Rules U7

Base Path Distances 40'
Pitching Distance 25-30'

Coach Pitch 5 balls, no fouling out, no walks, must pitch from correct distance, tee after 5th pitch, two chances to hit off the tee.

or 3 balls then tee

Only after 5 pitches does the catcher return the balls

Safety Zone

4ft diamteter circle around coach, with hash marks at half on either side - if ball hits coach or remains in the circle 1 base is awarded (only

for forced runners), ball through the circle is live

If coach is hit with a batted ball, it is dead and will count as a pitch against the batter - OSSTA rule

Ball 10" softer "COR" ball or indoor ball - Easton Incredi-Ball

Batter's Box & Ondeck Circles Yes

Helmet All batters with cage and strap

Masks For pitcher only
Homeplate 21" oversized

Safety Bag Yes

Catcher Player or coach - player to wear full catcher's gear, can use their own glove

Players No forfeit rule or player minimum

Late players added to bottom, no automatic outs

If a player is ejected, an "out" shall be recorded each and every time the palyer's spot in the batting rotation comes up

Substitutions Unlimited defensive substitutions

Catcher Courtesy Runner Yes, two outs and replaced with last out

Courtesy Runner

Call Ups

Yes, from lower or equal divisions ONLY to replace missing players during regular season

Equal Play

All players must play an equal number of innings where possible during regular season

A player must not sit consecutive innings

No player will sit a second inning until every player has sat at least one inning and so forth

No player will play more than 2 consecutive innings in the outfield during regular season

Regulation Game No new inning after 60 min or 5 innings, whichever comes first

In case of weather, min of 3 innings completed to count as a game or 2.5 if home team is ahead - 4 or 3.5 innings for tournament

In case of weather or cancellation by umpire, when two innings hae been completed, the score of the game will revert to the last fully

completed innnig

Mercy Rule No

Run Limit 3 outs or 5 runs for all 5 innings during regular season and tournament

Scoring Must touch homeplate

Pitcher Position On hash marks at time of pitch, cannot enter the cirlce

Fielding 4 outfield, 6 infield

Player Positioning Player Positioning outfileders must have both feet on the grass prior to the ball being hit, infractions will be ruled as a "no pitch" - where

does outfield start? Mark with a cone?

Coaches Offensive and defensive coaches are permitted on the playing field

Charged Conferences N/A

Hit by a Batted Ball A runner is out if struck by a batted ball in fair territory while off base, and before it passes a fielder, excluding the pitcher

Intentional Walks No

Number of Batters All players bat, no last batter

Bunting No
Drop 3rd Strike No

Thrown Bat One team warning then called out, no runner advancing

Infield Fly No Stealing No

Lead Offs No, runner may not leave until the ball is hit

Sliding Not into first, feet first only into bag/plate, head first only back to the bag

Base Runner Advancement

After a fairly hit ball, the advancing of runners is not considered over until the ball is returned to the infield, in possession by another

defensive player within the base path - umpire calls time? OR

Runners will only advance one base at a time for a ball hit to the infield, runners may advance to second if a ball is hit to the outfield, but

must stop at second base

Overthrows at 1st No advancing, baserunners may be sent back depeding on outcome of the throw, players can run on a dropped ball

Overthrows/Out of Play

All runners, including the batter, will be awarded the base they are going to at the time of the throw. NO additional bases will be awarded

Tie Break No, regular season games end in a tie

Tiebreaker rule ineffect for elimination games at tournament

At the start of each extra inning, a runner is placed on second base, the runner will be the last batter scheudled to bat in that inning. At least one full inning is played, allowing each team the same chance to score. If the score remains tied, the same process is used in each

inning until one team score more runs than the other at the end of a complete inning.

Cheering Positive cheering only. The conduct of the team, its spectators and coaches are the responsibility of the coach, umpires can warn and eject

Miscellaneous

Umpires 2 if possible, 1 is allowed

Shoes No metal cleats

Cathers Equipment Mask, throat protector and helmet (warm up too), body protector, shin guards

Uniforms Matching shirts with number, rosters submitted prior to first game

Jewelry No or taped, 1 warning then called out