

CARROLL COUNTY PARKS & RECREATION DEPARTMENT

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7 & 8 BOYS PITCHING MACHINE BASEBALL RULES

This program is designed to teach the rules of baseball. It is designed to teach them to play defense and how to successfully bat the ball. Emphasis will be on learning how to play the game and learning fundamentals rather than winning.

PLAYING FIELD:

- Base distance is 60 feet
- Pitching machine distance will be 46 feet
- A six-foot radius circle shall be drawn behind the pitching machine area to designate location for returning the ball to the pitcher and an 8-foot straight line across the pitching rubber to designate the position for adult and youth pitcher.
- Chalk lines shall be drawn between bases to indicate the halfway points between bases.

GAME REGULATIONS:

- Age control date is prior to May 1st.
- Roster limit will be no more than 15 players.
- Players cannot play or participate in two different county recreation leagues.
- Players are required to play at least two (2) defensive innings, unless they are being disciplined for any reason.
- There will be **FREE DEFENSIVE SUBSTITUTION** in 7 & 8 boys baseball.
- Injured players - will not be allowed to play with any type of plaster or metal cast on any part of his or her body.
- Injured player-if an umpire removes an injured player, he or she may not re-enter.
-if the coach removes an injured player, they may re-enter per the substitution rule.
- Any player ejected for unsportsmanlike conduct will sit out the remainder of that game plus his or her team's next scheduled game. The player may attend the game he/she is to sit out and sit on the bench. **Exception** – any player ejected due to equipment violation, substitution violation or carelessly swinging his or her bat will not be required to sit out the next game.

STARTING, ENDING, GRACE PERIOD OF ALL GAMES

- A regulation game shall be 5 innings (4 ½ if the home team is ahead) or 1 hour and 15 minutes, whichever comes first. The inning at the 1 hour and 15 minute mark will be completed. Tied games will remain tied. Games played on Saturdays will be played 5 complete innings with no time limit.
- There will be a 10-minute grace period for the first game of the day. Game time will be forfeit time thereafter.

- Teams must have 8 players to begin a game. If the team begins with 8 players, an out will be charged in the 9th batting spot
- Teams must have at least 8 players to finish a game.
- 3 ½ complete innings constitutes a completed game if called due to bad weather (rain, lightning, etc.). Make-up games will be resumed at the exact point where they were stopped.
- If both teams agree at the beginning of the game, they may place more players in the outfield to give everyone defensive playing time. No more than 12 players total.
- Home team will be responsible for providing game balls.

EQUIPMENT:

- Helmets – all batters, base runners and on-deck batters must wear helmets with double earflaps.
- Chinstraps – are required.
- Facemasks – are required.
- Bats – must not exceed thirty-three inches (33”) in length and two and one-quarter inches (2 ¼) in diameter.
- Balls – will be Wilson 1074 or equivalent baseballs.
- Uniform – matching jerseys similar in color and style with number on back.
- Catchers will wear full catcher’s gear: helmet with face guard, chest protector, and shin guards. Catcher’s helmets must have a throat protector. It is mandatory for all catchers to wear a protective cup.
- Rubber-molded cleats only!
- **NO FAST-PITCH SOFTBALL BATS ALLOWED.**

OFFENSE REGULATIONS

BATTER:

- Batter is out after 3 swinging strikes or 5 pitches, which ever comes first.
- A foul ball on the fifth pitch will not count as a pitch and batter will be allowed one more pitch.
- **Bunting is NOT allowed, penalty is a strike.**
- If the batter slings his or her bat, the offense will be a warning. The next time the bat is slung; the batter that slings his or her bat will be called out. Coaches need to teach proper swing technique for safety.
- **Infield fly rule does NOT apply to this league.**
- **Third strike foul-tip rule IS in effect.**

BATTING ORDER:

- All players present at the start of the game must be placed on the line up sheet, in batting order. The intention is for every player in the batting line-up to bat, regardless of whether they are playing defense or not. Every player will not necessarily bat every inning, but will be in the line-up to bat when their turn at bat approaches.

- Any player arriving late may be added to the bottom of the line up if and only if the leadoff batter has not come to bat for the second time. If a player arrives after the leadoff batter has batted twice, then he or she will not be allowed to participate in that game.
- Line-up should be turned into the scorekeeper no less than 10 minutes prior to game time with all players full name and jersey number listed.

BASE RUNNER:

- Stealing is NOT allowed.
- Head first sliding is not allowed. Diving back to the bag to avoid a tag is allowed.
- Runners must stay in contact with the base until the pitch reaches home plate. Penalty for leaving early is an out.
- There is no appeal in this league. The umpire will call out any runner, who misses a base or leaves a base early when tagging up on a fly ball, when play stops.
- No courtesy runner.
- Base runners CANNOT intentionally run over or collide with a defensive player, runner will be out.
- Coaches CANNOT physically assist (touch) base runner in any manner, runner will be called out.

RUN LIMIT:

- Maximum of 4 runs per inning EXCEPTION: unlimited runs allowed in the 5th inning only!
- An inning will end after: 3 outs have been made OR the 4 run rule limit is met OR every player has had a turn at bat in that inning.
- Run Limit for this league will be 12 runs after 3 innings and 10 runs after 4 innings.
- Games ending in a tie will remain a tie, no extra innings.

DEAD BALL AREAS: Play will be called dead when:

- All advancement of runners is, in the judgment of the umpire, halted or the ball is in the possession of the player in the pitching circle.
- The ball is thrown outside the fence, play becomes dead and each runner is entitled to one extra base.
- Umpires will call a no pitch if a batted ball hits the pitching machine, electrical cord off the ground, or coach.

DEFENSE REGULATIONS

PITCHER/PITCHING MACHINE:

- Pitching machine will be placed 46 feet from home plate.
- **Speed of pitching machine is intended to be 35 mph.** This should allow for a straight pitch with little or no arch yet not being too fast for the kids to make contact.
- Pitching machine coach MUST remain out of the defense's way until the umpire has called time. If, in the judgment of the umpire, the coach pitcher interferes with the play of the ball, the batter will be called out and the play will be called dead.

- The youth pitcher must remain in contact with the pitchers line until the ball is hit, unless pitcher is moved back for safety precautions.

DEFENSIVE PLAYERS:

- Teams will place 10 players on defense, using 4 outfielders and have free defensive substitution.
- A missing infielder is NOT allowed.
- All infielders must play even or behind the base paths except pitcher and catcher.
- Outfielders must play 15 feet behind infielders.
- Catcher need to play inside the catcher's box, but may be moved back for safety precautions.

COACHES:

- No coach, player or spectator will be permitted to use any type of tobacco products within the Carroll County Athletic Complex.
- Profanity is strictly prohibited.
- Any coach under the influence of drugs or alcohol, at practices or games, will be dismissed immediately.
- There is a limit of 4 coaches allowed in the dugout or on the field at all times.
- The offensive team will have one coach in the first base box, one coach in the third base box and one coach feeding the pitching machine.
- The defensive team may have one coach in the outfield to assist players.
- A coach for the defensive team may position himself behind the catcher in order to return the balls to the adult pitcher for the purpose of speeding up the game.
- Defensive coaches are to remain inside the dugout if not helping in the outfield or catching.
- If a coach and/or spectator are ejected from a game, they must leave the playing and/or practice facilities immediately and will be banned from all facilities for the next two (2) scheduled games and any practices during this time. Any coach and/or spectator causing problems during their ejection period and/or two (2) ejections during the season, will carry a penalty deemed necessary by CCPRD, which could include but not limited to the following:
 - Coaches or spectator 1-year ban from all CCPRD facilities, sponsored events and leagues.
 - Coaches indefinite suspension from any coaching duties.