

2016 SMITHVILLE 7-8 LEAGUE RULES

Little League rules will remain the same except for the following additions, exceptions and clarifications:

1. The maximum age for players is 8 years old before May 1st of the current year. The minimum age will be 7 years old before May 1st of the current year. All exceptions must be approved by the Board of Directors.
2. Each game will consist of 6 innings or 1:30 time limit whichever comes first. No new inning will start after the 1:30 time limit. There will be no extra innings; a tie will end as a tie. Exception will be for season ending tournament.
3. All warm ups must be completed before the scheduled start time. The second game is to start as scheduled or immediately after the first game is completed. If second game is past its scheduled start time, then no on-field warm ups will be permitted.
4. Each team will bat their entire roster. Batting orders will be exchanged between teams prior to the start of the game. Each roster must include first, last name and uniform number.
5. Fill in Players – Regular Season:
If before any regular season game a team is unable to field a full team of 9 players a maximum of two fill-in players may be used according to the following:
 - No fill-in players are allowed for the 5-6 league or the 7-8 league during season or tournament.
 - Forfeit rules apply for teams with less than 7 players. Teams can only use fill-in players to get team back to 9 having 7 of the original players.
 - A fill-in player must be league age 10 to fill in for the 11-13 league and league age 8 to fill in for the 9-10 league.
 - A fill-in player may play outfield only. No infield position or pitching will be allowed for any reason.
 - A fill-in Player must bat last.
 - Once the game begins and a team is down a player, no fill-in player can be added. The only exception to this rule is when a roster player shows up late to the game but before the 5th inning. That player will then be allowed to join the game and is added to the end of the batting lineup.
 - If a team with a fill-in player(s) (which makes up 9 players) has a roster player show up late to the game, but before the 5th inning, the result is the roster player being added to the lineup and fill-in player removed from game so as not to go over 9 players.
 - A board member on duty will handle any issues regarding fill-in players before the game. If an issue cannot be resolved before start of game, no fill-in player will be allowed to join that game.

Fill in Player – Tournament:

If before any tournament game a team is unable to field a full team of 9 players a maximum of two fill-in players from a designated list may be used according to the following:

- League season fill-in rules do not apply to tournament for picking up any player to play.
- League Manager will create a list of players throughout the season of eligible players. Teams will then work with league manager to assign fill-in players to teams with parent permission. Those players will only be allowed to fill in for one team only during tournament.
- Forfeit rules apply for teams with less than 7 players. Teams can only use fill-in players to get team back to 9 having 7 of the original players.

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- A fill-in player must be league age 10 to fill in for the 11-13 league and league age 8 years to fill in for the 9-10 league.
- A fill-in player may play outfield only. No infield position or pitching will be allowed for any reason.
- A fill-in Player must bat last.
- Fill in player for tournament must play in their division game if it coincides with team they would fill in for. No exception.
- Once the game begins and a team is down a player, no fill-in player can be added. The only exception to this rule is when a roster player shows up late to the game but before the 5th inning. That player will then be allowed to join the game and is added to the end of the batting lineup.
- If a team with a fill-in player(s) (which makes up 9 players) has a roster player show up late to the game, but before the 5th inning, the result is the roster player being added to the lineup and fill-in player removed from game so as not to go over 9 players.
- A board member on duty will handle any issues regarding fill-in players before the game. If an issue cannot be resolved before start of game, no fill-in player will be allowed to join that game.

If by the scheduled start time of the regular season or tournament game (no game will be delayed awaiting a fill-in) a fill-in player is not available or is not present then based on a 9 player batting roster, a team with 8 players will take an automatic out in the 9th spot of the batting order. Teams with 7 players must take an automatic out in the 8th and 9th spot of the batting order. Any team fielding less than 7 players will automatically forfeit the game.

6. A game which is stopped due to weather conditions after 4 complete innings (3 1/2 if the home team is ahead) will be considered a complete game; games stopped before 4 complete innings will be started over at a later date.
7. Mercy Rule: If either team is ahead by 15 or more runs after 4 complete innings or 10 or more runs after 5 complete innings the team with the least runs shall concede the win to the opponent and the game will be complete.
8. Except for injury there will be no pinch runners allowed. In case of injury the pinch runner will be the last batted out.
9. There will be NO protested games. All disputes will be resolved on the spot by the umpire(s) and/or league officials.
10. Home team will keep the official scorebook. Scores will be compared at the end of each inning and any discrepancy in the score will be settled by the home plate umpire before the game resumes.
11. Smoking and the use of chewing tobacco is prohibited inside the dugout and on the playing field.
12. Any player who misses two consecutive practices or two consecutive games without the parent making prior arrangements with the head coach can be suspended from the next game, The coach must inform the umpire(s) and the opposing coach of this prior to the start of the game.
13. Both the visiting team and the home team will be responsible for the cleaning up of their dugout, stands and surrounding area at the completion of their game.

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14. Positions:

All players listed on team roster will play a position in the field each inning. Each team will field the following positions:

- Player-pitcher – must wear helmet, be positioned behind a 46'-0 line from home plate and within 5 feet of either side of coach-pitcher until the ball is put in play.
- Catcher – must wear full catchers gear.
- 1st Base
- 2nd Base
- 3rd Base
- Shortstop
- Outfield – must be at least 5 feet into the outfield grass.

Players must start each play in a standard baseball position (no shifts). No player at the start of each play shall be closer to home plate than the player-pitcher.

A team with less than 9 players at any point during the game must fill the catcher position. All other positions will be optional.

15. Any live ball that leaves the field of play (outside fence, inside dugout) base runners will be awarded one extra base.

16. Regular Season Standings and Tie Breakers:

- Season Win-Loss-Tie percentage
- Head to Head
- Season fewest runs allowed. Through first equal amount of games played.

7-8 League Specific Rules

17. The base paths will be marked halfway between 1st and 2nd base, 2nd and 3rd base, 3rd and home with a chalked line. Any runner that has not crossed this line when an umpire has called time will be required to return to the previous base.

18. An adult representative will pitch to their own team. The adult-pitcher must pitch overhand and from the 42'-0" pitching rubber.

19. Each inning will consist of 3 outs or a 5 run limit per inning. No run limit in the 6th inning.

20. Each Batter is allowed 6 pitches or 3 strikes. If the ball is not put in play after 6 pitches the batter is out. If a batter is hit by pitch the pitch counts and the batter is not awarded first base.

21. If a batted ball contacts the adult-pitcher, the ball is dead, the pitch does not count and no runners may advance.

22. The adult-pitcher may not interfere with normal play except to pitch the ball. After a ball is put in play (either fair or foul) the adult-pitcher must leave the playing field in the opposite direction of any play being made. The adult-pitcher must stay out of the field of play until time is called by the umpire. If an adult-pitcher interferes with any play except from a batted ball it will result in a foul ball (strike) called against the batter.

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23. Foul tips legally caught on the 6th pitch or 3rd strike are considered an out.
24. The batter must take a full swing at the ball. Bunting will not be allowed. If a batter intentionally bunts, the batter will be called out. This will be a judgment call by an umpire, will be a dead ball and no runners may advance.
25. Play will be stopped by an umpire based on the progress of the runners at the time the ball is controlled by an infielder within the infield. If runners are between bases once the ball is controlled in the infield they may advance to next available base at their own risk (play is still live). If no attempt is made to stop any runners each base runner may only gain the one base and TIME will be called.
26. Except for player injury there will be only one team time out per inning.
27. Runners may not leave the base until the ball is hit. There will be one team warning per game. After one warning the base runner will be called out.
28. The infield fly rule will not be in effect.
29. The Smithville Board of Directors has the right to change any rule during the season which it feels will be in the best interest of all the teams participating in the league.