

Greater Des Moines Baseball Association

2009 7:U Playing Rules

GENERAL PROVISIONS

- Base length will be 60 feet. Pitcher's mound will be set at 40 feet.
- A "safety baseball" (sold under various brand names) will be used.
- Up to four (4) coaches are allowed.
- Teams finishing with less than 9 players must still provide a catcher in the catcher position.
- A team whose batter slings a bat will receive on the first incident a warning. The second incident by any batter will be an out.
- SPORTSMANSHIP is expected of all players, coaches, and fans!

COACH PITCH

- The offensive coach will pitch to his/her own team. A line will be drawn 25 feet from the back of home plate, coach may pitch from any distance between this line and the 40' pitching rubber.
- A pitcher circle will be drawn with a 3-foot radius from the pitching rubber. Player pitcher must have one foot inside pitching circle at the time the ball is hit.
- **PENALTY – BATTER WILL BE AWARDED FIRST BASE.**
- There will be no "called strikes," each player gets 6 pitches or 3 swings unless the last pitch/swing is fouled off. A batter who fails to hit the ball after 6 pitches will be out. There will be no walks or intentional walks issued.
- All coaches must pitch overhand. Pitching from a knee is permitted. Once a ball is batted the coach must move to the nearest sideline until all play is dead. The umpires will rule upon any delay, interference, or obstruction by a coach.
- A batted ball hitting the coach shall be considered "live" as long as the ball is in fair territory when touched by the defensive team. If the ball after contact rolls foul without being touched, it should be considered a foul ball. Coach should make every effort to avoid being hit by a batted ball.
- To speed play, the pitching coach will have 2-3 baseballs. The umpire can assist retrieving pitched balls that get past the catcher.
- The coach pitcher is limited to instructing the batter only. The coach pitcher **may not** instruct the base runners.

OFFENSE

Batters

- All players will bat for the entire game. All batters will bat in the same batting position for the duration of the game.
- The designated hitter/extra player rule will not be used.
- Aluminum baseball bats of any size are allowed.
- A half inning will end upon the earliest of (a) the third out or (b) the offense scoring 10 runs.
- There is no bunting.
- Only one (1) batter allowed in the on deck circle. All other players must remain in the dugout.

Runners

- Runners must avoid contact on close plays when the fielder or catcher is waiting with the ball. If a runner knocks over a player with the ball in hand, he shall be called out and will be ejected from the game if such actions are considered flagrant. This sliding rule is a judgment call and may not be protested. Please have your runners slide if in doubt.
- Runners may leave the base after the ball crosses the plate. The runner is out upon leaving the base early. **DELAYED DEAD BALL.**
- Runners missing a base will be called out when the ball is dead.
- A courtesy runner is allowed for the catcher only. The last batter who made an out may run for your catcher at any time, but it is not mandatory.
- There is no stealing of any base.
- On an “inside the fence” overthrow, runners may advance as many bases as possible at their own risk. If a thrown ball leaves the normal field of play, runners are entitled to the “attempted” base plus one additional base.
- A line will be drawn halfway between bases. Runners beyond this line when an infielder has control of the ball on the infield will be awarded the next base. Runners not beyond this line when the infielder has control of the ball on the infield shall return to the proceeding base.
- Each team is allowed one offensive time out per inning.

DEFENSE

- Teams will field a maximum of 10 players. Infielders must assume normal positions. Outfielders, including the 10th defensive player, must be positioned in the outfield grass. Players must remain in position until the ball is hit.
- Four (4) outfielders will be used and outfielders may not cover 2nd base for a put out.
- There must be a player on the pitcher's mound, even though that player will not be pitching, and that player must have at least one foot in the pitching circle at the time the ball is hit.
- There must also be a catcher in the proper position behind home plate. Catchers must use full catcher's equipment including mask, chest protector, and shin guards.
- The play will be ruled dead by the umpire, and no runner may advance, when the infielder has control of the ball in the infield and is not making a play on a runner. Infield is defined as the dirt area inside the foul lines. The ruling of when the ball is dead and the position of the base runners in relation to the halfway line is a judgment call by the umpire and should not be disputed!
- There is no infield fly rule.
- Each team is allowed 3 charged conferences in a 5-inning game when on defense. One additional conference is allowed for each extra inning.

GAME LENGTH

- Games will be 5 innings in length.
- No innings may begin 75 minutes after the start of the game (this includes the championship and consolation games). In the case of a tie, additional innings will be played as necessary to declare a winner.
- There will be no suspension of time for any reason. This limit is necessary to assure that all games are completed within the established time frame. Every effort should be made by all involved to speed games along.

SCOREKEEPING

- Home team will be determined by coin flip prior to each game. The home team will occupy the third base dugout.
- The home team must keep the official scorebook.
- Teams winning because the other team did not show receive 6 runs offensively and allow 0 runs defensively.