



2019 7&8 Baseball Rules and General Information

National Federation of State High School Associations

The Laws of the Game, as periodically amended and updated by the N.F.S.H.S.A., shall control all 7&8 Baseball League and/or Big 4 Baseball League games except as superseded by these rules.

GOAL:

It is the expressed intention of the officers and members of this association to teach sound baseball fundamentals and good sportsmanship to its members, players and fans. It is the responsibility of each manager, coach, local board member and umpire to see that this goal is accomplished.

1. All players will be given the opportunity to play in each game.
2. Sportsmanship will be promoted at all times.
3. Player's health and safety shall be promoted at all times.

Communities	Contacts	Rain Out Info
Baldwin City	Whitney Gillman whitney@baldwinrec.org (785) 594-3670	(785) 594-0581
Wellsville	Ryan Dalton ryan.wjrc@gmail.com (913) 980-2594	(785) 594-4832
Eudora	Trevor Brooks trevor-brooks@hotmail.com (785) 331-6262	(785) 542-0011
De Soto	Jay Garvin jgarvin@desotoks.us (913) 586-5280	(913) 586-5285

PLAYING FIELD

BASE DISTANCES:

Home base to first base:	60 feet
Home base to third base:	60 feet
Home base to the pitching rubber:	30 feet
*Pitching circle - 8' radius around the pitching rubber	
Home base to second base:	84 feet, 10 inches

A line will be drawn one-half way between first and second, second and third, and third and home to help the umpire determine which base the runner should be awarded. This is the umpire's discretion

EQUIPMENT

1. In the Big 4 Baseball League, any glove is permitted at any position.
2. Only rubber soled cleats or tennis shoes may be worn by players.
3. No softball bats.
4. In the interest of safety, the following equipment rules shall be enforced:
 - a. A protective NOCSAE-approved batting helmet covering the ears must be worn by any player who is on deck, at bat or coaching a base.
 - b. Chin Straps on the batting helmets are recommended.
 - c. Exposed jewelry such as earrings of any kind, wrist watches, bracelets, neck chains, rings, and nose jewelry cannot be worn during the game.
 - d. Catcher's helmets with throat protectors or hockey masks are mandatory.
5. Shirts must be worn inside trousers, if possible.
6. During games, all equipment not in use must be kept behind the backstop.

COACHES

1. Coaches are strongly encouraged to arrange and conduct a meeting with the parents of their players during the first week of practice.
2. Smoking and chewing of tobacco are prohibited in the dugouts and on the field. Coaches who choose to smoke or chew must leave the diamond premises.
3. Alcohol is not allowed in any of the participating recreation complexes.

UMPIRES

In general, the league will furnish a minimum of one (1) umpire for all Big 4 games. (If no umpire is available, or if the umpire is unable to continue the game, a neutral umpire may be appointed by mutual consent of the coaches. Please contact the community representative if this occurs.) The umpire's jurisdiction begins the moment they enter the diamond and extends after the game until they leave the diamond. This includes periods of time where play has been temporarily suspended or when the ball is out of play. During the game, umpires should address all concerns with a coach and not a player.

The umpire has the discretionary power to stop a game for any infringement of the rules and to suspend or terminate a game by reason of weather, condition of the field, interference by spectators or for any other cause, which he may deem necessary.

The umpire may warn or caution a player or coach for misconduct or unsportsmanlike behavior; and if it persists, suspend him/her from further participation on the game. If the misconduct or unsportsmanlike behavior persists after a warning or caution has been given, the umpire can eject the player or coach from the game. If a player or coach is ejected from a game, they can no longer play or coach in that game, must leave the recreation complex and will incur a one minimum (1) game suspension from the league.

The umpire is also responsible for:

- Keeping the official game time
- Determining illegal equipment
- Determining runs scored

PLAYER, COACH, & SPECTATOR CONDUCT

1. Coaches are responsible for their players, coaches, and spectators.
2. Poor sportsmanship (such as intentional throwing of bat, glove, cap, etc.) by a player and/or coach will not be tolerated.
3. Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Penalties may include banishment from further participation in league activities. Penalties will be decided by a committee made up of the participating communities.

WARNINGS, CAUTIONS, & EJECTIONS

Warning

A warning may be given by the umpire or field supervisor at any time; this, in general, informs the player, coach, or spectator that his/her play or action on or off the field is of concern to the umpire/field supervisor. A warning need not be given by the umpire/field supervisor before a caution or ejection.

Caution

The player, coach, or spectator is being notified that his/her playing or action is unacceptable. A player, coach, or spectator is to receive a caution for the following actions:

- Continually violating the rules of the game (especially after a warning).
- For acting in an unsportsmanlike manner.
- Dissenting with a decision of the umpire or field supervisor.

Ejection

A player who is ejected must immediately leave the recreation complex and may not play the remainder of the game. The player will also receive a minimum one (1) game suspension from the Big 4 League. An ejection is given to a player for the following reasons:

- Committing a second cautioned offense.
- Persisting in misconduct.
- Using foul or abusive language.
- Exhibiting violent conduct or committing any foul in a violent manner.

The coach is responsible for the actions of the suspended player and must make sure that a suspended player does not become a disruptive influence.

A coach or spectator may receive a caution or ejection for the following:

- Dissenting with the umpire, scorekeeper, or field supervisor.
- Coming onto the diamond without permission and/or not leaving the diamond when requested to do so.
- Using foul or abusive language.
- Unsportsmanlike conduct.
- Not controlling the actions of his/her players, fans, or parents.

A coach or spectator who is ejected must immediately leave the recreation complex for the remainder of the game, and will also receive a one (1) game suspension from attending/coaching their team's next game from the league.

Appeals to the game suspension can be made through the local community sports supervisor as a representative of the 7&8 Baseball League. These appeals can be made starting the next business day after the infraction.

Protests

1. Only rule interpretations may be protested.

2. Any alleged rules infraction must go directly to the umpire before play is resumed.
3. \$75 fee in cash must be paid to the umpire at the time of the protest.
4. The umpire will immediately notify the other team's coach of the protest.
5. The coach making the protest will then submit in writing what is being protested. Notification and time/date is written the official scorebook by the umpire.
6. The umpire notifies his/her director and the director will notify the League President.
7. The coach making the protest will then write down what is being protested and submit that to the League President, 24 hours following the start of the game.
8. The League President will contact the protest committee.
9. The decision of the protest committee will be final.
10. Committee members from the communities involved in the protest may not vote.

THE GAME

1. Games are to be six (6) innings with a 1 hour and 15 minute time limit.
2. The time limit starts when the umpire says "play ball."
3. An inning starts immediately after the last out is recorded of the previous inning.
4. No innings will start after the game time limit. Time will be determined by the home plate umpire.
5. The last time that you may start a new inning is 1hr. 14min. 59sec.
6. Teams will be allowed to use the field for the allotted amount of time. Any team 10 minutes late or more forfeits the game. The amount of time that a team is late will be subtracted from the time limit if it is less than 10 minutes.
7. The 1st game of regular season play will start at 6:15pm.
8. Teams may start with a minimum of 7 players. If during the game, a team drops down below 7, the game will be considered a forfeit. Only players on the specific team's roster may participate. No borrowing of players is allowed.

BATTING

1. Everyone on the team roster will be in the batting order. Participants that show up late for the start of the game will be added to the end of the batting order.
2. There will be a six (6) run limit per inning.
3. The game will be called when a team is ahead by the following runs: 13 runs at the bottom of the 4th inning, and 7 runs at the bottom of the 5th inning.
4. There will be no extra innings played. If time expires and either team is mathematically eliminated the games is considered complete.
5. After hitting the ball or in attempting to do so, the batter will not be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws their bat will be out. The ball will be dead. All baserunners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by the umpires as a judgment call.
6. The batter will be given six (6), and only six pitches to hit or strike out
7. No walks will be allowed. Each batter must hit the ball or strike out swinging.
8. The player may not take their base if they are hit with a pitch.
9. Intentional bunting is not allowed. Any intentional bunt will be considered a foul ball.
10. The catcher may throw the non-batted ball back to the player/pitcher or coach/pitcher.
11. After hitting the ball or in attempting to do so, the batter will not be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws their bat will be out. The ball will be dead. All base runners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by the umpires as a judgment call.

BASERUNNING

<u>Age Division</u>	<u>Lead Offs</u>	<u>Stealing</u>	<u>Dropped 3rd Strike</u>	<u>Infield Fly Rule</u>
7 and 8 yr. olds	No	No	Cannot run	No

1. Runners may leave their base when the pitch is hit by the batter. There is no stealing.

2. Runners must remain on the base until the ball is hit.
3. If a base runner leaves early, the first infraction will result in a warning to the coach and team and the second and following infractions will result in the base runner being called out.
4. Runner may advance only on a hit.
5. All runners will be allowed one base on an overthrow of a batted ball at their own risk. No additional base will be allowed for any additional overthrows that may occur.

Overthrow Examples:

1. On a hit ball and play on runner at first, the furthest advancement the batter may go would be 2nd base on a play at 1st. If the fielding team makes an attempt at 2nd, the runner may not advance.
2. Batting with runners on base:
 - a. A runner occupying first base may advance to 3rd on a hit (including a play at 1st) or an overthrow.
 - b. A runner occupying second base may score on a batted ball on a hit (including a play at 1st) or an overthrow.
6. **Play will be considered complete when a throw has entered the pitching circle cylinder.**
7. Any runners located between the bases when the umpire calls time will be awarded the bases they are closest to.
8. Courtesy runners are not allowed for any player on base. The only exception to this is if there is an injured player. If the player on base is removed due to injury, the player cannot participate in the rest of the game. The last batter in the line-up not on base will be the courtesy runner. No automatic out will be taken for the injured players spot in the line-up.

The following rules shall govern the “crash rule”, i.e.: the situation involving contact between fielders and base runners at any base including home.

- a. The runner is called out if he/she does not slide and causes illegal contact and/or illegally alters the actions of the fielder in the immediate act of making a play on him/her. Runners are never required to slide but, if the runner elects to slide, the slide shall be legal.
- b. The runner is called out if he/she remains on her feet and maliciously crashes into a defensive player. Malicious contact supersedes obstruction.
- c. PENALTIES:
 - 1) If a base runner makes contact with a fielder in clear possession of the ball other than in an attempt to slide, an immediate dead ball will be called. The base runner will be called out. If the base runner deliberately contacts the fielder with great force, the base runner is subject to ejection in addition to being called out. All other base runners are returned to the last base touched at the time of the dead ball.
 - 2) If a fielder is blocking the baseline and does not have clear possession of the ball, any contact (other than deliberate contact by either player) shall be ruled obstruction; and bases shall be granted accordingly.
- d. When the fielder, base runner, and ball arrive simultaneously at a base, umpires will rule on any illegal or unnecessary contact that may occur. In any case, no player may initiate deliberate contact without being subject to penalties.

PITCHING AND FIELDING

1. Teams in the 7&8yr. old division can field up to 10 players.
2. The coach of each team, or designee, will pitch to his/her own team. This person may coach the batter.
3. Pitcher/coach must have both feet inside the circle.

4. Pitcher/coach must pitch overhand.
5. All pitching motion must be carried forward.
6. Child playing pitcher must have both feet inside the circle until ball is released.
7. The coach/pitcher will be allowed the option of using a glove or not.
8. The coach/pitcher must make an attempt to elude a batted ball and not interfere with the player/pitcher attempting to make a play on the ball. If the coach/pitcher is hit by a batted ball a "dead ball" will be called and all runners including the batter will advance one base.
9. All teams use a tenth player as an outfielder. Prior to each pitch, the outfielders must be positioned at least 10 feet beyond the baseline into the outfield.

Coaches

A defensive coach in the field is permitted behind the outfielders. The coach cannot touch the ball or any player while the ball is in play.

GENERAL

1. NFHS Rules are in order when situations are not covered in these printed rules.
2. League Play: League play will begin May 15th. (Teams will play in town games if needed before school is out.) Games will be played primarily on Tuesdays and Thursdays. Make up games will be rescheduled as soon as possible by the league. Games are rescheduled by the host towns Big 4 Baseball representative and games are rescheduled according to field availability.
3. Every Head Coach must carry a verified roster with him/her at all times. Failure to produce a verified roster shall result in the player's removal from the game.
4. Substitutions: Each child should have equal playing time. Substitutions must be made by the top of the 3rd inning. If a team violates the substitution rule, at the time of the violation, all players that have not entered the game must be inserted into the game. Since everyone on the roster is in the batting order, there is open substitution.
5. Home teams must provide one (1) new game ball & one (1) slightly used for each league game.
6. The home team will provide the official scorekeeper.
7. Players, coaches, and/or spectators cannot use sayings, yells, and/or chattering on the field of play, from the dugouts, or bleachers that is directed to a specific player/position (ex. Batter, batter swing), or such sayings to or about the pitchers. Sayings, yells or chattering will be defined as two or more people singing or chanting in unison. Each team will be given one warning. Any further violation will result in the offending team forfeiting.
8. The Field Supervisor will determine the readiness of the field for play of all ball games.
9. The Complete Game: For the 7&8 yr. old division, games are complete at 3 innings or 2 ½ innings if the home team is ahead. If the game is not completed as stated in the above specifications, the entire game will be played for the make-up. A game is also considered complete if at least one half of the allotted time limit is completed.
10. The Field Supervisor/Head Umpire will have power to rule on all infractions.

Ball Park Directions

<p>Baldwin 66006</p>	<p>Baldwin Intermediate School (Baseball/Softball) (100 Bullpup Drive) – ¼ mile west on 56 Hwy from 56 Hwy and County Road 1055 intersection. Fields on the south side.</p>
<p>De Soto 66018</p>	<p>Miller Park (Baseball/Softball/Soccer) (8205 Ferry Rd) – Heading West on K-10, exit on Kill Creek Rd., head north, turn left or West on 83rd, make a quick right then left (still 83rd) at the “T” in the road then turn Right on Ferry. Heading East, Exit on Lexington Ave. Turn North or Left on Lexington then turn North or Left on Ottawa then East or Right on 83rd then North or Left on Ferry.</p> <p>Sunflower (Baseball/Softball) (36500 W. 103rd) – Heading West on K-10 exit on Edgerton Rd. then turn South or Left on Edgerton then at the “T” in the road turn Right on 103rd and ball fields will be on the Left. Heading East on K-10 exit on Evening Star Rd. and turn South or Right on Evening Star then turn East or Left on 103rd St. and the ball fields will be one-half mile on the Right.</p>
<p>Eudora 66025</p>	<p>West Ball Fields (Baseball/Softball/Soccer) (1338 W. 12th) – K-10 exit on Church St. and go North to 12th St. then take a left and go West for about a mile.</p> <p>Youth Field/Community Aquatic Center (Baseball/Softball/Basketball) (1638 Elm)– K-10 exit on Church St. and go North to 14th St. or first stop sign then take a Left or West for a block and at the stop sign turn Left or South and go for a quarter mile to the ball fields and community center.</p> <p>East Fields - Eudora Elementary School (801 E 10th St, Eudora, KS)</p> <p>Take Church Street to 10th Street and turn right (Casey's located at that corner) Go approximately 6 blocks to the East to reach the Elementary School. Turn into main parking lot to park (do not enter via the Bus Lane as school will tow cars parked there) Fields are located behind Elementary School</p>
<p>Wellsville 66092</p>	<p>Saddle Club Park (Baseball/Softball) (320 Pendleton)– on the corner of 10th St and Highway. 33 at the South end of town.</p>