

## **Blaine Area Little League 2017 Rules Developmental League (Ages 7&8)**

This league is the next step in player development and learning how to play the game. Standings will be kept for end of season tournament seeding purposes. Please post your scores on your team page within 24 hours of each game. **Our goal is to have fun, develop each player for success, promote sportsmanship, and to get them to play again next year.**

### **Playing Field**

1. Infield: The distance between the bases is 60 feet.
2. An imaginary defensive arc has a radius of 30', centered on home plate and extending between the 1st and 3rd baselines. Its purpose is to ensure that no defensive player, except the catcher, is closer than 30' to the batter until the ball is hit.
3. Imaginary hash marks are located at the halfway point between 1st and 2nd base, 2<sup>nd</sup> and 3rd base, 3rd base and home. These are used by the home plate ump to determine the base a runner is entitled to when "DEAD BALL" is called.
4. The 1<sup>st</sup> base coach will call outs at 1<sup>st</sup>; the coach in the outfield will call outs at 2<sup>nd</sup> base, the 3<sup>rd</sup> base coach will call outs at 3<sup>rd</sup> base, the coach behind the plate will call outs at home and if a ball is fair or foul. 1<sup>st</sup> and 3<sup>rd</sup> base coaches/umps are provided by the team on offence. The team on defense provides the home plate ump and coach/ump in the outfield. These positions change with offense and defense.

### **Special Playing Rules**

1. Teams must have at least 8 players for an official game to be played. If a team does not have 8 players by five minutes after the scheduled game time, the game will be considered a forfeit. Teams can divide up players and play a scrimmage game and should be reported as a 6-0 game. This rule is in place for all regular season and end of season tournament games.
2. For safety reasons, on deck batters are not allowed. (No player should be allowed in front of the fence until it is their turn at bat.) All players should be inside the dugout area, behind the fencing during play when not in the field on defense.
3. A defensive team will consist of 10 players, there are 4 outfielders playing in an arc across the outfield. No "short fielder" is allowed. The outfielders must be at least 10' beyond the baseline when the ball is hit.
4. A team may score no more than 5 runs in an inning. Scoring of the 5th run has the same effect as the 3rd out.
5. Games are six innings long with no new inning starting after 1 hour and 15 min. The visiting and home teams must each have equal times at bat to complete the game. Games can end in a tie.
6. Each player will play at least 1 inning of defense on the infield. The position of catcher does not count. In addition, no player will play the same defensive position more than twice in a game. All players must sit once before any player sits a second time.

7. Each batter is allowed six pitches to hit the ball fair. A foul ball on the last pitch allows the batter another pitch. This continues until the ball is put in play or the batter doesn't make contact. \*Until June 18<sup>th</sup> (mid-season), after the sixth pitch, the player will be allowed to use a batting tee to hit the ball into play. The batting tee will not be used beyond June 18<sup>th</sup>. After June 18, the batter will be allowed 6 pitches. After the sixth pitch, the player will be called out if they do not put the ball into play. A foul ball on the last pitch allows the batter another pitch. **The goal is to get players to hit the ball and build their confidence.**

8. Throwing of the bat while batting is not allowed. The home plate umpire will give the player a warning after the first thrown bat. Both coaches will be notified. On the second thrown bat by the same player, the player is called out with no base runners allowed to advance.

9. An adult from the team at bat pitches for that team. The pitching is overhand, and at a distance of no more than 46' from the batter and no less than 25'. If a pitching rubber is available, that can serve as a reminder of the suggested distance parameters.

- a. *(7 Year Old Developmental League ONLY may utilize an underhand pitch for the final 2 pitches of the 6 pitches allowed to a player until June 18. Starting June 19, all pitches must be overhand. If the pitcher needs to adjust their distance so that players have a better chance to hit they may do so. **The goal is to get players to hit and build their confidence.**)*

10. The defensive team's (player) pitcher will have one foot next to the pitching rubber if one exists. If there is not a pitching rubber they shall play in the middle of the diamond on an imaginary line between 1st/3rd base and home plate/2nd base. The defensive player shall set up to the left or right of the adult pitcher as needed for safety reasons as close to the pitching rubber as possible.

11. The adult pitcher must make every attempt to get out of the way of a batted ball or a defensive play even if it means hustling off the infield. If, in spite of all best intentions, the adult pitcher interferes in any way, it is considered a no pitch and the play is redone.

12. The adult pitcher is not allowed to coach base runners in any way.

13. The adult pitcher should not make any motion to receive a ball from a defensive player until "DEAD BALL" has been called.

14. Leading off is not allowed. The umpire will give one warning per team per game for leading off. Thereafter, it is called an out. Stealing bases is also not allowed.

15. On a ball that is put in play and doesn't leave the infield, runners can only advance one base. No advancement on any over throws to any base on throws in the infield.

16. On a ball that is put in play that goes beyond the infielders, the runners may advance until the ball is in possession by an infielder, including the player pitcher in the infield area (the infield area is where the normal infielder would play or receive a relay throw from an outfielder). When this is true and no attempt is being made on a base runner, the umpire will call "DEAD BALL". At this point, runners will be awarded or returned to the base they are closest to, as determined by the hash marks.

*\*Note: The infield by definition is in no relation to the size of the dirt infield as all dirt infields are different size. This rule annually is the most complicated for teams to understand. **Baseball logic must be used to make sure it is clear and both coaches need to be on the same page prior to the start of the game.***

17. The catcher wears normal catcher's equipment, helmet, facemask, chest protector, and shin guards.
18. One coach is allowed on the field with the defensive team. The coach is positioned in the outfield area of the field. Coaches are to provide in between pitch instruction and player alignment, but once the ball is live, are encouraged to not provide additional instruction.
19. Only Little League Approved bats with a maximum bat length 33" and 2 1/4" barrel maximum are allowed with a bpf of 1.15.