

# **Shawano Youth League Boys (7-8) Rules 2018**

## **Player Eligibility**

Players cannot have reached the age 9 prior to April 30, 2018. No exceptions.

## **Game and Length**

1. Home Team is second team listed on schedule. Home team is the official scorer.
2. Game will be 6 innings. 10 run rule after 5 innings or 15 run rule after 4 innings.
3. Time limit...No new inning may start after 1 hour 20 minutes has elapsed in the game. The official start time will be agreed upon by each coach at the start of the game.
4. In case of inclement weather 4 innings will constitute a complete game.
5. A game ending in a tie will result in the game being officially recorded as a tie in the standings.
6. Squared bunting is not allowed.
7. Seven (7) run limit per inning (except the 6<sup>th</sup> inning) or bat the roster limit (except the 6<sup>th</sup> inning) or 3 outs.
8. Teams are allowed two (2) defensive coaches on the field to assist in explanation verbally and not physically. Base coaches are base umpires. Coach on pitchers mound becomes home plate umpire after pitch is put in play.

## **Pitching**

1. Batting teams coach pitches. The Louisville Blue Flame thrower will be placed on the 40 ft rubber. A player acting as the pitcher must stay even with the pitchers rubber and within 5 ft to the left or right of the rubber and not be allowed to stand behind the coach who is operating the pitch thrower.
2. The pitching coach cannot field the ball, but if the coach is hit with the ball it is ruled dead and the batter will do the pitch over. If the ball hits the machine or bucket it will be ruled an automatic single, and only forced runners will advance.
3. Batter will receive 5 pitches, unless he/she strikes out swinging. If the batter receives 5 pitches and has not struck out the batter is out. If the batter fouls off the 5<sup>th</sup> pitch the batter will receive (2) two more pitches. If that pitch is fouled off the batter is out. No runner may advance when the pitcher has control of the ball inside of a 10 foot radius of the pitching rubber. The pitcher is defined as: **A player not the coach pitching**
4. Each game will start with 6 balls in a bucket at the pitching machine. Each team will provide two balls, with 2 new balls being used at the start of the night for both games that day.

## **Substitutions**

1. All players on the roster present will bat in the line-up, with late arrivals being added to the bottom of the line-up.
2. Free substitution is allowed in the field.
3. Maximum of 10 players in the field. Games may be played with 8 players, if a player would get hurt you cannot finish with 7 players and the result would be a forfeit.
4. All players must play at least 3 innings in the field.

## **Base-runners**

1. Sliding is required if a play is being made on a runner. It is the coach's judgment whether or not a play is being made and if sliding is necessary. A runner that does not slide when deemed necessary will be called out.
2. A courtesy runner must be used for the catcher immediately following the second out of an inning. After the next pitch the option of a courtesy runner is gone. The runner must be the player whom made the last out.
3. Runners may advance one base on each overthrow. Once the ball has reached the infield from the outfield the play stops. If an overthrown ball leaves the playing field runners will get 1 base.
4. No head first sliding. (automatic out. NO WARNING) you may however dive back to a base head first.
5. NO STEALING! NO LEADING OFF UNTIL BALL CROSSES THE PLATE!
6. The player acting as the pitcher with control of the ball and within 5 ft of the rubber runners cannot advance

## **Additional Rules**

1. If a player is injured during an at-bat and cannot continue it is deemed an out. The next time that player would be up it is not an out if the player cannot continue.
2. Batting order must alter from game to game to allow everyone the chance to bat in the top 3 of the order.
3. Bats must be Little League approved with a barrel diameter no larger than 2 1/4" and 2 5/8 USSSA bats. No T-Ball bats.
4. Throwing the bat will not be allowed. One warning will be given and then the batter will be called out.
5. Helmet will be worn until player reaches the dugout. One warning will be given, then it will be an out.
6. The Pitching Machine will be set at (pedal 4 and handle 3).