

# 2010 7 & 8 BOYS RULES

---

Season begins April 28, 2009 the season ends June 21, 2009

1. The pitcher must wear a chest protection device while on the mound.
2. Pitching will be 32-46 feet.
3. Absolutely no jewelry, casts, or splints.
4. Throwing equipment and removing helmets while on base is means for ejection  
Only official Little League bats are allowed (2-1/4")
5. All players will field at least two (4) innings, unless an injury occurs. All players must play the outfield at least 2 innings each game.
6. Each team must have at least (8) players to start or continue a game. If at any time this rule is not met, the game is over and the team with enough players to play, (8) or more wins. Game will start or continue as an exhibition game, borrowing the opposing teams last out as an outfielder.
7. There will be no borrowing from another Midget team to fill a team. Call ups from tee ball are permitted, the call up will be an outfielder, and must wear his roster uniform, and bat last.  
The opposing team's manager will be notified before the start of the game is a boy/girl will not be playing due to disciplinary or sickness reasons. If illness occurs during the game then the player removed. The player will be passed over and no out will be assessed.
8. Ground rules will be discussed before the start of the game. Ground rules must stay consistent.
9. No Infield Fly.
10. Base distance will be sixty (60) feet. Three-quarter marks will be used between the bases. Lines will be marked to the bases prior to the game.
11. Batting helmets must be worn while batting and running the bases.
12. Catchers must wear a chest protector, face mask, a catcher's helmet and a protective athletic supporter. Fielders' gloves or catchers gloves are permitted.
13. A runner must make every effort to slide or avoid contact while running the bases. Runners are not out if they do not slide.
14. No head first slides except when returning to a base. One warning per team will be given by the umpire; subsequent head first slides by any player will result in an out.
15. All games end fifteen (15) minutes before the scheduled start time of the next game. Regulation games shall be six (6) innings. Official game – A game is official after 4 1/2 innings. If the game is tied after 4 1/2 innings and the game is stopped due to inclement weather, darkness, or time constraints, the game will finish as a tie. If a game is tied after 6 innings the game will remain a tie. If the game is stopped before 4 1/2 innings due to inclement weather or darkness; the game must be replayed from the start.
16. The home team managers must give the opposing manager three (3) dates which are available for both teams to play a make up game (these dates must be open for both teams). All games should be rescheduled within one week of the original game date.
17. Midgets bat the bench.
18. There will be (10) in the field. The players will consist of a pitcher, catcher, four (4) infielders and four (4) outfielders (no rover). No outfielder may be within thirty (30) feet of the base line (mark outfield prior to the game).
19. No outfielder can make an infield play; they must throw the ball to an infielder unless in a rundown situation.
20. Managers or coaches will pitch to their teams. If a batted ball hits a manager or coach or if the manager or coach (while pitching) interferes with a fielder, batter or runner, the ball is dead and the batter returns to bat and runners return to base. The pitch will be a no pitch.

2010  
7 & 8 BOYS RULES

---

21. Each batter has eight (8) pitches. The batter must swing by the eighth pitch or be called out. As long as contact is made (foul) the batter will get another pitch.
22. A batter gets four (4) strikes. There are no walks or awards of first base due to the batter being hit by a pitch.
23. The 3 yard ark rule will apply. Should a batted ball not travel more than (9) feet from the back of the plate it will be counted as a foul ball. The ark should be laid out prior to the start of the game in chalk.
24.  $\frac{3}{4}$  lines will be placed on the field (15 ft. from second, third and home plate). If the runner is not passed the  $\frac{3}{4}$  line prior to the umpire calling time, the runner will return to the last base they were on or passed.
25. Overthrows into foul territory at first and third only will stop play. Overthrows at second or up/down the line and not in foul territory at first and third will be a live ball.
26. Runners on base cannot leave the base until the ball is hit. If they are off the base and the ball is not hit (ball or strike called) they will be called out. One warning per team. "The umpire must see it".
27. The home team is responsible for a volunteer umpire. He should umpire the game from behind the plate.
28. No appeals! Umpires will call what he/she sees.
29. Only the manager will have a dialog with umpire, coaches and other volunteer help may not comment, or question the umpires calls (technical on not).
30. No umpire should be younger than thirteen (13) years old as of April 30, 2007.
31. Any player throwing the bat will be warned along with the rest of the players on that team. The next player from that team to throw a bat will be called out, the play will be dead and the runners will return to their bases.
32. When five (5) runs are scored in the offensive teams half of the inning, the offensive team automatically takes the field regardless of the number of outs. The inning shall not end however until play has been stopped and all runs resulting from that play shall be counted. Example: the offensive team has scored four (4) runs in the current inning and the bases are loaded. The batters after hitting the ball stops at second base, when the play has ended all the base runners have crossed the plate. The three runs count and the team will be entitled to seven (7) runs in that inning.
33. The five (5) run rule is waved in the final inning. (3) Outs must be made to end a side.
34. The "ball" is in play between the lines
35. Play is stopped when an infielder is within the diamond and has control of the ball. Control must be shown to the umpire (typically by holding the ball above their head).
36. While on the mound the coach can do anything to instruct his player in the box but can't tell them when to swing.  
Blood rule is in effect. Blood rule – fifteen (15) minutes. Blood on uniform – uniform must be removed. Please take universal precautions.
- 37.
38. Roster teams for league admission must be comprised of 10 players minimum. No exceptions. Teams may not form with the intention of calling up players from younger leagues. Teams of 11 may form with other players dissolving into the other two associations. Managers must insure that teams are fair and equitable to play in inter league competition. Grievances will be reviewed by appropriate governing members and appropriate action, including exclusion from league play, will be determined by majority rule.

2010  
7 & 8 BOYS RULES

---

39. For playoff seeding: Points will be awarded for games, 1 point for a tie, 2 points for a win, -2 points for a forfeit. The next tie breaker will be head to head. The third will be least amount of runs allowed in game.
40. Rostered teams for league admission must be comprised of 10 players minimum. No exceptions. Teams may not form with the intention of calling up players from younger leagues. Teams of 11 may form with other players dissolving into the other two associations. Managers must insure that teams are fair and equitable to play in inter league competition. Grievances will be reviewed by appropriate governing members and appropriate action, including exclusion from league play, will be determined by majority rule.
41. If your team cannot play for any reason in the playoffs; your team will be dropped from the playoffs and the next place team (based on the final regular season) will take your slot. Regular season call-up rules will apply. Regular season rules will apply for the playoffs

42.