

Williamsburg Youth Baseball League 7-8 Year Old Minors Machine Pitch Rules - 2018

*WYBL Rules supersede relevant sections in the Cal Ripken Rules.
Refer to the Cal Ripken Rules for other rules that remain in force.*

Time Limit

Games will be 6 innings in length with a 1 hour and 30 minute time limit. Any inning begun prior to the time limit will be completed, but no new inning will begin after the time limit expires.

Seven-Pitch At-Bats

The batter will have a maximum of 7 pitches to hit a fair ball that passes the 20 ft. restraining arc. A hit ball rolling within the restraining arc is in play. If the seventh pitch does not cross the 20-foot arc or is hit foul, the batter is out. **A maximum of 2 coach pitches may be utilized at the coach's discretion**, but are to be included in the 7pitch maximum.

Five-Run Limit

The batting order for each team shall consist of all players present, and they will bat in turn until either 3 outs are recorded or 5 runs are scored.

Base Running: Leaving Early; Advancing on Outfield Balls & Overthrows

Base runners may not leave the base until the ball is hit. If the base runner violates this rule, the runner is out. The coaches may grant one initial warning.

When a ball thrown in from the outfield reaches the imaginary plane of the baselines, the runner(s) may advance only to the base they are going to at that point, and only at their own risk.

An overthrow occurs when a fielder attempts to make a defensive play and throws the ball beyond his or her intended target. On overthrows, the runner may advance only to the base they are running to, regardless if the ball stays in play or goes out of play. When a runner has made a definite move toward the next base before the overthrow occurs, that runner may advance to that base at their own risk.

Base coaches and the pitching coach will serve as umpires.

Bat Specifications

Bats shall not exceed 33 inches in length and stamped USABats.

Bunting

Bunting is not allowed; fake bunting is not allowed.

Dead Ball

If a batted ball contacts the pitching machine or coach, it will be considered a dead ball and the batter-runner and any other runners will advance one base.

Eight-Player Minimum; Ten-Minute Grace Period

A team may start a game with a minimum of 8 players and insert others as they arrive. A ten-minute grace period will be permitted to allow teams to reach the eight-player minimum.

Infield Fly Rule

The infield fly is not in effect in the 7-8 Minors.

Must-Play Rule; Substitutions

Free defensive substitutions: players may be taken in and out of the field lineup at any time. Each player **must** play at least 3 innings in the field. It is recommended that no player play the same position for more than 2 innings. All efforts should be made to allocate equitable playing time among all team members. Once a batting order is established, it must be followed.

Pitcher's Position

The pitcher must be positioned within a 6' circle and behind the pitching machine (on the right or left side) until the ball has been hit. This mark is 46 feet from home plate.

Protective Equipment

The catcher will wear full equipment, including a protective cup. No exceptions. All batters and runners will wear a protective helmet.

Protests

There are no protests under any circumstances.

Outfielders and Force Outs

Outfielders must throw the ball to a base to record a force out. The coaches will declare a runner "safe" on whom an outfielder makes a play by running the ball to a base.

Ten Defensive Players

Four outfielders will play for a total of 10 defensive players. All outfielders **must** be positioned in the outfield grass. Balls hit to the outfield should be thrown back to the infield.

Thrown Bats

A batter that throws or slings a bat in a manner that may cause injury to another player may be given one warning, but otherwise is out.

Uniforms

All players and coaches are required to wear their jersey and hat in the games. Players will not be allowed to play in the field without their jersey and hat.

Williamsburg Youth Baseball League 7-8 Year Old Minors Machine Pitch Guidelines - 2018

The following guidelines intend to help parents, coaches, and umpires emphasize safety and teamwork while providing a learning environment in which all players can participate.

Pitching Machine

The front of the pitching machine is to be placed directly behind the pitcher's plate. The velocity settings will be determined by the league officials and at their discretion may be changed during the course of the season. They are **NEVER** to be altered by any of the coaches or players. The 7-8 MINORS will begin the season at setting 8 and then move to 9 at the midway point of the season. The league officials will determine the midway point of the season. The home team is responsible for securing the pitching machine and balls prior to the beginning and at the conclusion of play.

Clean-Up

PLEASE, PLEASE, PLEASE pick up trash in dugouts and around the field after every game!

Coaches

Involve as many assistant coaches as possible. Remember that this is an instructional league and that it is paramount to set a good example as coaches. Coaches should talk to parents about their behavior if it is necessary.

Coaching Catchers

Try to find and cultivate players who want to catch and work with them throughout the season. Have catchers catch batting practice and make them part of infield practice. Only players who are comfortable catching should be behind the plate; don't force players to catch.

Coaching at Practice

Breakup kids into small groups at practice and rotate through drills. Stress fundamentals. Teach, teach, and teach!

Coaching in the Field

A coach may position a batter in the batter's box or on the playing field. Be aware of player safety in positioning players on the field. Some players may not be prepared to play every position. Stress outfield fundamentals as there are a significant number of balls hit into the outfield. Teach players how and when to cover bases: Collisions can occur when there is not a play at a base, yet a defensive player stands on the base.

Equipment

Keep up and maintain team equipment through the season. Call the coordinator should any equipment break or get lost. Likewise, call the league coordinator regarding any found equipment.

Lightning

If lightning is detected within 6 miles of the field by the umpire, play will be suspended. This follows the “Flash-Bang” method recommended by the National Severe Storms Laboratory where the observer begins counting when a lightning flash is sighted. Counting is stopped when the associated bang (thunder) is heard. Divide this count by 5 to determine the distance to the lightning flash (in miles). For example, a flash-to-bang count of 30 seconds equates to a distance of 6 miles. This is also the basis for the 30/30 rule, which requires that games be suspended when the flash-to-bang count is less than 30 seconds (6 miles) and play is only resumed after 30 minutes following the last lightning strike.

In all other instances (including practices), coaches are urged to utilize good judgment with an emphasis on safety.

Passed Balls

An extra coach should stand at the backstop to retrieve passed balls.

Rain-Outs and Rescheduled Games

Rained out games will be postponed by League Officials **ONLY- NOT** by team head coaches. To find out if a scheduled game has been postponed for rain, call 220-1530 (**league phone**) after 4 p.m. on weekdays and anytime on weekends. Make-up games are usually Friday nights and Sunday. The league commissioner will notify head coaches of rescheduled game times.

Schedule Courtesy

If there is another game scheduled after yours, be courteous and don't run into their time slot.

Scorekeeping

The league is instructional. **No official scoring will be kept.**