**7 / 8 Division**

1. No leading off base.
2. Runners may not advance until the ball is hit.
3. Play Speed Up Rule: When 2 outs offensive team must substitute a courtesy runner for the catcher if he is on base. A courtesy runner is not allowed after time expires unless the team will be required to play defense in the current inning.
4. No head first sliding at any time.
5. Pitching Coach must make an attempt to leave the field after a ball is put in play.
6. Pitching Coach has the responsibility of removing the batters bat after a ball is put in play
7. No Bunting is allowed
8. A batter may be intentionally walked once per game after the announcement from the defensive teams coach. The pitching coach will not be required to throw four pitches.
9. A 30 foot safety arc from home plate will be extended from 1st base foul line to 3rd base foul line.
10. Pitching Coach must pitch from a behind this safety arc.
11. Pitching Coach must pitch from a standing position (crouching is allowed but the coach may not kneel on the ground).
12. Pitching Coach must pitch over hand
13. An Umpire will call dead ball if the pitching coach is struck by a live ball. Runners will return to the base they occupied prior to the pitch and the pitch will not count against the batter.
14. Play will be stopped by the umpire when in his judgment, an infielder has possession of a live ball in front of the lead runner and all advancement of this runner has stopped. Additional runners will return to the previously passed base unless ½ way to an unoccupied base at the time the umpire called time.
15. The inning will change once the defensive team has registered three (3) outs or the offensive team has scored seven (7) runs.
16. Games may be played with 8 players although when the 9th batter position is due to bat, it will be recorded as an out.
17. If a player arrives late, they will be added to the bottom of the batting line up. If this player is the 9th player in the lineup, the automatic out will no longer be charged.
18. If a team only has 7 players, a 5 minute grace period will be extended. If the 8th player has not arrived at this point, the team with fewest players will forfeit the game 6-0. Coaches are encouraged to hold a „practice game‟ with the players present and they will be allowed to recruit players from the same age group or younger to complete a roster.
19. Game times and innings will be in accordance with the chart in Appendage “C”.
20. Game mercy rules will be in accordance with the chart in Appendage “C”.
21. Only the base coaches are allowed to coach players once a ball is put in play. The pitching coach may assist the batter in getting set in the batter’s box. The catcher will wear full protective equipment including a full helmet with face mask
22. The catcher must receive the ball in the catcher’s box.
23. Teams may play with a maximum of ten (10) players on defense. A maximum of six (6) players will be positioned in the infield and a maximum of four (4) players may be aligned in the outfield.
24. A batter will be allowed 6 pitches maximum. The third swinging strike will be ruled an out. A batter will be out if they have not put a ball in play fairly by the 6th pitch.
25. When a fielder has control of the ball and a tag play is evident, the runner must slide or seek to avoid contact with the fielder. If contact occurs and there is no attempt to avoid contact or slide, the runner will be called out.

Appendage “C”.

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| **GAME DURATION Division**  | **Innings**  | **Time Limit**  | **No New Inning**  | **Mercy Rule**  |
| 3 / 4 Tee Ball  | 3 innings  | 1 hour  | 1 hour  | No  |
| 5 / 6 Tee Ball  | 4 innings  | 1 hour 15 min  | 1 hour 15 min  | Yes  |
| 7 / 8 Division  | 6 innings  | 1 hour 30 min  | 1 hour 25 min  | Yes  |
| 9 / 10 Division  | 6 innings  | 1 hour 30 min  | 1 hour 25 min  | Yes  |
| 11 /12Division  | 6 innings  | 1 hour 45 min  | 1 hour 30 min  | Yes  |