the pitching circle and throw from a knee or standing.
- Pitches should be flat and not be in an arch.

Hitting

- Each team shall list all eligible players on their batting lineup.
- An inning will be determined by either 3 outs or 9 batters. If a team hits to the 9th hitter of the inning, coaches will notify the other team of the last batter of the inning.
- The batter shall be given five (5) pitches or three (3) strikes, **whichever comes first**. A foul tip upon the third strike or the fifth pitch shall keep the batter alive.
- The batter shall not advance to first base upon a passed ball on third strike. The batter is out. Strikes are called at the pitching coach's discretion.
- A foul tip caught by the catcher on third strike will constitute an out.
- An injured player may leave the game and return. If their turn at bat comes up the team will take an automatic out should the player not be available to hit.
- **Absolutely no walk-up music will be played as the hitter approaches the batter's box or between innings.**

Defensive Play and Dugout Rules

- A team may have a manager, three assistants, in the dugout. No other non-players shall be allowed in or around the dugout.
- The defensive team may have one coach on the infield and one coach in the outfield to assist players with positioning.
- 10 Kids on field, 4 must play in the outfield in the grass.

Obstruction Rule/Slide Rule

- In the event a batted ball strikes the coach while instructing defense in the infield, the batter shall be awarded first base and runners on base will move up one base accordingly. A ball that strikes an outfield defensive positioned coach shall result in two bases.

- Players are encouraged to slide if a play is being made or is imminent at the base they are going into. If the player does not slide and contact is made, it is at the discretion of the coach whether the player interfered with the play. If both teams' coaches agree that interference occurred, the player will be called out. **There is no mandatory slide rule. If players do slide, they must slide legally.**

Infield Fly Rule

- There will be **NO** infield fly rule in effect.

Base running

- No lead offs or stealing.
- Players may advance 1 base on an infield hit and 2 bases on an outfield hit. Each base runner shall only be allowed 1 base on overthrow with a live ball in play.
- Tagging up after a caught fly ball or a caught foul ball is allowed. After returning to the base the runner started the play from, the runner may advance after the ball is caught at the runner's own risk to the next base.

Note: If a player is attempting to make a play on a batted ball with a runner running to first base and overthrows the base, the runner is only allowed to proceed to second base. Should additional overthrows occur that runner is not allowed to advance any additional bases.

Speed of Play (All Leagues)

- Coaches should make every effort to speed up play in all leagues whenever possible. This means the teams should be taking the field quickly.

Infield

- No infield practice will be taken prior to the game.

Equipment Standards

Baseballs

- Games will be played with league issued baseballs or the equivalent.
- Each team will be responsible for providing at least two balls in decent condition per game.

Note: Teams needing helmets, catchers' equipment, practice baseballs etc., will check out equipment with FABC Vice President for their league. Any equipment not returned at the end of the league will be charged to the coach at replacement cost.