

# 2017 CDAA 7U & 8U Baseball

## Rules and Regulations

### 1. Rules

- 1.1. High School Baseball Rules as published by the National Federation of High School Associations will govern play in all leagues and divisions except where CDAA rules come into effect.
- 1.2. Players may not participate until they are registered and waivers and code of conduct documents are signed. Each athlete must have both these documents on file with their head coach.
- 1.3. Players are placed in the league that corresponds with their age as of April 30 each season. Players may petition to play with children in their same grade at school or to play in a different age group. These exceptions will be dealt with on a case-by-case basis with the director of baseball making the final decision.

### 2. Field Layout

- 2.1. Bases – 55 ft.
- 2.2. Pitching Mound – 35-40 ft.
- 2.3. Coach Pitch entire year.

### 3. Pre-game Warm-up

- 3.1. The home team has infield practice starting 20 minutes prior to game time for 10 minutes.
- 3.2. The visiting team has infield practice starting 10 minutes prior to game time for 10 minutes.
- 3.3. For safety reasons, no batting practice allowed on the infield or in a location that interferes with pre-game warm-ups of the other team.

### 4. Playing Time

- 4.1. Coaches shall rotate all players at different fielding positions with players alternating between infield and outfield positions.
- 4.2. No player will sit on the bench one inning more than any other player.
- 4.3. Each coach is to review their team policy and expectations for missing practices and games at their initial Team Meeting.
- 4.4. The defensive team will field 10 players in the following manner: 4 outfielders and 6 infielders consisting of 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> baseman, shortstop, pitcher and catcher.
- 4.5. Outfielders must play at least 25 feet behind the infielders—on the grass (purpose of this rule is to not have extra infielders throwing runners out at first).
- 4.6. There will be a continuous batting order in all divisions.

### 5. Uniforms and Equipment

- 5.1. All players will receive uniforms. Uniforms are to be worn to games. Complete uniforms as issued by CDAA must be worn.
- 5.2. All male players must wear an athletic cup and female players a pelvic protector during games and practices.
- 5.3. The head coach is responsible for all equipment and must return all issued equipment at the end of the season. If you have any equipment that needs to be replaced, you should contact the league coordinator.
- 5.4. The Reduced Injury Factor (RIF) Level 5 ball will be used for both 7U & 8U.
- 5.5. No metal spikes.

# 2017 CDAA 7U & 8U Baseball

## Rules and Regulations

5.6. There are no bat size restrictions.

### 6. Scorebook

6.1. All players on the roster who are playing must be listed in the scorebook. There will be a continuous batting order, whether they are playing in the field or not.

### 7. Clean Up

7.1. Coaches are responsible for having the players clean up the dugouts, benches and spectator area after each game.

### 8. Sportsmanship

8.1. Refer to the coaches, player's and parent's code of ethics and consequences. All players, parents and coaches must read and sign before playing.

### 9. Game Length

9.1. 5 innings or time limit, whichever is reached first.

9.2. During the school year no inning should begin after 60 minutes from when the game is scheduled to start.

9.3. After the school year no inning should begin after 80 minutes from when the game is scheduled to start.

9.4. You should complete a full inning (equal number of at bats for each team). No tie breakers needed.

9.5. A game may be called through coaches consensus (with home coach final ruling) if weather conditions or darkness present clear danger.

### 10. Run Rules

10.1. There will be a 5 run limit per inning or 3 outs whichever comes first.

10.2. Each team will receive a scorebook and the teams should have one assistant or parent from each team keep score for the game. Those scores, **for the 8U games only**, are reported by the home team head coach to the coordinator following the game. Standings will not be kept but we would like to monitor the scores of the games.

### 11. Umpires

11.1. The coach that is pitching will call the players out or safe at all bases.

11.2. A coach/parent from the team that is on defense will umpire from behind home plate and be responsible for calling foul balls and the players coming from 3<sup>rd</sup> base to home plate.

### 12. Pitching

12.1. A Head Coach or an Assistant Coach will pitch to their respective batters. The coach can throw overhand/underhand as long as the speed and trajectory of the pitch resembles a normal flight of a pitched ball at 30 mph.

12.2. The player-pitcher must stand within six feet of the coach pitcher; he may not play in front of the pitcher's rubber.

# 2017 CDAA 7U & 8U Baseball

## Rules and Regulations

- 12.3. Each batter will receive a maximum of six pitches. After the sixth pitch, if the batter has not successfully hit the ball, he will be declared out unless the sixth or last pitch is a foul ball. The batter will then receive another pitch. If the final pitch is declared “un-hittable” by the coach/umpire, the batter will receive an additional pitch.
- 12.4. If a batter hits a foul tip with two strikes and it is caught by the catcher, an out will be recorded.
- 12.5. If the batted ball hits the designated pitcher, it is a live ball and should be played as such. If the coach purposely interferes with the batted ball, the batter will be called “out” and no runners may advance.

### 13. Strike Zone

- 13.1. There will be no strike outs or walks. If the batter does not put one of the six pitches in play he will be called out.

### 14. Batting

- 14.1. All leagues will use continuous batting. All players must stay in the same batting order throughout the game. If a player shows up late for a game the batter must be placed at the end of the batting order.
- 14.2. Each team must bat a full rotation throughout the game. In your rotation, pick up where you left off on the next game.
- 14.3. No bunts or fake bunts allowed (showing bunt and then taking a full swing).

### 15. Base Running

- 15.1. The fielder always has the right-of-way when fielding a batted or thrown ball, whether he is in the base path or not.
- 15.2. The runner may not lead off or steal any bases.
- 15.3. Batters/Runners are not allowed to advance on any overthrow of 1<sup>st</sup> base or 3<sup>rd</sup> base (in or out of play).
- 15.4. The players may advance according to these rules.
  - 15.4.1. When the ball is fielded in the outfield, the runner is allowed to attempt to advance to the base they were heading to at the time the ball is returned to the infield (the ball need not be in possession of an infielder).
  - 15.4.2. When the ball is fielded in the infield, runner is allowed to attempt to advance one base from the start of the play (time of the pitch). If the runner is required to retouch a base, as in the case of a caught fly ball, the attempt shall be one base from the base that the runner was required to retouch.
  - 15.4.3. Runners may advance until the ball is returned to the infield. The ball does not need to be in possession of an infielder. The runner will be given progress to the base he was heading toward, however they still can be thrown or tagged out.

### 16. Courtesy Runners

- 16.1. Courtesy runners may not be used except in the event of an injury to the base runner. Injured player must be able to run their own bases next time at bat or taken out of the lineup for the remainder of the game with no penalty. Courtesy runner for the injured player will be the player that made the last out.

# 2017 CDAA 7U & 8U Baseball

## Rules and Regulations

### 17. Slide Rule

- 17.1. The base runner must slide or attempt to avoid body contact when a tag is being attempted. The rule is to avoid collisions and possible injuries.
- 17.2. A violation will result in the player being called out and the ball is dead.
- 17.3. A fielder may not block a base or home plate without the ball. If he does, the runner is safe (unless the ball is in flight).
- 17.4. Any runner is out when sliding head-first while advancing a base.

### 18. Overthrows that go out of Play

- 18.1. Coaches should define the out of play boundaries before the game. Runners are not allowed to advance on any overthrow (in or out of play). Purpose is to teach kids to attempt to make force out plays.

### 19. Dead Ball Rule

- 19.1. Runners cannot continue to advance once a batted ball to the outfield has been fielded and thrown back to the dirt portion of the infield (the ball need not be in possession of an infielder). The purpose is to emphasize getting the ball back to the infield as quickly as possible.

### 20. Game Cancellations

- 20.1. In case of inclement weather the CDAA Director may determine that all games for that evening will be canceled. In this case, the director will notify all players via email blast to all registered participants.
- 20.2. If there is NO directive from the CDAA Director, teams are to report to the field at which time the head coaches will determine if the game is to be played or called off.

### 21. Scores

- 21.1. 8U – The home team will report the scores to the 8U Coordinator – no standings will be published.
- 21.2. 7U – No scores will be reported for these games.