7/8 Division
Rules/Regulations
2022

I. PLAYER PARTICIPATION

*USA stamped bats only. No bats stamped USSSA will be permitted.

1. **Batting Order**: All players must be included in the batting order.

2. **Fielding Positions**: All players must play a fielding position for a minimum of three (3) innings per game. A player substitution can be made in any inning at the coach's discretion. Last names and uniform numbers must be entered into the scorebook. Each team must exchange line-ups when going over the ground rules with the umpire.

3. **Substitutions**: Substitutions for injuries and re-entry of injured players shall be at the discretion of the umpires. No other substitutions are permitted except to replace a player who must leave the game or to replace a player who has been ejected from the game.

II. PLAYING RULES

4. **Dimensions of Bases and Pitching Mounds**:
   Bases: 60 Feet
   87 feet 10 inches from Home plate to Second base
   Mounds: 40 Feet from back of Home plate

Pitchers Limitations: 3 innings per game or 60 pitches.
-Once the pitcher reaches his/her 60th pitch, he/she must be removed from the position immediately. Going over 60 pitches to finish a batter is NOT permitted.
-The pitcher must be removed from a game if the pitcher hits three (3) batters in a game.
Once a pitcher is removed from a game he/she may not return as a pitcher in the game.

Rest days:

If a pitcher throws 20 or less pitches, he/she is allowed to pitch on no day rest.

If a pitcher throws 21 – 40 pitches, he/she ***must have one day of rest.***

If a pitcher throws 41 – 60 pitches, he/she ***must have two days of rest.***

5. **Length of Game**: All games will be FIVE (5) inning games (weather permitting). There will not be any extra innings during the regular season. Game is official after the end of the THIRD (3rd) inning or two (2) hours.

6. **Playoff Format**: All teams will make the playoffs. All three rounds will be single elimination:

First Round Playoffs:

Third (3rd) Place plays Sixth (6th) Place
Fourth (4th) Place plays Fifth (5th) Place

First (1st) Place and Second (2nd) Place will receive a bye for the first round.

Semi-Finals:

The First place team will play the highest seeded team remaining and the Second place team will play the lowest seeded team remaining.

A player must participate in at least fifty (50%) percent of the regular season games to be eligible to play in the post season, unless unusual circumstances arise. The Baseball Committee shall decide whether unusual circumstances exist and will rule accordingly.

A playoff game must be played in its entirety to be considered a complete game. A playoff game cannot end in a tie. If a playoff game, that is considered official, is suspended due to weather, time limits, and darkness or otherwise, the game shall be continued on a subsequent date to its conclusion. Play will resume exactly where it left off. Any game suspended before it becomes OFFICIAL shall be replayed in its entirety at a later date.

7. **Grace Periods**: Umpires will allow a fifteen (15) minute grace period after the scheduled game time in the event a team cannot field eight (8) players. When the grace period has elapsed the game will be forfeited. If neither team can field eight (8) players then both teams will suffer a forfeit.

8. **Last Inning**: No Inning may start within fifteen (15) minutes of the next scheduled games starting time. The full inning must be completed if necessary. The umpire's decision as to when an inning may begin is binding. Should any regular season game be suspended for darkness, weather or time limit, the score will revert back to the last completed inning, unless doing so would constitute an incomplete game. In that case, the game would be cancelled and replayed in its entirety at a later date. In the event of lightning, the game must be halted and the game cannot continue until twenty (20) minutes has elapsed since the last lightning strike was observed.

9. **Players**: No game may start with less than six (6) players on each team. Each team will field ten (10) players including four (4) outfielders. Any late comers will be inserted at the bottom of the line-up card and into the game. If a game has started and a player is forced to leave the game due to injury or sickness and no substitute is available, the game may continue. The game cannot continue with less than six (6) players and in such event that an sixth (6th) player is not available the game will be stopped and be recorded as a forfeit.

10. **Stealing**: Is not permitted.

11. **Dropped Third Strike**: No advancement on a dropped third strike.

12. **Tagging Up**: Is not Permitted

13. **Walks**: Four balls constitute a walk. No intentional walks are permitted.
    Limit of four(4) walks per inning. At which point the count will remain at 3balls until the batter either strikes out or gets a hit.

14. **Balks**: Balks will not be enforced.

15. **Bunting**: Is not permitted.

16. **Sliding**: A runner must slide, give himself up or avoid a tag where there is a close play. The runner cannot barrel into a fielder or catcher trying to apply a tag. The runner may be called out or ejected by the umpire based on the umpire's judgment. A slide must be feet first. **NO HEAD FIRST SLIDING**.

17. **Throwing of Bat**: There will be one (1) warning per team for a thrown bat. The next batter will be ejected from the game, the ball is dead and no runners may advance.

18. **Courtesy Runner**: If a catcher is on base and there are two (2) outs, the catcher must be replaced by a substitute runner. The substitute runner must be the last batted out.

19. **Line up and Handshake**: Both teams must line up along the foul lines for the post game handshake.

20. **Batted Ball Hitting Runner**: The runner is out and the ball is dead. The batter is safe unless the hit runner is the third (3rd) out of the inning.

21. **Spectator Interference**: If a spectator touches a ball in fair play between first and third base, one extra base is awarded. If it occurs in the outfield, two bases shall be awarded unless the ball is so far from

home as to permit the batter or runner to advance beyond second base at the time of infraction. Umpire shall use his judgment how far to allow the batter or runner to advance.

22. **Run Rule**: An inning ends when a team scores (5) runs or three (3) outs with the exception of the last inning declared by the umpire. There is no run limit in the last inning.

23. **Mercy Rule**: The mercy rule is in effect when the home team leads by fifteen (15) runs after three (3) complete innings.

24. **Time outs**: A time out can be called once an infield player is in possession of the ball on the infield.

25. **Appeal Play**: The appeal must be called before the next pitch. The appeal is called by the defensive team when they feel a runner has missed touching a base during a play. The pitcher must step off the rubber and throw to the appropriate base. The umpire will rule on the play and the umpire's decision is final.

26. **Batting Helmets**: Batting helmets must be worn by a player who is at bat or running the bases.

27. **Protective Cups**: A protective cup must be worn at all times. ***NO CUP – NO PLAY.***

28. **Bats**: All bats must be either wood or aluminum. The bats must have the ***USA*** stamp on it. **NO BATS STAMPED USSSA WILL BE ALLOWED.** An illegal bat must be removed from play.

29. **Standings**: A win counts for two (2) points. In the event of a tie in the standings, the following tie breakings rules will apply:

1st – Head to Head Wins
2nd – Runs Against
3rd – One Game playoff

III. Official Game Control

30. At all times, the umpire will decide if the game will start. At that time and for the duration of the game, only the umpire or baseball commissioner will decide if the game should be halted.

31. The HOME TEAM dugout shall be on the first base line. The HOME TEAM shall supply and place the bases, the pitchers rubber and home plate on the field. The VISITING TEAM shall also bring bases to the game in the event a need arises. Each team shall supply the umpire with one (1) new baseball. A new ball will come into play at the top of the fourth (4th) inning.

32. Umpires are to see that lineups are exchanged by the managers before the start of the game.

33. Umpires will discuss ground rules with both managers before the start of the game (i.e.: dead ball areas).

34. Runners advance one (1) base on an overthrow in foul territory and the ball is dead.

35. Umpires control of game includes speeding up the playing time. Players are to hustle on and off the field at the completion of each half inning. Pitchers warm-up throws are limited to six (6), except for incoming relief pitchers who are limited to eight (8). Batters are to enter the batter's box when the umpire directs. Pitchers are not allowed to stall for time.

36. In the event an umpire ejects a player, manager, coach or parent, it must be reported to the Baseball Commissioner for any disciplinary action and will be noted on the game card. Any further disciplinary action must be decided by the Board of Directors. Any suspension of a player, manager, coach or parent for any reason must be determined by a majority vote of the Board of Directors.

37. No alcoholic beverages or smoking shall be permitted in the area by the staff, parents, spectators, players, managers or coaches under any circumstances. If anyone shows up at the playing field already inebriated will be asked to leave the playing area immediately.

38. Deliberate destruction or abuse of any property or equipment will result in the ejection from the game and possible suspension or ejection from the league.

39. Managers are to keep the players in the assigned area when not engaged in play. No one is permitted behind the backstop or within the live play territory except for base coaches. When not on the playing field the players must stay in the dugout. Only one (1) on deck batter is allowed in the on-deck circle. Players are not to be playing catch in or outside the dugout unless on the playing field. Only incoming pitchers may warm up on the side lines.

40. Players and three (3) adults (manager and two coaches) in league uniform shall be permitted in the dugout making them easily identified as coaching staff. Anyone not in coach's uniform or shirts will not be acknowledged and cannot be in the playing area. Umpires will be instructed to enforce this rule. One adult can keep score from outside the playing area.

41. All teams must be represented by a manager or coach at every regular Baseball meetings.

42. When an infraction of the rules occurs, a manager may protest the decision, BUT, must inform the umpire of the protest before the next play or pitch is made. A notation shall be made in the score book and signed by the umpire. The manager must inform the Head Coach within 24 hours and present his protest in writing at a hearing. The umpire should notify the Head Coach as well. The Baseball Commissioner shall call a special hearing. Upon notification, ALL parties involved in protest shall attend the hearing. A majority vote is required to uphold the protest.