

BYS 7 & 8 YEAR OLD INSTRUCTIONAL LEAGUE OFFICIAL PLAYING RULES

The Little League Rule Book, Official Playing Rule Section shall apply except as noted below.

The Instructional League will consist of all 7 & 8 year olds by league age.

2. Players, Managers and Coaches only shall occupy the bench or dugout during the game. Home team will supply one (1) ball for each game played. Home team will occupy 3rd Base dugout.
3. All games shall start at the designated time. If an umpire is not available, one coach from each team shall umpire alternating 3 innings behind the plate and 3 innings on the bases. If an umpire arrives during the game, the coaches will go back to the dugouts.
4. The distance of pitcher/coach to the batter will be determined by the batter's ability, but shall be no closer than 20 feet from home plate. Play is dead immediately if a batted ball hits the pitcher/coach and is not counted towards total pitches. Pitcher/coach may not make or assist in any play.
 - a. Defensive pitcher is not permitted in front of the offensive pitcher/coach until the ball crosses the plate. Umpire decision.
 - b. The defensive team must have a pitcher and a catcher. Unless he starts the game with (8)-(9) players he may use (pitcher only) in the outfield only.
5. Strikeouts: Three (3)-swinging strikes constitute a strike out and/or third strike foul tip that is caught. No called balls or strikes. There will be a limit of six (6) pitches to a batter. Batter will be told when four (4) pitches have crossed the plate. If the batter fouls off the 6th pitch, he is given additional pitches till an out or hit has been recorded.
6. No bunting, no stealing bases, no lead offs, no infield fly rule. No tagging up on fly ball outs. Umpire decision.
7. Any player will be ejected from the game for deliberately throwing his bat, helmet, and/or other equipment for any reason upon completion of play. Umpire decision.
8. Overthrows: If the ball is thrown or rolls outside of the playing field, or under the team's benches, the base runner(s) is entitled to one base on the overthrow. In case of any other overthrow, the runner(s) may advance at his own risk. See rule # 33 [explanation]
9. No team shall score more than six runs (6) runs in any inning. As soon as

six (6) runs are scored, or three (3) outs are made, the other team is on offense. Each team will play a full six (6) innings unless the home team is ahead in the score for the bottom of the 6th inning.

10. Each player on a team that attends a game must play at least three (3) consecutive innings on defense with the exception of the final inning if the home team is ahead. All players on the roster will bat in continuous order for the entire game.
11. Distance between the bases will be fifty-five (55) feet.
12. Smoking on the bench or playing field is strictly prohibited. Schools prohibit smoking on school grounds.
13. All play stops when a catchable ball enters the ten (10) foot pitching circle around the pitcher's mound or by coaches' agreement.
14. There will be no forfeit declared if a team can field at least eight (8) players for a scheduled game. A manager with only eight players must inform the opposing manager and scorekeeper.
15. A four- (4) foot hash mark will be placed between 1st and 2nd, 2nd and 3rd, and 3rd and home plate to show half way to aid the umpire. Base runners will get the next base if they are completely past the halfway mark when the ball is returned to the pitching circle. Umpire decision.
16. If an umpire can visibly see a player is injured, time is called before the play is finished. The runner(s) shall be given the base to which he is advancing.
17. If a batter is found to be out of order, the correct batter will be inserted with the count remaining the same. If an out of order batter(s) has completed his at-bat, no change will be made and the order will be followed as it should have been, skipping the out of order batter(s) should they need to bat in that inning.
18. No game shall start until the official scorekeeper is ready. All changes

must be given to the visiting scorekeeper. Play will not continue until this takes place.

a. A line-up shall be turned in to the official scorekeeper ten (10) minutes prior to the start of the game hopefully.

b. Official scorekeeper should record the starting time of each game.

19. If you have at least ten (10) players, you may play ten (10) in the field regardless of how many players the other team has.
20. It is mandatory for players to wear all safety equipment supplied by the league.
21. A player that arrives while the game is in progress shall be added to the bottom of the batting order.
22. Runners hit by any fair ball are automatically out.
23. Any player, coach or manager shall be ejected if they use profanity. **(ZERO TOLERANCE)**
24. Failure of players, coaches or managers to remove themselves from the field or the dugout/bench area after being ejected will be cause for automatic forfeit and possible suspension.
25. A following runner is out should he pass a runner in front of him.
26. If two (2) runners occupy the same base, the following runner is out when tagged.
27. Fielders may not hinder runners. If this occurs, runner is safe.
28. Runners may not interfere with fielders attempting to field the ball. If this occurs, runner is out, Umpire Decision.
29. A player that has been removed from the game for a substitute may re-enter the game, provided that the player he is substituting for has played three (3) consecutive innings.
30. Managers are responsible for the conduct of their team's coached, players and fans.
31. 4 & 1/2 innings shall constitute a completed game provided the home team

is winning.

32. If a batted ball hits a player playing in an adjacent field or rolls onto the infield of an adjacent field, the hit shall be declared an automatic home run.

33. Any hit ball that does not leave the infield: {Rule 8 cont.}

ANY BASERUNNER WILL BE ALLOWED TO ADVANCE (1) BASE ONLY.

IF THERE IS AN OVER THROWN BALL TO FIRST BASE ONLY, THE BATTER

MAY ADVANCE AT OWN RISK TO SECOND UNLESS THE BALL GOES OUT OF PLAY THEN HE WILL GET SECOND ON THE DEAD BALL.

RUNNERS ON FIRST CAN GO AS FAR AS THIRD ONLY, AND SECOND TO HOME.

IF YOU CHOOSE TO HAVE YOUR KIDS THROW THE BALL AROUND THE INFIELD, THE OTHER TEAM MAY ADVANCE TILL THE BALL ENTERS THE PITCHING CIRCLE.

AS SOON AS THE FIRST BASEMAN RETRIEVES AN OVERTHROWN BALL AND IMMEDIATELY RETURNS IT TO THEE ADULT PITCHER, THE PLAY IS DEAD. THE STATUS OF THE RUNNER WILL BE DETERMINED BY THE UMPIRE(S).

ANY PLAY MADE AT SECOND OR THIRD OR HOME, IS ADVANCE AT OWN RISK TILL THE BALL ENTERS THE PITCHING CIRCLE.

34. BATS: Can be wood or metal, any length but no wider than 2 1/4" wide. NO T-BALL BATS
NO BIG BARRELL, Softball BATS ALLOWED. 2011 No composite Bats.

35. Coaches and or Pitchers must be adults (18 yrs. of age)

36. A runner may choose to slide, but must slide legally. (Feet first only) No head first sliding into any base. Must slide toward the base and avoid contact. Can leap over a defensive player only if that player is on the ground. If out, must get out of the way. At the plate: If malicious contact before scoring, run does not count. If malicious contact after scoring, run does count. In both instances, runner is

ejected from the game. Malicious contact is at the discretion of the umpire.

37. Pitchers position: Defensive pitcher must be within 3' of the pitching circle (in or outside).

At no time is the pitcher allowed to act as a fifth infielder.

rev. 3/30/1998 dp jr

rev. 4/29/2002 dp jr

rev. 5/17/2005 dp jr

rev. 6/20/2006 dp jr

rev. 4/07/2007 dp jr

rev. 4/10/2008 dp jr

rev. 5/01/2008 dp jr (editorial only)

rev. 6/11/2008 dp jr

rev. 2/09/2010 dp jr

rev. 3/17/2011 dp jr. (editorial only)

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