

# Texas District 33 Little League Interleague Rules - 2018

## Junior Minor (7-8 yr) Baseball — ALL STARS/REGULAR SEASON

### A. General

1. Little League Baseball Rules and Regulations for Minor Leagues will be observed unless specified in these rules.
2. All players must meet mandatory play (6 defensive outs and 1-continuous batting order at-bat) regardless of number of players on a team.
3. A team must **START AND END** a game with a minimum of 8 players; otherwise, they will be subject to forfeiture to the tournament director/district administrator.
4. Any discussion with the umpire shall be with the manager and time should be requested and granted before entering the field.
5. The official score book will be kept by the tournament site and is the final judgement of any scoring issues.

### B. Game Time Limits

1. A regulation game will be considered 4 complete innings at this age group. If game is shortened to anything less (due to weather, light failure, etc), the game will resume from point it was suspended.
2. The suspension of play shall be tournament director's decision before the beginning of the game and the umpire's during the game.
3. There will be 1:15 time limit for the Special Games. No new inning will start after this time limit, unless there is a TIE game, in which we will play until a winner is determined.

### C. Offense

1. Every player present at the beginning of the game is listed in the batting order (continuous batting order). If a player leaves during the game, his position is skipped without penalty. Any player showing up late for a game will be added to the end of the batting order. This is the manager's decision if he wants to add the late player, he must meet mandatory play, and should notify the opposing team of the addition.
2. The back leg of the pitching machine will be resting against the pitching rubber. Any alteration of the speed will be done **AFTER** a HALF- inning (NOT during). If machine has a digital read-out, speed should be approximately 37 MPH. If the machine becomes unplayable due to bumping or malfunction, umpire can authorize alteration to get it working properly.
3. Each batter will receive 6 pitches from his coach. If the batter swings and misses 3 times before he reaches his 6 pitches, he is out. If the batter fouls the 6<sup>th</sup> pitch, he will continue to receive pitches until he hits the ball fairly, swings and misses, or does not swing.
4. No bunting is allowed
5. There are no walks in this division
6. If the batted ball hits the pitching machine or the coach, the ball is **DEAD** and ALL runners will receive a one base award. This also includes a ball that is underneath the machine within the confines of the legs of the machine. Example: Runner on second, batter hits the pitch and it strikes the machine. The ball is dead and the runners will be placed at 1<sup>st</sup> and 3<sup>rd</sup> base.
7. The offensive team will be allowed a first base coach, a third base coach, a pitcher coach feeding the pitching machine. Little League rules require an adult must be in the dugout with the players at all times. **(4 ADULT MAXIMUM PER TEAM)**  
**NOTE:** The pitcher coach may coach the batter before the pitch is thrown and before the ball is in play. **NO PITCHER COACHING AFTER BALL IS IN PLAY!** Otherwise, the players are to receive coaching from 1<sup>st</sup>/3<sup>rd</sup> base coach. Continued coaching from pitcher's position while play is occurring will result in removal/replacement (but not ejection) of the offending coach.
8. An inning is over and a new one starts when: 1. 3 outs are made, or 2. 5 offensive runs are scored. There will be no continuation over 5 runs unless the hit is a HR that is "out-of-the-park". This run limit is in effect for the entirety of the game.

### D. Base Running

1. No base stealing – even if there is a passed ball (catcher does not stop the pitch or errant throw back to the pitcher)
2. On overthrows, the runner may advance **ONE** base on **ONE** overthrow per play. However, while advancing, the runner is at risk of being put out. This does not mean that the players should not attempt to throw out the runner as he advances.  
*EXAMPLE:* The batter is running to first, when the second baseman over-throws the first baseman. Runner touches first and heads to second. First baseman can pick up the ball and throw out the runner. However, if the 2B/SS does not catch the ball and it rolls into the outfield, the runner must stop at second base and cannot advance further.
3. Once the ball is in possession of any player on the infield (on the dirt or grass inside of dirt) **AND NO PLAY IS BEING MADE**, the runners must stop at the base they last acquired. **TIME WILL BE CALLED BY THE UMPIRE (this is a**

**judgement call and no arguing of these calls will be acceptable).** If advancing, they must stop at the next base. If the runner continues beyond the base last acquired, he is liable to being put out. The players do not need to call TIME, put their hands up, or do anything. It is the umpire's judgement as to when no play is being made. Possible plays include: running towards runners for purposes of tagging, pump fakes to stop runners, throws to other players. If it is adjudged that the **PLAYER ON THE INFIELD** was throwing it to the coach pitcher on the mound, play will be stopped. If outfielder throws it towards pitcher coach, it is considered a possible overthrow.

E. Defense

1. 10 defensive players may play. They will occupy the regular nine positions and there will be a fourth outfielder. All outfielders must be on the outfield grass when the ball is pitched.
2. There is no infield fly rule.
3. The defensive team will position a coach behind the catcher in order to facilitate game time by retrieving the ball if it gets past the catcher.
4. The pitcher (coach) should check with the defensive team's coach before the first pitch of an inning to confirm that his players are placed correctly and ready for play.
5. If the defensive team's manager requests "time", he should tell the umpire, not the pitcher-coach. It is at the umpire's discretion to GRANT time, so don't assume just because manager requests it. Wait for umpire to confirm and grant the time out.