

Linglestown Baseball Association  
**Rookie 7 yr / 8 yr old Rules and Guidelines**  
(Updated Spring 2020)

If you suspect child abuse, you are required by law to report it by either calling  
1 - 800 - 932 - 0313 or online at [www.compass.state.pa.us/cwis](http://www.compass.state.pa.us/cwis).

Games:

- Games are a maximum of 6 innings, or 2 hours long. Games may end in a tie, there are no extra innings.
- There will be a 2 hour time limit for each game. If an inning is started before the time limit expires, both teams will get their turn at bat.
- The catcher will be replaced as a runner with 2 outs.
- No player should set more than 1 consecutive inning.
- Umpire(s) are supplied by the home team.
- Each team will provide 1 new ball for each game. Please return the ball at the end of the game to the coaches.
- Directions to fields can be obtained from the home coach.

Pitching:

- The pitcher will either allow the batter to reach base by base hit / error, strike the batter out, or, after throwing the batter 4 balls, will be replaced by a coach or pitching machine. The batter will then get three strikes to hit or strike out.
- Batter hit by a pitched ball will constitute ball four at which time the coach or machine will be used to pitch.
- A pitcher must be removed if he pitches to nine batters in one inning, or pitch two innings, whichever comes first. If a pitcher hits 2 batters in a given inning, he must be replaced.
- Pitchers should throw no more than **50 pitches per game**
  - 0 – 20 pitches requires no days rest
  - 21 – 35 pitches requires 1 days rest
  - 36 – 50 pitches requires 2 days rest
  - No pitcher shall appear in a game as a pitcher for 3 consecutive days, regardless of pitch counts
- The pitchers mound / rubber can range anywhere from 38 ft to 46 ft depending on the home teams field. Please be understanding and flexible with this.

- Pitching machine will be set at the beginning of the game. When the machine is pitching, the pitchers helper must stay as close as safely possible to the pitching mound / rubber.

#### Defense:

- Each team will field 10 players on defense.
- One defensive coach is allowed in the outfield to assist the players, but must stay in the outfield. If a defensive coach comes in contact with a live ball, the play will be ruled dead at that time.
- If a fielder is not making a play on the ball, or does not have the ball, they must stay out of the base path and away from the base.
- Catchers must wear all regular catching safety gear (face mask with back, leg/knee guards, chest protector).

#### Offense:

- There will be a continuous batting order for each team.
- Every batter must wear a helmet with a face mask.
- Base runners may not leave the base until the ball is hit. If the ball is not hit or if the batter strikes out, the base runner must return to the base.
- Players can steal 2<sup>nd</sup> and 3<sup>rd</sup> base. A player may not advance home on an overthrow from the catcher on a steal attempt. No stealing home.
- No Infield fly and no dropped third strike.
- All bats must be "USA Baseball" approved. No TBall bats.
- 4 run limit per inning