

Citywide 7-8 Division Rules

(adopted Apr 2023)

All games follow the most recent edition of the official Babe Ruth / Cal Ripken handbook with the following exceptions:

1. Batting Rules

- 1.1 Continuous batting order. ALL players present MUST be in the batting order. Players arriving late shall be placed at the end of the lineup.
- 1.2 No slash bunting (a slash is a fake bunt followed by a swing)
- 1.3 No wagging is allowed in front of the catcher during the pitcher windup or pitch.
- 1.4 Intentional walks are prohibited
- 1.5 Run Limit
 - (a) a maximum of five (5) runs allowed per team, per inning for innings one (1) through five (5). NO EXCEPTIONS
 - (b) In the sixth (6th) inning, the run maximum will be adjusted such that the team that is behind may score enough runs to tie the game. Thus, sixth (6th) inning run caps are as follows:
 - i. TIE GAME: the five (5) run maximum remains in effect for both teams
 - ii. AWAY TEAM LEADING: the away team is capped at five (5) runs. The home team is capped at the run differential. For example, the score is 12-4 entering the home half of the sixth (6th). The home team's run maximum is eight (8). The game is immediately over, and ends in a tie, if the home team scores eight (8) runs. Otherwise, the away team wins.
 - iii. HOME TEAM LEADING: the away team is capped at the greater of five (5) or the run differential. If the game subsequently becomes tied, or the away team takes the lead, then the game continues to its conclusion without regard for a run cap because the home team wouldn't require more than five (5) runs to win.
- 1.6 Bats:
 - (a) Players may use any bat having the USABaseball stamp on it, regardless of drop ratio or barrel circumference.
 - (b) Players may use wood bats
 - (c) BBCOR bats are not allowed
 - (d) Approved bat stamp:



2. Base Running Rules

- 2.1 Base stealing is not allowed. This includes passed balls.
- 2.2 Runner cannot take a "secondary lead" until the pitch crosses home plate.
- 2.3 Slide or Avoid: any runner is out when the runner does not slide or otherwise attempt to get around a fielder who has the ball and is waiting to make the tag. This should not be interpreted as a must-slide rule.
- 2.4 Runners may not advance on an overthrow of first (1st) base
- 2.5 Runners may advance one (1) base on an overthrow to any other base.
- 2.6 When a ball hit to the outfield is returned to the infield, and an infielder has possession, runners may no longer advance. If, at the time the infielder secures possession within the infield, a runner is more than halfway (approximate) to the next base, that runner can continue to the next base at his/her own peril, but if the runner is less than halfway, the runner must go back to nearest base.
- 2.7 Coaches should advance runners in a manner that is consistent with typical baseball game flow for the relevant situation. Players at this level are still in early stages of development. Coaches should not exploit it.
- 2.8 Runners may not score by stolen base or on a passed ball; they may only score as a result of a batted ball or by being forced by a base on balls or hit by pitch.

3. Fielding Rules

- 3.1 Each player must play at least 3 innings in the field.
- 3.2 Each player should be given an opportunity to play ALL positions unless doing so would present a safety risk.
- 3.3 Teams may use four outfielders. All outfielders must be on the outfield grass when the ball is pitched. None of the four outfielders may be used as a shortfielder.
- 3.4 No infield fly rule.
- 3.5 The catcher:
 - (a) must be in the proximity of where a catcher normally stands
 - (b) must wear full complement of catching gear (catcher's mask, chest protector, glove and shin guards).

4. Pitching Rules

4.1 Machine/Coach Pitch

- (a) Spring-loaded portable pitching machine shall be used. They are to be operated by a coach or team parent. Umpires should never be asked to operate the machine.
- (b) Coaches may choose to pitch instead of the machine. In such situations:
 - i. Throwing underhand is not allowed
 - ii. Coach must pitch from the pitching rubber in all cases except when one team is using the machine and the other has a coach pitching. In such cases, do not move the machine every inning. It'll require recalibration and will delay the game. Simply have the coach pitch from in front of it.
- (c) Pitching/Coach Machine Schedule
 - i. Weeks 1 – 2 (Apr 23rd – May 7th): 0 innings player pitch | 6 innings machine/coach
 - ii. Weeks 3 – 4: (May 8th – May 21st) 1 innings player pitch | 5 innings machine/coach
 - iii. Weeks 5 – 6: (May 22nd – June 4th) 2 innings player pitch | 4 innings machine/coach
 - iv. Weeks 7 – 8 (Playoffs): 3 innings player pitch | 3 innings machine/coach
 - v. Players pitch before the machine/coach in ALL games
- (d) If a batted fair ball hits any part of the pitching machine without touching any defensive player, the ball is immediately dead. The batter will be awarded first base. All other runners return to the base they last occupied before the ball was hit, unless forced to advance as a result of the batter being awarded first base. If a batted fair ball is first touched by a defensive player and then hits any part of the pitching machine, it is a live ball. If a thrown ball hits any part of the pitching machine, it is a live ball.
- (e) When the pitching machine is in use, or a coach is pitching, all players assigned to the "pitcher" position must stand even with the pitching machine on either side of the mound. At no time shall it be permissible for a player to come closer. It presents a safety risk or an unfair advantage
- (f) It is strongly recommended that there be a full bucket of baseballs on the pitchers mound for either machine or coach pitch AND an empty bucket behind the catcher. Do not throw back from the catcher after each pitch. Put balls in bucket behind the catcher and replace buckets once it's full. Maintain a quick pace of play.

4.2 Player Pitch

(a) Pitching Distance

- i. All players must pitch from the pitching rubber at 46' unless mutually agreed by both Managers.
 - a. Players may pitch from a closer distance of 40' if reaching the plate or consistency is an issue.
 - b. If a player can reach the plate from the mound at 46' feet, the player shall pitch from the further distance.
 - c. This is not a tactical rule and should not be used as such by coaches. It is to insure game flow and growth of players. Any abuse of this rule should be reported to a league official.
 - ii. At no time shall any player be allowed to pitch from closer than 40'.
 - iii. Coaches must always pitch from 46'
- (b) Batter is awarded first base if he/she is hit by a pitch thrown by a player
- (c) Two (2) walks per inning will be allowed. After that:

- i. After ball four (4), a coach from the batting team shall come in to pitch.
 - ii. Count resets when coach comes in to pitch.
 - iii. Coaches can strike a batter out but cannot walk a batter
 - iv. HBP does not apply. It will be called a ball.
- (d) Players may not pitch more than two (2) innings in a game
- 4.3 A manager or coach may make one (1) trip to the mound per inning, per pitcher, but must remove the pitcher (as a pitcher only) on the second (2nd) visit to an individual pitcher in an inning. An official mound visit includes:
- (a) Coach calling time out and visiting the pitchers mound
 - (b) Coach calling a pitcher over the side of field to speak with him/her.
 - (c) Catcher calling time out to carry a message directly from the coach to the pitcher

5. Miscellaneous Rules

- 5.1 Play is dead when the pitcher is standing in the area of the mound with the ball and all base runners have come to a stop in the area of a base.
- 5.2 Official games that end in a tie are considered final.
- 5.3 Time Limit
- (a) a new inning may not be started later than whichever comes first:
 - i. fifteen minutes before the scheduled start of the next game
 - ii. 1hr 45min after the start of current game if game schedule behind
 - iii. 2hr after start of current game if no game scheduled behind
 - (b) Both managers and umpire should agree to the official "start time" if starting later than scheduled start time
- 5.4 Team management consists of one manager, and up to three (3) coaches.
- 5.5 Concerning games between teams with differing number of players:
- (a) A team having only eight (8) players must take an out in place of the missing ninth batter each time around the batting order
 - (b) A team may not begin or continue a game with seven (7) players or less.
- 5.6 Using non-rostered players:
- (a) In the interest of playing games and avoiding forfeits, non-rostered players may be used in regular season games to give an undermanned team enough players to play a game.
 - (b) The opposing team must be notified, prior to the start of the game, that non-rostered player(s) are being used. However, consent from the opposing team is not required.
 - (c) Non-rostered player "call ups" must be from a lower (not equivalent) division.
 - (d) There are no restrictions on defensive positioning or batting order for non-rostered players
 - (e) Non-rostered players should not be used if there are 9 or more rostered players available to play.
 - (f) Non-Rostered players must be normal league players, i.e. registered with one of our participating leagues. Non-League players would negate our collective insurance binders.
 - (g) Any time that a non-rostered player is used, the league presidents must be notified (either before or after the game). League presidents will monitor the use of non-rostered players and take appropriate action if needed.
- 5.7 Any attempt to alter, dismiss, or otherwise circumvent, these rules through mutual agreement by both teams is prohibited unless specifically authorized herein.

6. Administrative Rules

- 6.1 Home team is responsible for umpires
- 6.2 Home team is responsible for providing game baseballs, Baseballs should be competition grade or higher.
- 6.3 The Home team is responsible to check the field and make a decision concerning rainouts "1.5 hours before game time"

7. Code of Conduct

- 7.1 Team managers (head coach) are responsible for the conduct of their players, coaches and team parents/families.
- 7.2 Any Manager or Coach who is ejected from any game for any reason will be “suspended indefinitely” until such time as the Board of Directors addresses said ejection. The directors will meet as soon as is practical after the ejection.

8. Board of Directors

- 8.1 Each participating leagues president shall comprise the citywide Board of Directors ex officio.
- 8.2 Additional voting seats may be added by unanimous vote of league presidents
- 8.3 The Board of Directors shall have the authority to settle conflicts, determine disciplinary action, modify rules, amend league structure or similar
- 8.4 All decisions shall require a 3/5th + 1 super majority