



7/8 BOYS BASEBALL RULES 2016

1. All players on the roster will be in the batting order. Players who arrive late must be placed at the end of the order.
2. All players will play in the field. Six infielders may be used, including the pitcher and catcher.
3. Games will be 6 innings.
4. A pitching machine is used for all games. Pitching machine speeds will be set as follows:

All-Time ----- 56 RPM/ 42MPH

Machine must be at 45 foot distance measured from back of home plate to front leg of machine.

***note:** machines will vary in speed. It is also important that the ball is placed in the chute properly each time to increase accuracy.

5. The batter is allowed four strikes. Pitches outside the strike zone that the batter does not swing at will be called “balls” but there are no walks. This is the judgment of the umpire and should not be argued by coaches or fans.
6. After each play the ball is to be immediately returned to the pitcher who shall hand the ball to the umpire. The ball is in play until that time. **Coaches should put a catcher in place that is able to catch and return the ball in a quick manner. If this is not happening, a coach may be placed behind the catcher to return the ball to the umpire to speed up the game.**
7. The batter may not advance on a dropped fourth strike.
8. **Pitcher must wear a helmet with a protective face guard.**
9. Stealing bases is not permitted.
10. **If a ball is overthrown trying to make a play on a runner or a batter/runner all runners may advance (at their own risk) only one (1) base. This does not include a miss-thrown ball from the catcher to the pitcher when returning the ball to the umpire.**
11. There are no appeal plays on failure to touch a base or tag up on a fly ball. The umpire will make the call without appeal.
12. There is no infield fly rule.
13. One bunt per team is allowed per inning.
14. **If a player throws his bat the ball will be dead immediately. A strike will be called, and all runners must return to their base before the pitch. If this is the 4th strike the batter is out. The first occurrence of throwing a bat will also serve as a team warning. If any other player on that team throws his bat he will be called out immediately--- one warning per team. This is an umpire judgment call.**
15. If 2 games are scheduled that evening the first game will begin at 5:45, and no new inning will begin after 7:15. The second game will begin no later than 7:30, and be limited to 1 hour and 30 minutes from the time it started. If one game is scheduled on that field that evening, it will be limited to a 2 hours, with no inning starting after 1 hour and 45 minutes of play from the start time. The umpire or field supervisor may stop a game at anytime he/she believes conditions are unsafe for play. **Coaches and parents need to have teams ready to start the game at the scheduled time!**

16. There is a five run per inning rule. As soon as a team scores their fifth run in an inning the umpire will call time and the inning will end. The five run rule does not apply in the sixth inning. There will be no extra inning games.
17. **A courtesy runner is required for the catcher.**
18. Fake tags are not allowed. The umpire will warn the fielder and award the runner an extra base.
19. If a fielder has possession of the ball and is in a position to tag a runner, the runner must slide or attempt to avoid the tag. If the fielder blocks the base path without the ball the runner is awarded the base.
20. There will be a circle around the pitching machine measuring 10 feet in diameter. There will also be hash marks half way between first and second, second and third, and third and home. A runner may not advance once the pitcher (not the umpire) has control of the ball inside the pitching circle. If the runner has not passed the hash mark he must return to the base he last occupied. The machine is in play. If a batted ball hits the machine play is stopped immediately and the batter is given a single. Any runners on base at the time of the hit advance only one base.
21. Head- first sliding is not allowed into any base. A player is allowed to slide head first going back to a base (as in the case of a runner over-running a base). There will be no head first slides. If a runner does slide head first, the team will receive a warning. If any other players should happen to slide head first during that game, they shall be ruled out.
22. Foul or abusive language and taunting will not be tolerated. Players, coaches, and others on the team bench who violate this rule will be warned and/or ejected at the discretion of the umpire or the field supervisor. Repeated or flagrant offenses may result in suspension or removal from GBSRD activities.
23. **Players must wear their full team uniform (hat, shirt, and gray pants—Berrien teams) . No jewelry is allowed. Coaches are encouraged to wear the team hat and shirt provided by the GBSRD.**
24. Bats must be 2 ¼ inch barrel. (no more than 2 ¼ inch) No Tee-Ball or softball bats are allowed.
25. If necessary, a coach may be asked to help umpire a game.

RULES AND GUIDELINES FOR COACHES

1. Be organized. Have your line-up ready and your players prepared to play when it is time for the game to begin. Have your catcher ready each inning when it is time for your team to take the field. Require your players to hustle on and off the field between innings. Time that you waste only deprives kids of playing time.
2. Coaches should not smoke on the field or in proximity to the field during games and practice. **Smoking is not allowed on the GBSRD premises.**
3. Coaches are responsible for the conduct of themselves, their players, their team parents, and fans. If there is a problem with a parent or fan you should warn them and/or get assistance from the field supervisor.
4. Two coaches may be on the field. When your team is batting they should be in the coaching boxes. When your team is in the field, coaches should be on the outfield grass. Coaches are encouraged to give instruction during the game as long as there are not frequent and long delays in play.
5. Set the tone. Make the game fun for everyone involved. Applaud good plays and good effort by your own players and opponents. Encourage boys who are discouraged. Have fun!
6. **** Only coaches and scorekeepers are allowed in the dugout during the game. Coaches must attempt to maintain an orderly and safe dugout environment at all times.