



2018 7-8 BOYS BASEBALL RULES

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Carrollton Website www.carrolltonboosters.org

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Carrollton Boosters

We are a volunteer youth sports organization. Our goal is for Carrollton Baseball to be a rewarding experience for our players and their families. It is important to remember that having fun and learning the skills of the sport are both important parts of a quality youth sports experience. We encourage the spirit of competition but we demand good sportsmanship from all who participate in our program. Sometimes coaches and fans get frustrated or carried away in the excitement of a game. These emotions are never an excuse for anyone to lose sight of our goal to provide a safe environment where children can have fun, learn to play better baseball, and develop into responsible young men and women. It is our responsibility as players, coaches, and fans to make sure that we always act in the best interest of the kids. Winning a championship is an important goal, but our greatest aspiration should be that playing baseball at Carrollton this summer will be remembered fondly by every player at the park.

Special 7-8 Sportsmanship Note

It is entirely appropriate to cheer when your team succeeds in a competitive situation. However, striking out in the 7-8 league is a non-competitive situation since the pitcher is not the batter's opponent but his coach. Consequently, it is inappropriate and unsportsmanlike to cheer when a batter strikes out in this league and we would ask all fans to appreciate this and act accordingly.

2018

CARROLLTON BOOSTER BASEBALL

7 & 8 YEAR OLD LEAGUE RULES

1.0 Game preliminaries

1. Three strikes swinging or seven pitch limit, whichever occurs first, with an additional pitch for each last pitch fouled but not caught. If a batted ball strikes the pitcher-coach before being touched by a defensive player, the ball is dead with no pitch on the batter and no runners may advance. A batted ball striking the umpire is a live ball.
2. Distances - mound 35 to 42 feet; bases 55 feet.
3. There is no infield fly rule.
4. There will be no walks, intentional or otherwise.
5. Metal cleats are not allowed.
6. Any USSSA or USABat approved bat may be used.
7. Excluding injuries, each team will be allowed only two time outs by coaches during the game.
8. While playing defense, each team will be allowed two defensive coaches that must remain in foul territory at least 20 feet behind first and third bases.

2.0 Starting and ending a game

1. **Time Limit:** Five innings or 1 hour and 10 minutes whichever occurs first. No new inning will be started after one hour. If an inning starts within the one hour time limit, it must be completed. An inning is deemed started once the last out of the preceding inning has been made.
2. In case of rain, three innings constitutes an official game. Games rained out before three innings will be suspended and completed at a future time to be determined by the league coordinator.
3. **Mercy Rules:** The league will impose an 8 run limit per half-inning. As soon as the 8th run crosses the plate, the half-inning shall be over and no subsequent runs that cross the plate on the hit shall count, with the only exception being that all runs resulting from an "over the fence" home run shall be scored. Ten run rule is in effect after 3 innings. In the event the ten run rule applies before every player has batted on the losing team, the losing team will bat until all players on that team have batted once, at which point the game will be concluded.

Point of Emphasis: This is a participation rule. Coaches are encouraged to handle this discretely. If the winning team is at bat and the ten run rule applies, the winning coaches should briefly meet with their team in the dug out and explain the circumstances, muzzle the cheering about it and prepare to take the field to permit the losing team to conclude its batting order. The losing team should be called off the field discretely and told everybody who has not batted will get a chance to bat. If the losing team is at bat, the half inning will continue until all players have batted once, irrespective of the number of outs recorded. The game will conclude as soon as all players have batted once. Please explain to the parents in your post game meeting our organization is committed to every 7-8 player getting at least one at-bat a game.

4. In the event that a full five-inning game is played to a tie extra innings will be played. Normal extra inning rules will apply and no extra inning will begin after one hour.

5. If a team fields less than 7 players at anytime during the game, it will forfeit the game.
6. **Late Arriving Players:** Players arriving after the start of the game, but before the first pitch is thrown in the second inning, remain eligible players subject to the requirements of Rules 3.2, 3.3 and 3.5.

3.0 The Batter/Fielder

1. **Fielding:** There will be ten fielders and the defensive team must field a catcher at all times. There will be four outfielders playing at least 20 feet behind the baseline and a normal infield with the player pitcher playing within five feet of the pitcher-coach when the ball is pitched. Players may play different positions in different innings or in the same inning without notifying the official scorekeeper. Every player must play in the field at least every other inning.
2. Players arriving after the start of the game, but before the first pitch is thrown in the second inning, remain eligible players. Unless there is an injury, no defensive player may come off the bench in the middle of his team's defensive half-inning, including a late arriving player. Exception: when a team is playing shorthanded on defense, a late arriving player may play any vacant defensive position, but under no circumstance are players to be shifted around in the middle of an inning to allow a late arriving player to cause another player to vacate a defensive position to be assumed by the late arriving player.
3. Any late arriving player playing a partial defensive inning will be deemed to have played an inning for purpose of the every other inning rule.
4. **Batting Order:** The head coach will submit the batting order to the official scorekeeper prior to the start of the game. No changes are allowed in the batting order once the game has begun or in the field once the inning has begun except in case of injury, illness, or umpire's ejection. When a starting player is removed from the game his position in the batting order will be vacated without penalty. Regardless of circumstance and to emphasize sportsmanship and inclusions, coaches will NEVER encourage batters to make an out intentionally. A pitcher will never intentionally strike out a batter. Enforcement of this rule may be by the umpire, coordinator or commissioner of baseball; and may lead to suspension of coaching privileges. Both teams will bat their whole lineup with no substitutions or intentional outs.
5. Players arriving after the start of the game, but before the first pitch is thrown in the second inning, remain eligible players. In leagues batting without substitutes, a late arriving player is added to the end of the batting order. Both teams will bat their whole lineup with no substitutions.
****Penalty for violation of either rules 4 or 5 is forfeiture of the game.****
6. If a player becomes ill or injured during the course of a game, such that he is required to leave the field and play is resumed, he will be ineligible to participate in the remainder of the game if he does not bat in his assigned position, or if an entire inning is completed when he was supposed to play in the field and he has not participated.
7. Bunting is not allowed. The batter will be called out if he fakes or attempts a bunt (umpire's judgment).
8. A ball that does not travel past the six foot arc in front of home is treated as a foul ball.

9. Batters must release their bat safely after swinging at a pitch. A team warning will be given the first time a bat is thrown (umpire's judgment) after which batters will be called out for throwing the bat. If a batter is called out for throwing a bat, the ball is dead and runners do not advance.

4.0 The Runner

1. Stealing is not permitted.
2. Base runners may not leave the base until the ball crosses the plate. A team warning will be given for the first offense, after which runners will be called out when leaving the base early.
3. Base runners may advance at their own risk as long as the ball remains inside the foul lines or until time is called by the umpire. The fielding team must stop the advance of the runners by returning the ball to an infielder (1B, 2B, 3B, C, SS, or P) and requesting and receiving time out. Time cannot be granted until a defensive player controlling the ball on the infield requests it. Base runners will proceed to the base they were going to when time was granted.

Point of Emphasis: In baseball the umpire is making a judgment call that the infielder has controlled the runners. In youth baseball, controlling runners by the defense is a challenge, so we modify rules to reach a compromise. Once the umpire grants time, he should be able to use his judgment as to where the runners were when time was granted, and the runners should be awarded the next base. The defensive player does not have to control the base runners, and the umpire does not have to determine whether the runners are controlled. The umpire only needs to determine where the runners are on the base paths when he grants time. The umpire grants time upon acknowledging the request, but the effects, particularly where the runners end up, are judged by the granting of time rather than the request.

4. On overthrows that go outside the foul lines, base runners may advance one base at their own risk. The ball is dead once the runner secures the next base safely. Overrunning second or third does not secure the base. Rounding the base does.
5. Batting helmets must be worn by all batters and base runners while on the field of play and play is ongoing (time is not called). Any base runner intentionally (umpire's judgment) removing his helmet while play is ongoing will be called out.
6. At the coach's option, the catcher may be replaced by a courtesy runner with two outs. The last batted out is courtesy runner.
7. **Double-Base.** For safety purposes, a double-base will be used at first base, with half the base (white portion) in fair territory and half the base (normally orange portion) in foul territory. The following rules apply when using the double base:
 - a. A batted ball which strikes the white portion of the base is fair, whereas a batted ball which strikes the orange portion of the base is foul.
 - b. Whenever a play is being made on the batter-runner prior to his reaching first base, the fielders must use the white portion of the base and the batter-runner must use the orange. On such plays, the batter-runner can be called out for interference if he runs into the fielder while trying to reach the white portion of the base. However, if a throw is being made from the foul side of first base, or if an errant throw either pulls the fielder into foul territory or goes past the fielder, both the fielder and the runner may use either part of the base. A

collision between the batter-runner and the fielder that results from such a situation, even one of significant force, should be considered incidental contact (but the call is subject to the umpire's judgment).

- c. Once the batter-runner has reached first base, or even if he misses first base, all subsequent plays on this runner will involve the white portion of the base only, including tag-ups, returning to the base after overrunning or rounding, etc. When there is no play being made on the batter-runner at first base, he may use the white portion of the base, as in rounding first base on a hit to the outfield. In this case, since no play is being made, obstruction can be called on a fielder blocking the base.

8. Crash Rule: Any base runner that crashes (a crash is a collision with significant force. Incidental contact is not a crash. This distinction is an umpire's judgment call) into the catcher or any other fielder will be called out regardless of whether or not the fielder has the ball (ball is dead). Note: At first base we employ a double base with its own rules. If the contact is deemed intentional (umpire's judgment) the runner will also be ejected from the game. Base runners must either 1) slide, 2) run around the fielder, 3) allow themselves to be tagged, or 4) return to their previous base. If the fielder blocks the base path without the ball in his possession and is not in the process of receiving a throw, obstruction will be called and the runner will be awarded the base.

Point of Emphasis: THIS IS A SAFETY RULE it is designed to address the significant size disparity between players in our leagues. What we intend is that *any* crash will result in an out. Base runners must avoid a crash into a fielder making a play at home or any base. In the event there is an obstruction, either in the field, at a base or by the catcher, it is the umpire's judgment call as to the obstruction. But if there is a crash into an obstructing fielder, no obstruction is called and the base runner will be called out (umpire's judgment call on the crash). Base runners have an affirmative duty to either 1) slide, 2) run around the catcher, 3) adhere to the double base rule at first base, 4) allow themselves to be tagged, or 5) return to their previous base.

5.0 The Pitcher

1. Batting team will furnish its own pitcher/coach – adult, volunteer only (any age exception must be approved by the commissioner of baseball prior to the draft) – no payment allowed. The pitcher/coach is not allowed to communicate with any players while on the field when the ball is live. The coach may communicate with the batter between pitches. This communication shall not delay the game. Umpire's judgment call as to delay. Coaches will be issued one warning a game, for a violation of this rule, after which the coach shall be removed from the game for a repeat infraction. When the ball is batted into play, the pitcher/coach:

- May no longer communicate with the batter/runner,
- Must move away from the side of the field where the ball is hit, and
- Either forward or back so as to not interfere with the defensive players.

After one warning, noncompliance with any of the above can result in the pitcher/coach being disqualified from pitching for the remainder of the game. *Runners may be called out if the pitcher/coach interferes with defensive play, whether the interference is intentional or not.*

2. No defensive player (other than the catcher) may be closer to the batter than the pitcher is (i.e., within 35-42') until the batter makes contact with the ball or the ball crosses home plate. Umpire's judgment call. Offensive option to accept the pitch or no pitch. This is a safety rule.
3. An overhand moderate speed pitch will be used. Pitchers must pitch from 35 to 42 feet. The mounds are set at 35 feet. You must be on the mound or behind it when the pitch is released. If you pitch from your knee, a portion of your foot must be on the mound or behind it.

6.0 All boy's baseball leagues

1. Major league baseball rules and park rules will apply in all situations not addressed in the league rules.
2. Home teams will use the first base dugout and keep the official score. Visiting teams will use the third base dugout. After each game, each team must clean their dugout and return league bats, helmets, and catcher's gear to the league equipment bag. Post-game team meetings may not be held on the field of play or in the dugouts unless there is no other game scheduled on that field for the day.
3. Only players, head coaches and their designated assistants, and league officials are permitted in the dugout. All coaching assistants must be at least 18 years old. A maximum of three (**3**) non-players (head coach and all assistants) will be allowed in each team dugout. One additional adult serving as the official scorekeeper is permitted in the home team dugout. Dugout gates must be closed and latched while play is ongoing. Only the on-deck batter is allowed in the batter's warm-up cage. Bats may not be swung in any other part of the dugout area.
4. Coaches must not enter the field of play until time has been called by the umpire. Only the head coach may discuss an issue with the umpire. In the absence of the head coach an acting head coach may have such discussions.
5. Coaches may not agree to circumvent any rule. In a situation where coaches agree to violate a rule where the penalty is a forfeiture of the game, both teams will be awarded a forfeiture.
6. An official protest may be filed if the head coach (or acting head coach) disagrees with an umpire's interpretation of the rules of the game. Protests may not be filed regarding an umpire's judgment call. Protests must be filed before another pitch is thrown. Time is suspended while the protest is being made. A protest arising on a game ending play must be filed within 10 minutes following the end of the game. If the league coordinator is present he will attempt to rule on the protest immediately. If the league coordinator is absent or cannot rule on the protest immediately, an entry must be made in the score book describing the situation exactly (inning, outs, balls/strikes, runners on base, time on game clock, etc.), the ruling by the umpire, and the alleged misapplication of the rules. In all protested games, the decision of the league coordinator is final unless his/her decision violates a specific rule of the Booster's Club. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the Commissioner of Baseball the violation adversely affected the protesting team's

chances of winning the game. If the protest is upheld, the game will be replayed from the time of the protest. The umpire will add time to the game clock if necessary to make up for lost time.

7. Any batted ball that strikes an overhead object, in fair territory, will be played as a ground ball. If the ball travels over the outfield fence after striking the object in fair territory it is a home run.
8. Any player wearing a hard cast or splint or any part of his arm or leg is ineligible. Violation of this rule will result in forfeiture of the game.
9. Players may not wear watches, necklaces, earrings, bracelets or other jewelry.