

South Fayette Baseball Association

Boys 7U Tournament Rules

All teams to be at the field 30 minutes prior to game time. Line-ups are due 10 minutes before game time.

All tournament games will be played at Morgan Field C. The field is located on Millers Run Road off Route 50/Bridgeville Exit off of I-79, 515 Millers Run Road, Morgan PA 15064

<http://southfayettepa.com/Facilities/Facility/Details/Morgan-Park-5>

1. To be eligible, players cannot be 8 years old prior to April 30, 2017. All players must be 7 prior to April 30, 2017. Upon request, a birth certificate must be provided within 24 hours.
2. Prior to the start of each game, managers must present their batting order and starting line-ups to the official scorekeeper. All uniformed players present must be included in the batting order. All players must play at least two (2) defensive innings.
3. If time permits, teams may use the outfield area for warm-up prior to the start of the game. Games must be started at their scheduled time whenever possible.
4. Teams will play ten (10) players in the field. The defensive team will consist of a pitcher, catcher, four (4) infielders, and four (4) outfielders. No rover will be permitted. Outfielders must be at least 15 feet behind the infielders (outfield distance). Teams must field at least nine (9) players within ten (10) minutes of the scheduled starting time, or forfeit that game.
5. A coin toss will decide home team for the round robin games. Higher seed in tournament play will be home team.
6. Two defensive coaches are permitted in foul territory (in the outfield) when their team is on defense.
7. A regulation game will be six (6) innings with a six (6) run per inning rule for innings 1-5. No continuation is permitted. In the event of rain, games will become official after four (4) innings (3 ½ innings if the home team is ahead). A fifteen (15) run mercy rule will be in effect throughout the tournament after four (4) innings and a ten (10) run mercy will be in effect throughout the tournament after five (5) innings.
8. After the completion of the fifth inning, the defensive team must make three (3) outs to end the inning. No six (6) run limit applies.
9. The manager or coach will pitch overhand to their team.
10. A strikeout will be charged when four (4) strikes have occurred. A maximum of eight (8) pitches per batter will be permitted, after which the batter is out. The batter shall not be out if the eighth/last pitch is fouled off. If a batted ball should hit the manager or coach while pitching, the ball shall be ruled dead (no play/no pitch) and the batter and any base runners shall return to previous position, and play shall continue with a new pitch.

11. The distance between the bases is sixty (60) feet. A chalk line will be placed $\frac{3}{4}$ the distance (45 ft) between 1st and 2nd, 2nd and 3rd and 3rd and home. A pitchers circle measuring 15 feet in diameter will be centered at 38 feet from the back tip of home plate. A pitcher must pitch from within that pitchers circle (both feet in the circle). The player fielding the pitchers position must have at least one (1) foot in the circle when the pitch is delivered.
12. Base runners must remain on base until the ball is hit. If an umpire observes a base runner leaving a base early, one team warning will be given. Any other runner from that team leaving a base early will result in that runner being called out.
13. No stealing is allowed.
14. Managers may appeal (directly to the umpire) a runner missing a base or leaving early when tagging up after a fly ball out. An appeal must be made before the next pitch is made. A coach must appeal the missed base or leaving early issue by having a player on his team touching the appealed base. If the appeal is upheld, the runner will be called out.
15. All base coaches must stay behind the coaching line. Touching a runner when the ball is in play will be considered interference and the runner will be called out.
16. Play stops when the ball is in control by an infielder in the infield and the infielder calls time out. Once the ball is thrown into the infield (the dirt) and an infielder possesses the ball and calls time, the umpire will declare possession. Any base runners in motion shall be sent back to the previous base if they are not, in the umpire's judgment, more than $\frac{3}{4}$ of the way to the next base.
 - a. Base runners with at least one foot clearly beyond the $\frac{3}{4}$ chalk line when time out is called will be awarded the next base.
 - b. Runners on the line or short of the line will be returned to the prior base.
17. Advancement of batters and runners:
 - a. Overthrows (ball goes into foul territory) on an infield hit is an immediate dead ball.
 - b. Overthrows which remain in play (fair territory) are live balls until an infielder has possession in the infield and calls time out. (i.e. overthrow of 2nd to right field in play is considered live balls.)
 - c. Balls thrown to a base from any infield position, which remain in play, are considered live balls. Advance at own risk.
 - d. No automatic advances are given on an overthrow from an infield or outfield position when playing on the batter. This includes double play attempts on ground balls.
 - e. One additional base is awarded to each base runner if the overthrow occurs from the outfield or infield and the ball goes out of bounds (out of play).
 - f. If a runner is on base (2nd base for example) and the batter hits ball to the infield (shortstop for example), once the shortstop attempts to throw to 1st base to get the out, the runner on 2nd or 3rd base can try to advance at their own risk (runner does not have to stay on 2nd or 3rd).
18. If the adult pitcher touches a ball any time during play, the play is dead and runner advancement stops. If a batted ball hits the adult pitcher, the ball is dead and no pitch is counted. Everyone goes back to original positions including batter. It's a no pitch.
19. The adult pitcher must make every effort to get out of the way when the pitcher is making a play.
 - a. If unintentional interference is called on the adult, the play will be void and batter will return to home plate. It will not count as a pitched ball.

- b. If intentional interference is called, the batter is out and the runners return to their previous base.
20. There is no infield fly rule.
21. Tagging on a fly ball will be permitted. Runners may tag up on any fair or foul fly balls hit to both the infield and the outfield. The runners are considered 'at-risk' and will still have to complete the play.
22. Catchers may catch a ball to record an out provided that the batted ball goes above the height of the batters head.
23. Only the team manager may appeal or discuss a call with the umpire. The manager is also responsible for the conduct of his team personnel. Any throwing of equipment or use of profane language will result in immediate ejection from the game. Any team personnel ejected from the game shall receive an automatic suspension from the team's next game.
24. SF will not be responsible for any injuries to players, team personnel, or any other member of your group.
25. Specific ground rules will be discussed prior to the start of each game.
26. No runner can advance on a dead ball play.
27. Injury – Umpire will call “dead ball” when an injury occurs. Runners will only be awarded the base they were going toward.
28. Heart Guard is mandatory for the pitcher. Face Guard is optional.
29. Putting the ball in play. The umpire will instruct the adult pitcher when to start.
- a. Vocal distractions – No distractions by the opposing team are permitted. For example: “Swing”, “Miss it”, “K”, etc. will not be allowed toward the opposing batter. No yelling or sudden outbursts will be tolerated on a defensive player attempting to make a play. NOTE: If any of the above occurs, a request will be made to the manager to stop the distraction. If it continues, the umpire will eject the guilty person(s).
30. Blocking Bases – Coaches should remind their players not to stand on the bases when runners are trying to advance to the next base. Defensive players standing on bases (including home plate) and blocking base paths will result in interference being called. If interference is called, the runner will be awarded the base he is going to. If the defender knocks down the base runner, one (1) additional base will be awarded. The additional base will be determined when the ball is called dead.
- a. If a defensive player is determined to be blocking first base, and the offensive player slows or stops to avoid an intentional collision, the base runner may be awarded the first base.
 - b. This includes the first baseman being drawn into the base path by a thrown ball and staying there. Every attempt should be made to avoid a collision.
 - c. Defensive players have the right to make a play on a batted or thrown ball. Base runners must yield to avoid defensive players making a play on a ball.
 - d. When avoiding a defensive player or a ball, runners may not vary more than 3 feet laterally from the line that they are running between bases. An ‘out of the base line’ call will result and the runner will be called out.
 - e. In all cases the discretion of the umpire will prevail.

31. Sliding

- a. Runners should slide into any base to avoid contact unless there is no play. Penalty- runner is out.
- b. Runners must avoid collisions with defensive players. Intentional collisions result in the runner being out.
- c. NO head first sliding. Penalty- Runner is out. (However, runner may dive back to the base)

32. Throwing the Bat – Only one (1) team warning will be made, thereafter, any offender from that team will be declared out.

33. No bunting allowed.

34. Pool Play format with all teams making the Championship Series. Seeding tiebreakers are as follows:

- a. Overall record
- b. Run differential
- c. Fewest runs allowed for all games
- d. Total runs scored
- e. Coin toss

NOTE: The maximum run differential per game is 15 runs. For example: If the final score of a game is 20-1, the recorded run differential for tiebreaking purposes will only be 15 runs.

35. No big barrel bats. No bats with barrels greater than 2 ¼” in diameter.

36. Little League Rules Apply for all other cases.

THANK YOU FOR PARTICIPATING and GOOD LUCK TO EACH TEAM!