

Marion-Walker Little League
7/8 League Rules

I. Purpose

The Marion Walker Little League will operate a 7/8 league, in which the primary purpose of the league is instructional in nature, intended to teach the fundamentals of the game of baseball in preparation for play at the 9/10 and 11/12 levels.

II. Eligibility

- A. Any child of league age 7 or 8 may play in this league.
- B. A 6 year-old may play in this league only if the individual has completed an entire season of t-ball. A first year t-baller would be eligible to play on an end-of-season 7/8 tournament "B" team only if the t-ball season has been completed.
- C. A 9 year old may play at the 7/8 level upon parent request and the approval of the board of directors.
- D. At no time may a player member of this league participate on two team rosters at different levels of the league at the same time.

III. Length of Games

- A. All games are 6 innings in length.
- B. No game shall last longer than 2 hours. In the event the 2 hour time limit is reached, the bottom half of the current inning will be played to completion (if necessary) and the game will be called.
- C. A game can end in a tie.

IV. Length of an Inning

- A. Each team will maintain a batting order which includes the entire team roster present on game day.
- B. The offensive half of the inning will conclude:
 - 1) Upon the recording of 3 defensive outs.
 - 2) Upon the completion of the at-bat of the batter representing the least maximum number of players on the roster of either team present on game day.

NOTE: The completion of the last at bat can be achieved by tagging any runner yet to have crossed home plate (but not currently standing on a base) or by tagging any base ahead of the final runner.

V. Pitching

- A. All innings of all 7/8 games will be coach pitched.
- B. The defensive team will utilize a "pitcher's helper." This individual must wear a protective helmet and must assume a defensive position within a four foot radius of the pitcher's mound (but not in front of the mound).

- C. In the event the coach pitcher interferes with a batted ball, a dead ball will be declared by the umpire and the at-bat will resume at the count prior to the last pitch.
- D. After the sixth regular season game, **and only upon agreement of both coaches**, the first two innings of a game can be kid pitched. After four balls, the coach will finish pitching the remainder of the at bat.

VI. Batting

- A. There are no walks.
- B. There is no “on-deck” area. Only the current batter should have a bat in hand. Likewise, all bats in the dugout should be hung on the racks provided or kept neatly organized near the dugout entrance and well supervised by an adult coach.
- C. After two “hittable” pitches (as deemed by the umpire) in which the batter did not swing, the umpire will alert the batter that he/she is now calling strikes. A batter may be called out looking at the third strike.
- D. There is no limit to the number of bases to which a batter can advance. However, when time is called by the umpire, the runner may advance to the next or must go back to the preceding base according to the base running rule.
- E. In any given game, a warning will be issued the first time a batter throws a bat. Upon throwing the bat a second time, the batter will be called out.
- F. Each team will maintain a batting order which includes all rostered players present that day, regardless of whether the player is currently playing defense in the field.

VII. Fielding

- A. Each team will utilize 10 defensive players when available. No game may be played with fewer than 9 players.
- B. Defensively, the ball is dead when it is in possession of an infielder in fair territory in the infield and, in the opinion of the umpire, who is not attempting to make a play on an advancing runner. This is at the discretion of the umpire, who will yell, “Time,” when the play is deemed dead.
- C. An infielder (or outfielder) may attempt to make a play on an advancing runner.
- D. The umpire’s decision is final in all matters related to dead balls and advancing runners.
- E. All players must play a minimum of 6 defensive outs in the field.

VIII. Base Running

- A. There is no limit to the number of bases to which a batter can advance.
- B. A “half-way” chalk line will be utilized between first and second, second and third, and third and home plate. If the runner has advanced beyond the half-way line when the ball is declared dead, the runner is awarded the next base. If the runner has yet to make it to the half-way line when the ball is declared dead, the runner must go back to the base prior.
- C. There will be no head-first sliding into a base. The base runner doing so will be called out. However, a runner may dive head first back into a base. Sliding, feet first, into first base is allowed.
- D. There is no base stealing at this level.

IX. Scoring

- A. Both teams will keep an official scorebook for each game.
- B. If a scoreboard is being utilized for the game, the score will never display more than a ten run differential between teams.
- C. There will be no ten run rule. All games are six innings in length.

X. Coaches

- A. During games, it is recommended that each team have four, but no more than four, coaches present.
- B. The offensive team should have one coach as pitcher, two coaches as adult base coaches, and one coach to supervise the dugout.
- C. The defensive team should have two coaches in the field, one coach assisting with passed balls behind home plate, and one coach supervising the dugout.
- D. At no time should a dugout be unsupervised by an adult.

XI. End of Season Awards

- A. All players at the 7/8 level will receive the same end of season trophy or award. There will be no differentiation between 1st, 2nd, 3rd, etc, places in the league. The awards may differ only in color from team to team.

XII. All Star Play

- A. Only league age 7 and 8 year old players are eligible for end of season all star “A” team play. This would include any player of league age 8 who opted to play at the 9/10 level during the regular season. Such players are not guaranteed slots on the all star roster. Any 6 year old who played at the 7&8 level for the entire season is also eligible for the end of the season all Star “A” team. They must be voted to the team according to the same procedure used for choosing the entire team.
- B. The all star “A” coaching staff shall consist of four members:
 - 1) The manager of the team shall be the manager of the regular

season team with the most representatives on the all star team. Should this person opt not to manage the team, the coach of the regular season team with the second most players on the all star team will manage the team, etc...

- 2) In the event that there is a tie in the number of all stars from two or more regular season teams, the manager of the all star team will be chosen in a draw of names from a hat.
 - 3) The managers of the remaining regular season teams will be provided the option of serving as coaches on the all star team. In the best interest of the children of this league, any potential coaches who cannot reconcile any personal differences with other potential coaches should remove their names from consideration to coach the all star team.
 - 4) Any remaining coaching slots, up to the required four positions, may be filled by the all star manager at his/her discretion.
 - 5) The all star coaching staff will conduct a meeting with parents of selected players to discuss team expectations prior to the beginning of the first all star practice.
- C. The all star "A" team will be selected at the conclusion of the season by a majority vote of two representatives of each regular season team. It is the responsibility of each regular season coach to bring to this meeting the names of all regular season players whose parents have agreed to place the child's name on the ballot for all star selection.
- D. The all star "A" roster should consist of 12 players and 2 alternates. At the discretion of the all star manager, the 2 alternates may be invited to participate for the entire all star season. If the 2 alternates are selected for addition to the roster, they are bound to the same mandatory play rules as the remainder of the team.
- E. At the discretion of the board and if both coaches and players are available, an all star "B" team could be selected for tournament play. Any t-baller that has finished at least one complete year of t-ball would be eligible for such a team.
- F. In order for an all star "B" team to exist, the board must approve at least 1 adult manager and two adult coaches who have expressed an interest in volunteering to lead the team.
- G. The all star "B" team would be selected by invitation from the "B" team coaching staff (with input from regular season managers). The roster of such a team must consist of at least 12 players.

NOTE:

The above specified rules apply to all 7/8 level games played at Marion Walker Little League fields. During interleague play on an opponent's home field, the rules governing 7/8 play within that league will supercede any rules described above.

