



SOUTHWEST REGION RULES

7 and 8 year old Coach Pitch

RULES

Official Baseball Rules” as modified by “Babe Ruth League, Inc. Baseball Rules and Regulations” and further modified by these “Playing Rules” will be in effect.

HOME TEAM

Home Team will be decided by a COIN TOSS in Pool Play. In Bracket Play the top seed has the option to be HOME or GUEST.

POOL PLAY TIE BREAKERS

Cal Ripken Pool Play Tie Breakers will be used.

BASES

Bases will be 60 feet apart.

BATS

Refer to Official Baseball Rule 1.10. **CAL RIPKEN**—all non-wood bats must have the USABat Marking. Barrel Maximum is 2 5/8”. No BBCOR Bats are permitted in the Cal Ripken Division. T-ball bats are permitted.

PITCHING LINE

There shall be a line drawn forty (40) feet from the apex of home plate to establish the minimum forward point for the pitcher.

PITCHING CIRCLE

The dirt pitcher’s mound shall serve as the Pitching Circle.

PITCHING COACH

The pitching coach shall keep one foot on or straddle the pitcher’s line.

The pitching coach may pitch anywhere along the pitching line from 40’ to the 42’ pitching circle.

The pitching coach shall not verbally or physically coach while in the pitching position. The pitching coach may instruct the batter while in the box, but may not after the ball is put in play.

The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. If a coach violates this rule after the ball is pitched obstruction shall be called.

Additional penalty: If a coach violates this rule before the ball is pitched, first offense is a warning; second offense is removal of the coach as the pitcher for the remainder of the game.

If the pitching coach is accidentally or unavoidably struck by a batted ball the play will be ruled a dead ball. The batter-runner will be awarded first base and no runner(s) will advance unless forced.

SCOREKEEPING

The home team will be responsible for keeping the official book and the guest team will keep the scoreboard.

LINE-UPS

Head coaches will deliver one copy of their line-up to the opposing coach and umpire prior to the game. Line-ups will include: batting order, fielding position, uniform number, and substitutes.

LENGTH OF GAMES

Games will be 6 innings or 1 hour 20 minutes in length, whichever comes first. No new inning may start after this time limit. Any inning started prior to 1 hour and 20 minutes, shall be completed unless the home team is ahead or it is mathematically impossible for a team to win.

RUN RULE

Any team leading by 15 or more runs after 4 innings, (3 ½ if the home team is ahead, or 8 or more runs at any time after the completion of 5 innings (4 ½ if the home team is ahead) shall be declared the winner.

RUNS PER INNING

Teams will be limited to 7 runs per inning. Upon scoring the limited number of runs, the umpire will declare side out.

STRIKES

The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. The at-bat will continue on foul balls. NO INTENTIONAL WALKS.

SLINGING A BAT

If a batter slings his bat, a warning will be given the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners may advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is not an appeal play.

BUNTING

Bunting is permitted. Slash bunting is NOT permitted.

INFIELD FLY RULE

The infield fly rule is not in effect at any time.

NO STEALING

Base runners are not allowed to lead off or steal bases at any time including advancing on passed balls.

BASERUNNER LEAVING EARLY

If a baserunner leaves the base early, a team warning will be given and the runner(s) will be sent back to the preceding base. The runner(s) will be declared out on the next offense.

OVERTHROWS

Base runners may advance on an overthrow at the risk of being thrown out.

ADVANCING

Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

BATTER LINE-UP

All teams will bat round robin. If a batter becomes disabled during a game and cannot bat, it is not an out. All subsequent players will move up in the lineup. If a child is sick before a game, leave the player off of your line up and inform both the opposing coach and press box. This player cannot enter the game. If a team falls below 9 in the batting order, the game will be declared a forfeit.

ON DECK BATTER

The next batter due to hit may stand in one of the on-deck circles so he or she is facing the back of the hitter, but must be wearing a batting helmet. All other players must remain in the dugout.

LATE PLAYERS

If a player arrives after the start of the game, the player must be inserted at the bottom of the batting order.

DEFENSIVE LINE-UP

Ten (10) defensive players (one additional outfielder).

All four (4) outfielders must be in the outfield grass until the ball is pitched.

Teams may freely insert defensive players into their line-up. **Players on the infield should be in their “standard” positions; no shifts, extra players on or around the mound, etc.**

PITCHER POSITION

The defensive player listed as pitcher shall not leave the pitching circle (the pitcher’s mound) until the ball is hit, unless the batter squares around to bunt. Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

TIME-OUT AND CONFERENCES

Only one (1) conference will be allowed with each batter during that batters’ time at bat. Coaches may not call time out to confer with base runners. The defense is allowed 1 (one) conference per half inning.

PLAYERS ATTIRE

All players shall be properly uniformed including cap, glove, and shoes. All batters and runners must wear helmets.

CONDUCT

Players, coaches, sponsors, parents, and spectators shall conduct themselves according to the Cal Ripken/Babe Ruth Code of Ethics and Conduct. Head coaches shall be held accountable for the conduct of their team’s players, assistant coaches and fans. Any unbecoming behavior shall at once disqualify the offender from any participation whatsoever until reinstated by the tournament director.

EJECTIONS

Any coach or spectator ejected shall leave the ball park for the remainder of that game and may face additional suspension if decided by the tournament director. Failure to leave in a timely manner will result in a forfeit.

Any player that is ejected from a game will be disqualified for the remainder of that game and may face additional suspension if decided by the tournament director.

OFFENSIVE CONTACT RULE

If a runner attempting to reach any base intentionally and maliciously runs into a defensive player in the area of the base, he will be called out on the play and can be ejected from the game. The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach the base. The umpire will be the sole judge of whether the player should be ejected. This is not an appeal play.

TOBACCO USE

There will be no tobacco use inside the fenced-in area of the playing field.