

**2023**  
**TRI-COUNTY BASEBALL LEAGUE**  
**7 & 8-Year-Old Division**

**PLAYING FIELD DIMENSIONS**

Distance between bases will be sixty (60) feet. Pitching rubber will be at 40 feet.

**REGULATION GAME (INNINGS)**

Games shall be **five (5) innings or 1 ½ hour time limit**. If the game is tied at the end of regulation, then the game will go into extra innings. **The coach will pitch for the first 4 innings and kids pitch the 5<sup>th</sup> inning and all extra innings (a player can only pitch in 1 regulation inning per game. If game goes into extra innings, then pitchers who pitched in regulation are eligible to pitch in the extra innings)**. When the coach is pitching, the offensive team will bat 7 batters. When the kid is pitching, umpires will call balls and strikes on the batter and the inning will end when 3 outs are recorded or the 7<sup>th</sup> batter completes his turn at bat. The 7<sup>th</sup> batter of the inning shall bat with 2 outs, regardless of how many outs were recorded before he comes to bat. When the 7<sup>th</sup> batter comes to bat, the umpire should announce that there are 2 outs. The 7<sup>th</sup> batter may not walk. For every 4 balls, the runners shall advance 1 base. The batter will keep his number of strikes until he either strikes out or puts a ball into play. Runs will be scored in accordance with baseball rules.

**ENDING AN INNING**

When the 7<sup>th</sup> batter comes to bat, the umpire should declare that there are 2 outs at this time. At this time, when the 7<sup>th</sup> batter hits the ball, the inning can be ended in the following ways:

1. Throwing the ball to first base and getting the batter out
2. If runners are on base, they tag a runner or throw it to a base and get the force out.
3. Touch home plate while in possession of the ball

Scoring of runs will be as it is in regular baseball. (If the defensive team decides to take the ball home to end the inning, any runs that cross the plate before the ball arrives at home would count).

**GAME TERMINATION**

In case of early termination, the losing team must have been at bat 3 complete times to constitute an official game.

**PITCHER/COACH POSITION**

The pitcher/coach shall position himself/herself between the two chalked lines marked at 25' and 46' from home plate. A circle with a 6-foot radius will be drawn at the 40-foot point, with 40' being the center of the circle.

- A.) The defensive pitcher must keep one foot inside the circle until the pitch is made.  
PENALTY: No pitch is declared, ball is dead.
- B.) The manager may let his coach or a team parent pitch if they are at least 21 years old.

C.) The pitcher/coach is to leave the field after the ball is hit.

D.) The umpire can call offensive interference on the pitcher/coach.

### **BATTING ORDER**

Each player on a team ready to participate will be included in the batting order. The batting order will remain the same throughout the game (except as noted under **INJURED PLAYER**). Late arrivals will be added to the bottom of the batting order. If a team only has eight players, an out must be taken for ninth player. If a team has only nine players, **NO AUTOMATIC OUT** will be called for the tenth player.

### **DEFENSIVE TEAM**

Each defensive team will consist of ten (10) players of which no more than six (6) may be infielders. Each player present must play at least one inning defensively each game. When substitutes are entered into the game, the coach must tell the umpire and opposing team. This is to make sure all players are playing. The penalty will be a **FORFEIT OF THE GAME**.

### **FIVE PITCHES TO HIT THE BALL**

Each batter will be allowed five (5) pitches to hit the ball when the coach is pitching. If the batter does not hit the ball fairly in five (5) pitches, he is out. When the kid is pitching, balls and strikes will be called on the batter (regular baseball rules will apply).

A.) The infield fly rule does not apply.

B.) No bunting will be allowed. **PENALTY:** Dead ball; batter is out.

C.) The umpire can call obstruction/interference on the pitcher/coach, if in the umpire's judgment the pitcher/coach failed in his/her effort to get out of the path of the batted ball. The batter will be called out and the ball is dead. If interference is not called, the ball will be declared dead, the strike will not count, and no base runners may advance.

### **BAT THROWING**

If the umpire feels a player is not making a reasonable effort to control the bat, the umpire may call the player out. The ball is dead and runners return to their original base. **NO WARNINGS!!!**

### **BASE STEALING IS NOT ALLOWED**

A base runner may **not** leave the base until the ball is hit. **PENALTY:** Runner is out.

### **ALL PLAY WILL STOP**

All play will stop when a **DEFENSIVE PLAYER** is standing with one foot inside the circle with the ball. When all play stops, the runners will go to the nearest base.

On a ground ball batted to the pitcher:

A.) If fielded within the circle, the ball is alive. The defensive pitcher must make a play on the advancing runner. This also applies when the seventh (7<sup>th</sup>) batter in the inning hits the ball back to the pitcher in the circle.

B.) If the pitcher steps into the circle incidentally to make a throw to get a runner out, the ball is **not** dead.

### **COACHING THE BASE RUNNERS**

Base runners may be coached from the dugout and base coaches **ONLY**. The pitcher/coach may **NOT** talk to the base runners. The pitcher/coach may only talk to the batter before each pitch is made.

### **INJURED PLAYERS**

- A.) **BASE RUNNER IS HURT** – The last player to make an out or score a run that is currently on the bench defensively is allowed to pinch run. If the hurt runner cannot bat his next turn in the lineup, the player's name will be scratched from the lineup and he cannot re-enter the game.
  
- B.) **BATTER IS HURT** – A batter that is hurt and cannot complete his turn at bat is out. If the hurt batter cannot bat his next turn in the lineup, that player's name will be scratched from the lineup and he cannot re-enter the game.
  
- C.) **DEFENSIVE PLAYER IS HURT**- If the hurt player cannot bat his next turn in the lineup, he will be skipped to bring up the next batter. **NO AUTOMATIC OUT IS TO BE CALLED**. If the hurt player cannot bat his second turn at bat after being hurt, that player's name will be scratched from the lineup and he cannot re-enter the game.

### **TOURNAMENT**

Tie Breakers for seeds will be: head-to-head and then a coin flip.

Pitching rules are the same in tournament play as in the regular season.

Medals will be awarded for the league champs at the end of the regular season.

Tournament hosts shall award medals to the top 3 places in the league tournament.

All tournament games must be played in the host town, with exceptions being made at the board's discretion.

## **Pitch Count Limits & Required Rest**

<b>Age</b>	<b>Daily Max (Pitches In Game)</b>	<b>0 Days Rest</b>	<b>1 Days Rest</b>	<b>2 Days Rest</b>	<b>3 Days Rest</b>	<b>4 Days Rest</b>	<b>5 Days Rest</b>
7 to 8	50	1 to 20	21 to 35	36 to 50	N/A	N/A	N/A
9 to 10	75	1 to 20	21 to 35	36 to 50	51 to 65	66 +	N/A
11 to 12	85	1 to 20	21 to 35	36 to 50	51 to 65	66+	N/A
13 to 14	95	1 to 20	21 to 35	36 to 50	51 to 65	66+	N/A

<https://www.mlb.com/pitch-smart/pitching-guidelines>