



BYBSA General Rules

7-8 Boys Division

This is an instructional division, with the objective of giving players experience at playing multiple positions while building basic fundamentals to

General Rules

1. Commissioner will assemble teams.
2. **Bases will be set at 50 feet** for this league.
3. There will be **no bat restrictions** for this league.
4. There will be no forfeits. There is NOT a minimum player rule. A team may borrow from the other team in order to assemble a complete team.
5. All Teams will qualify for the playoffs at the end of the season. We will conduct a blind draw for seedings. More details will be provided.
6. Each game will be **6 innings and last no longer than 1 hour and 30 minutes.**
 - a. At the 80 minute mark, the umpire may not start another inning and the home team will have its last at bat unless already ahead in runs scored.
7. All games shall start at the designated time. One coach from each team shall umpire, alternating behind the plate and on the bases. May also stand behind pitchers mound. Coach pitching may just choose to be umpire.
8. Players, managers and coaches only shall occupy the bench or dugout during the game.
9. Each team shall supply 1 new game ball each game. Other gently used baseballs can be used (old game balls) to help speed the game along.
10. It is mandatory for players to wear all safety equipment supplied by BYBSA. Catchers must wear all supplied gear.
11. Each team must designate an official scorekeeper.

Defensive Rules

1. For teams in the field, coaches may position themselves in foul territory and in the outfield to help instruct defensive players.
2. No more than 7 infielders are allowed (1B, 2B, SS, 3B, P, C, Short Fielder)
 - a. No defensive shifts (players must play natural positions)
3. No more than 5 outfielders are allowed (must be at least 20 feet behind base path)
4. No player can play outfield/bench two consecutive innings.
5. No player can sit out a second inning until all players have sat out one inning.
6. All players must play an infield position (not counting catcher) at least 1 inning.
7. An infield player may not play the same position more than twice in a game.

Offensive Rules

1. The inning will end after **3 outs, or 6 runs scored, or 1 full time through the order (whichever happens first).**
2. **No Mercy Rule** in this league.

3. Kids may take as many bases as they can before the ball is back in the infield (teach the outfield to get the ball in).
 - a. Ball must be in possession of an infielder and they must raise hands and call time in order for play to be considered dead. Umpires have discretion on making runners go back to the previous base if they are not more than halfway.
4. **Player cannot advance to the next base on overthrow of a base.**
5. Base runners are not permitted to leave until the ball has been hit.
6. **No bunts, leadoffs, no steals, no tag ups, no infield fly rule**
7. No Walks. Strikeouts will **not** be recorded as “outs”. Only batted balls into the field of play will be counted as outs.
8. Courtesy Runner may be used for catcher at any time.

Pitching

The season shall be divided into sections which shall be determined by the commissioner.

1. First Section of the Season (will be determined later)

- a. The coach shall pitch overhand the entire game from the pitcher's mound. Coaches may stand wherever to help each kid put the ball in play.
- b. Each batter will get 6 pitches to hit the ball safely. If a fair ball is not hit in 6 pitches, the batter will go back to the bench. No walks are allowed.
 - i. “Strikeouts” will not be recorded as outs. Only fielded outs count toward 3 to end a half inning.
 - ii. A foul ball on the 6th pitch, batter will keep hitting until they make contact or swing and miss.
- c. If the coach, while pitching, interferes with a ball in play, it shall be replayed and would not count as a pitch.
- d. For the team at bat, a coach may be positioned near the backstop to help coach the batter and catcher if needed. (keep bucket of balls to keep game moving)

2. Second Section of the Season (will be determined later)

- a. **Coach will pitch overhand for the three innings of the game.**
- b. Same rules as above (no strikeouts)
- c. **Player will pitch the 4th, 5th, and 6th innings**
 - i. A coach may stand at the pitcher's mound with a bucket of balls and hand the ball to the pitcher. Another coach may stand behind the catcher and collect the baseballs into a bucket.
 - ii. Every kid should have the opportunity to pitch at some point if they want to.
 - iii. A pitcher may pitch no more than 3 outs or 54 pitches per game.
 1. Pitchers will throw no more than 4 pitches per hitter. If the ball isn't put into play after 4 pitches, the coach will throw 3 pitches to the hitter. (Not swings, pitches).
 2. If the ball is not put into play after 3 pitches, the batter will go back to the dugout. (No out will be recorded)
 - a. Batters will get another pitch if they foul off the 3rd pitch.
 3. Kids will pitch from 35 feet/Coaches from 25 feet
 - iv. Pitchers meeting a threshold during an at bat may complete the at bat.

Evaluation

1. Each coach will be required to fill out a player evaluation at the end of the year. This evaluation will be essential in helping form teams in the future.