

ODELL RECREATION ASSOCIATION 2018 RULES AND REGULATIONS YOUTH BASEBALL: AGES 7-8

Team Composition

1. A team must field seven (7) players from its own roster to avoid a forfeit.
2. A team can play ten (10) players on defense (six (6) infielders and four (4) outfielders).
3. Players arriving after the start of the game can be added to the bottom of the lineup without penalty.

Pickup Players

1. A team must have seven (7) of its own players before being allowed to pick up players.
2. There is a maximum of two (2) players allowed to be picked up. Pickup players are required to play outfield only and must bat in the last two (2) positions of the lineup.
3. Pickup players must be from the same age group as the teams **AND** be on a team in the league **AND** must be replaced by eligible team members if they arrive after the start of the game.
4. Players removed from the game because of sickness, leaving early, injury, etc. are skipped in the lineup with no penalty. First time the player bats after being removed from the lineup is not an out. Player can re-enter on their next at-bat after being removed, but if they do not return at that time then they are prohibited from playing the remainder of the game. They are not charged with an out.

Grace Period

1. There is a ten (10) minute grace period from the games scheduled start time for a team that does not have seven (7) eligible players. A team with less than seven (7) players after the grace period will forfeit the game. Grace period time begins from the **scheduled game time**.

Time Limits

1. The time limit shall be one (1) hour and fifteen (15) minutes from the start of the first pitch of the game.

Length of Game

1. The length of the game is six (6) innings or one (1) hour and fifteen (15) minutes, whichever comes first.
2. Once an inning has started it must be finished, provided the home team is behind when it is their turn to bat.
3. No new inning shall be started with less than ten (10) minutes remaining in the time limit. A new inning begins when the third out is made in the previous ½ inning.

Regulation Game

1. It is a regulation game if four (4) or more innings have been played and the game is called because of darkness, curfew, weather, etc.
2. The lineup must be presented to the opposing team before the game begins. The home team will be considered the official scorekeeper.

Batter/Run Limit

1. Each team may score a maximum of five (5) runs in the first inning.
2. In the 2nd – 5th innings, the team leading may always score five (5) runs, even though their lead could be greater than five (5) runs.
3. The team behind when batting after the first inning may always be able to score as many runs as possible to even the score and then five (5) additional runs in those innings as well.
4. The 6th inning, or last inning when declared by the umpire, is unlimited scoring.

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Run Lead

1. The run lead is in effect as follow: a fifteen (15) run lead after three (3) innings or a ten (10) run lead after four (4) innings, providing the losing team has had equal number of bats.

Tie Games

1. Any game that is tied at the end of regulation will not continue pass the time limit

Participation Rule

1. The entire roster shall bat.
2. Each player must play defense in every other inning.
 - a. First offense: Failure to abide will result in head coach being suspended for one game.
 - b. Second offense: Failure to abide will result in head coach being suspended for remainder of season.
3. Each player must sit out at least one inning on defense in every game.
4. Each player must sit once during the game and cannot sit a second time until all players have had to sit out. **EXAMPLE:** A player cannot be the same one sitting out every other inning.

Infield Fly Rule

1. There is no infield fly rule for this age division.

Appeal Play

1. The appeal play is not in effect.
2. The umpire will call the infraction when play becomes dead.

Base Stealing/ Overthrows

1. Base stealing is not allowed at any time. Runner must stay in contact with the base until the batter has hit the ball. **PENALTY:** If a runner is off the base and the ball is hit, the runner is out and the ball is in play. If the ball is not hit, the runner must return to the base, the ball is dead and "no pitch" is declared.
2. When the ball is in possession of an infielder and, in the umpire's judgment, all play on the runners has ceased, the umpire shall call "Time". The ball is dead and shall be returned to the pitching machine.
3. Batted balls, unless called foul by the umpire, are live and in play until the defense stops the progress of all runners and the umpire calls time. Ball remains dead until next batter.
4. The batter/runner cannot advance beyond 2nd base on an overthrow at 1st base. Once the batter/runner reaches 2nd base, the umpire should **STOP PLAY** at that time. Other runners on the bases must return to the last base they were on, unless forced to advance. Once time is called, all play on runners must stop.
5. A runner who has reached third base safely can only advance home on a batted ball, a walk (when forced to do so), or any other force that cause the runner to have to move up. If a play is made on the runner at third base and it results in an overthrow, the runner cannot advance to home plate.

Head First Sliding

1. Head first sliding is not allowed at any base. **PENALTY:** Runner is out and ball remains live.
 - a. Dive backs to the bases (head first) are not considered head first sliding.

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Third Strike

1. A batter is declared out and cannot advance on dropped third strikes.
2. The ball is dead and runners cannot advance.

Base Paths & Pitching Distances

1. Baseball base path is sixty (60) feet.
2. Baseball pitching distance is forty five (45) feet with an eight (8) foot circle.

Defensive Players

1. Player pitcher shall take position, always TO THE REAR OF THE PITCHING MACHINE, and on the left or right of the machine with one foot inside the circle.
2. An outfielder cannot freeze a play, acquire a timeout, or make the first play on a base runner.
3. The ball must be thrown to an infielder to make a play at a base or on a base runner.

Bunting

1. Bunting is allowed.
2. Player (pitcher) can charge once the batter squares to bunt.
3. No fake bunts allowed. Once a player squares to bunt he must bunt (or take the pitch). **PENALTY:** Batter is out and ball becomes dead and no runners advance.

Pitching Limits/Rules

1. Pitching machine will be placed forty five (45) feet from home plate.
2. Both teams MUST use the pitching machine provided by Odell Rec.
3. A total of five (5) pitches can be thrown. The batter is declared out if the batter swings and misses or fails to swing at the fifth pitch.
4. If a batter swings and misses three (3) times, the batter is out.
5. The fifth pitch may be fouled or tipped indefinite number of times.
6. There are no bases on balls or hit by pitch advancements to first base.
7. If a batted ball strikes the machine and remains in fair territory, the ball is in play.
8. If a batted ball strikes the machine and goes into foul territory, the ball is dead; the batter is awarded first base and all runners advance one (1) base.
9. The coach operating the pitching machine shall not direct or coach in any way on offense. **PENALTY:** The coach will receive one (1) warning and the second time must be removed from game.

Offensive Field Coaches

1. Base coaches and coach pitcher are allowed on the playing field.
2. Base coaches may only instruct the base runners.
3. Coach (Pitcher) is not allowed to instruct runners.
4. A coach may be positioned behind the catcher to assist with passed balls but should not give instructions.

Defensive Field Coaches

1. Two (2) coaches are allowed in the outfield and must stay in the outfield.
2. A coach may assist the catcher with passed balls, but should not coach the infielders. This coach will be permitted to coach the players if the team elects to have only one (1) coach in the field.

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Speed Up Rules

1. Speed up rules will be used for the catcher only.
2. The last batter that is not on base may run for the catcher at anytime but it is not mandatory.

Shoes

1. Players are not allowed to wear metal cleats.

Jewelry

1. Jewelry is not allowed to be worn during games.
2. Jewelry is not allowed to be taped over. **PENALTY:** When discovered, the player is asked to remove it. Failure to remove it will result in that player being removed from the game.

Bats

1. 2 5/8" barrel maximum. USA Baseball Marking required.

Batters Helmet

1. Batting helmets must be worn by all batters and base runners at all times.

2. Failure to wear a helmet results in player being removed from the game.

Catchers Gear

1. Catchers must wear mask/helmet, shin/leg guards, protective cup, throat guard, and chest protector during all practices and games.

On Deck Batters

1. On deck batters are allowed to go to the opposite circle to be behind batter.

Curfew Times

1. Weekday curfew times for all practices and games are 9:30 pm.
2. Weekend curfew times for all practices and games are 10:00 pm.

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