

# 2017 Bauerstown 7U Baseball Tournament Rules

**152 Koehler St. Pittsburgh PA 15223**

**\*\*\*Little League Baseball Rules prevail with the following changes\*\*\***

**Roster:** Each team must submit a roster prior to the first game played. Each organization may roster up to 13 players. Each player must be ages 7 as per baseball age. No player is allowed to participate if their 8<sup>th</sup> birthday was on or before 4/30/17. All players must bat in continuous order. Substitutions in the field may be made freely.

**Game Length:** Each game will be played to the completion of 6 innings. There is a 10 run rule in effect after 3 ½ or 4 innings. Semifinals and Championship games will not have run limits, they will be played to completion of 6 innings. Pool games have a 1:30 time limit. Upon reaching the time limit, the current inning will be completed and the game considered final at that point. Extra innings can be played if time allows, games can end in a tie. There are no ties in bracket play.

**Run Limit:** Each inning will have a 5 run continuous limit. The 6<sup>th</sup> or final inning (each extra inning) will have no run limit. For innings that have a run limit, runs scored in continuation of the final play will count, which can result in more than 5 runs.

**Home Team:** Home team will be determined by a coin toss in pool play, with the team traveling the farthest calling the toss. In Bracket play the higher seed (#1 being the highest) will be designated home team.

**Defensive Team:** Each team may field 10 players ( 4 infielders, pitcher, catcher and 4 outfielders – NO ROVERS PERMITTED. All outfielders must play at least 10 feet back of the grass line. Pitchers MUST wear a heart guard. A helmet/mask is

highly recommended. The pitcher must have one foot in the pitching circle as the pitch is thrown.

**Pitching:** The batting team provides a coach to pitch to their respective team. There will be a 12' pitching circle. A pitching rubber or chalk line will be placed at 35' from home plate, ball must be thrown from that distance.

### **Game Play:**

- Each batter will receive 7 pitches (strikeout after 3 swinging strikes). If a batter fouls off 3<sup>rd</sup> strike or 7<sup>th</sup> pitch, he remains at bat until the next pitch; he cannot be called out on a foul ball.
- Batted ball will be considered dead when the infielder possesses the ball in the dirt infield, at which point the umpire will call time out if the play is over.
- When the infielder possesses the baseball, the runners will have the opportunity to advance to the base that they are going, however if a play is made on them they are out. Once possession is gained in the infield by the defensive team, the runners may only advance one base.
- If a batted ball is fielded by an infielder and a force play is attempted resulting in an overthrow, no additional bases may be taken and the ball is dead at that point. No runners may advance beyond the base they were initially going to. Batted balls into the outfield are not subject to this rule. If an outfielder overthrows the base or cut-off, the runners will advance at their own risk, within the rules of player advancement.
- No stealing bases, no leading off bases, no infield fly, no tag-up on fly ball to the INFIELD and no bunting.
- A foul ball zone will be drawn directly in front of home plate via semi-circle. Any weakly struck balls that do not pass this area are considered foul balls.
- Base runners MUST remain on the base until the ball is hit. Each team will receive (1) warning. 2<sup>nd</sup> and subsequent offenses will result in the runner being called out.

- If a player throws a bat each team will receive (1) warning. 2<sup>nd</sup> and subsequent offenses will result in the batter being called out. This is a TEAM rule and not player rule.
- We will use a 2 ball system for pitching. Pitchers will have 2 balls and a catcher will not need to return the ball to the pitcher until both ball have been thrown.

### **Player Safety:**

- All batters must wear a protective batting helmet.
- NO BIG BARRELL BATS (Max Diam 2 ¼ “)
- Players must avoid contact when they can, any player deemed to have intentionally initiated contact will be called out. Upon the 2<sup>nd</sup> offense the player will be ejected from the game. It is a judgement call by the umpire whether or not the player could of avoided contact. That ruling will be final and not subject to appeal.
- Feet first sliding is required on all close plays. Head first sliding is not permitted except when diving back to a base. If, in the opinion of the umpire (not coach, parent or fan) believes the player could have slid into the base on a close play but does not, he will be called out. This is a judgement call by the umpire and not subject to appeal.
- If a player is injured and cannot bat when his turn comes up, the first time through the lineup will be recorded as an out, all subsequent times up in the order will be skipped with no penalty.

### **Conduct:**

- The only people permitted to talk to the umpire or Tournament Director is the head coach.
- No alcohol, no open flames and no grilles permitted. This will result in being ejected from the complex.
- No swearing, verbal or physical abuse will be tolerated towards anyone.
- If the umpire or Tournament Director ejects:
  - A player – the player will be ejected from the next game
  - Asst Coach – the coach will be ejected for the next 2 games
  - Head Coach – the coach will be ejected for the next game
  - Fans – the fan will be ejected for the entire tournament

- Anyone ejected must leave the facility immediately of their team will be forced to forfeit.

Tournament Director

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