



# Minors Rules

## Pitching Machine League

### 7 & 8 Year Olds



### General Game Rules

1. All players will bat, whether they are playing in the field or not.
2. An inning will consist of 3 outs or 5 runs scored.
3. Bats must be kept within the dugout. There is no on-deck area. **Under no circumstances, should the players be swinging the bats near the dugout or inside the dugout.**
4. All players that are not batting must stay in the dugout, or the designated area based on the Covid-19 Guidelines.
5. One coach should be in the dugout at all times.
6. No infield practice before the first game or in between games.
7. Games are 6 innings or 1 hour 30 minutes. You can start the top of the next inning as long as it starts before the time limit is up; you then finish out the inning. The last game of the day can be played until it gets too dark to play, and the coaches will agree when to call the game.
8. Rotation of players: we suggest that all team members play every position at some point in the season to determine where they are best suited.
9. An 8 player minimum is required to field a team. You can pick up players from other teams, but they must be 8 years old or younger and a Cedarburg Little League player. If you pick up players from another team, they can only play in the outfield and they will bat at the end of the batting order.
10. If a team has 9 players all traditional positions must be played including catcher. If both teams have 10 players and the coaches agree, 10 players can play defense, with the 10<sup>th</sup> player in an outfield position only. All outfielders must be in the outfield grass.
11. There is a 10 run rule. If the home team is ahead by 10 or more runs after 3 ½ innings (**this rule applies for any time thereafter 3 ½ innings**) they don't bat in the bottom of the 4th inning. If they are ahead by less than 10 runs heading into the bottom of the 4th inning, the home team bats. If the home team crosses the 10 run threshold in the bottom of the fourth inning, the game stops when this 10 run threshold is reached, even if the inning has not been completed. If the away team is ahead by 10 or more runs at the end of the 4<sup>th</sup> inning, the game ends and they are declared the winner. If a team wins via the 10 run rule, the losing team may stay to practice, and the winning team would leave.
12. There is NO infield fly rule.
13. We suggest all boys wear protective athletic cups.

### Running

14. There are NO lead-offs; the runner must wait until the batter makes contact before leaving the base.
15. The first over throw is a live ball. Runners can advance at their own risk for a maximum of one base.
16. Running the bases: when a ball is hit into the outfield, and the outfielder has the ball, you run at your own risk. When the ball is returned to the infield, you may not run. This is defined as when a player has possession of the ball in the infield. We do not want everyone running until they get tagged out.
17. A courtesy runner for the catcher is recommended when there are 2 outs. The player making the last out will be the runner. This allows you to get your catcher ready for your next defensive inning.

### Pitching

18. **When playing at Kasten Field or VandenBerg Field, Coaches will use the electric pitching machines. When playing at the Korb Sports Complex, Coaches will decide to either use the blue spring loaded pitching machines OR Coach Pitch.**
19. When using a pitching machine OR coach pitch, each batter will get 8 pitches. There are NO walks. Three swinging strikes is an out (a foul ball on the third strike is not an out). If the batter does not put the ball in play in 8 pitches, the batter is out, with the following exception. If the batter fouls the

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8<sup>th</sup> pitch or successive pitches after the 8<sup>th</sup> pitch, he/she will continue to bat until the batter does not swing, swings and misses, or puts the ball in play. Encourage your player to swing, especially as they approach the 8<sup>th</sup> pitch. A coach whose team is in the field will retrieve the pitched balls and return them to the coach at the pitching mound.

20. Pitching machine speed – managers should agree on a speed.