

# Kingsville Rec (7-8) Baseball Rules

## *IN-HOUSE REFERENCE SHEET*

### Game Rules

1. Games will start at 6:00 p.m. on weeknights, and the assigned time scheduled on Saturdays. No innings in a weeknight game shall begin after 8:00 p.m. prior to June 1st. After June 1st, no inning shall begin after 8:15 p.m. A regulation game will be a maximum of 6 innings.
2. Scores and standings are not kept for the Little League Division. If there are less than 7 players on a team by 15 minutes after the scheduled start time, the game should be started with loaned fielders or the time is used for a joint practice.
3. A team may field ten players; the pitcher, catcher, first, second and third baseman, short stop, left, left center, right center and right fielder. **All players shall bat in a bat-around-rotation batting no more than once in a single inning.**
4. The infield-fly rule will be prohibited in this league.
5. The Umpire will be the Manager or designated Coach who is pitching either by machine or coachpitching to his own team. When the players pitch the "batting" team will supply the umpire who will call the game for that ½ inning from behind the pitcher.
6. Any player that arrives after the games scheduled start time must be placed at the bottom of the line-up.
7. All players must play as evenly as possible. No player is to sit out another time until all players have sat out evenly.
8. The strike zone is considered as follows; as the batter stands in his normal batting stance, from the bottom of the knees to the armpits, and all of the plate area.
9. Any player, manager, coach or parent, exhibiting unsportsmanlike conduct during a game, on or around the playing field shall be expelled from the field area for the remainder of that game (at the umpires or officiating manager's discretion).
10. **BALTIMORE COUNTY REQUIRES NO SMOKING AT ALL TIMES.**

### Game Format

1. **Prior to May 8<sup>th</sup>** Coaches will pitch at least the first 4 innings of the game. After 4 innings a player may pitch a maximum of 1 inning. **If a batter gets to BALL 4 the coach must switch with the pitcher to finish the batter. They switch back and continue (no walks, strikes remain in count).**
2. **After May 8<sup>th</sup>** Coaches will pitch the first two innings. A player can then pitch a maximum of 2 innings. **Same BALL 4 rule applies (no walks, strikes remain in count).**
3. **After May 28<sup>th</sup>** the players can pitch the whole game (2 inning max per pitcher). **Same BALL 4 rule applies (no walks, strikes remain in count).**

### Equipment

1. **All players must be in full uniform consisting of a team uniform shirt, baseball uniform pants, socks, and baseball team hat. Players must wear the uniform properly with shirt tucked into pants and hat worn in the proper direction.**
2. Catchers must wear the protective catching equipment, and a protective cup.
3. Metal spikes, or any metal style cleat shoes are prohibited.
4. Batting helmets must be worn by all batters and base runners.
5. Players may use their own bats, providing that the bat is aluminum, and meets the official requirements established by Little League Baseball with maximum barrel size of 2¼ inches. **The player must carry the bat to the field in a bat bag, or have a parent carry the bat.** The player may allow the manager or coach to store his bat in the team's equipment bag that is maintained by the coach. No players should be carrying bats to and from games unless it is in a bat bag.

# Kingsville Little League (7-8) Baseball Rules

## *IN-HOUSE REFERENCE SHEET*

### **The Ball Field**

1. The pitcher's plate shall be 40 feet from home plate. Base distance shall be 60 feet.
2. Only Players, Coaches and Umpires are authorized to be on the field and in the bench area. All other individuals are prohibited.
3. The home team shall occupy the third base side team bench of the baseball field. The home team is that team specified first on the schedule for that time specification, i.e., Team 2 vs. 4 implies team 2 shall be the home team.

### **The Pitcher**

1. Pitchers must pitch from the rubber on the mound. If the pitcher throws a pitch while not on the rubber, then that pitch will be considered a ball. However, if that pitch is hit by the batter, then the ball will be considered a live and fair ball, and in play.
2. Pitchers cannot pitch more than 2 innings in a single game.
3. A pitcher will be considered removed from the game upon a second visit to the mound by the manager or coach.
4. No appeal plays or balks shall be called on a pitcher in this league.
5. A pitcher will be removed from the game if he throws and hits 2 batters in an inning, and 3 batters within one game.

### **The Batter**

1. Batters will be called out, if after hitting the baseball, they throw the bat (umpires discretion with 1 team warning allowed).
  2. No bunting will be allowed. The batter must make a full swing.
  3. The on-deck batter must be in the on-deck area, helmet on, ready to enter the batter's box.
- No on-deck swinging of the bat.**
4. If the batter hits a foul tip with two strikes, and the foul-tip is caught by the catcher, then the batter shall be called out.
  5. The batter shall be called out if the bat hits the ball two times in succession while the ball is in fair territory (ball is then dead).
  6. If a batter interferes with a catcher attempting to throw or field a ball in play, the batter shall be called out, and the ball is dead.
  7. If the batter leaves the batters box when the pitch is coming in, it will be called a Strike, no matter where the pitch was.

### **The Base runner**

1. No leading off or stealing in this league. The Base runner must remain on the base until the ball crosses home plate. No advancement on passed balls.
2. Base runners will be called out if they interfere with a throw, or hinder a fielder attempting to make a play on a batted ball.
3. Base runners not sliding in to home plate when there is a play at the plate shall be called out.
4. Base runners shall be awarded one additional base if a fielder throws the ball out of the playing field, i.e., an overthrow at first or third base, and enters the out-of-play area of the field. **Runners at third base may only score on a batted ball (no walks allowed).**

### **Play Stops and Time-outs**

1. Upon the umpire calling "play ball", the ball shall be live. Any player or coach may request a time-out, but only the umpire has the authority to call the time-out.
2. **For a ball hit into the outfield, play will stop when the ball is returned to the infield and touched by an infielder.**
3. **For an infield hit, play will stop when the pitcher has the ball and is in the pitching mound dirt area.**
4. **All runners must stop at the base they are at or going to if more than half way to the base.**
5. Please don't take advantage of situations by advancing players to induce a throw –around.

## **Managers and Coaches**

1. Managers and coaches are responsible for player conduct, parent conduct, and the team's equipment and uniforms.
2. Managers and coaches can at any time, during the game, instruct players.
3. Managers shall be the only members of the baseball team authorized to question a call or ruling by asking for timeout and talking to the umpire.
4. No Base Coach can touch a runner while the ball is in play. If he does, the runner is out.