

# Visalia Youth Baseball Inc.

## 7 Year old Divisions

### Ground Rules

**2022**

Visalia Youth Baseball, 7 Year Old Division Ground Rules will apply to all playing rules and field conditions, superseding all other rules. In all instances not covered by these rules, the Official Babe Ruth, Cal Ripken Division, Rules and Regulation will apply.

Within the regulations of this League and of Babe Ruth Baseball, Cal Ripken Division, all Managers must provide an opportunity for each player to participate in at least the minimum number of at-bats, one (1), and nine (6) defensive outs in a six-inning game. Should the game be called with less than six (6) innings and a player has less than the minimum at-bats or defensive outs, that player **must** start the following game and complete the mandatory requirements before being removed. Failure to follow this rule may result in a warning or suspension of the manager (depending on the severity of the offense).

With the exception of the Pitcher, free substitution is allowed. 10 players will be allowed to take the field defensively.

In the absence of the manager and with the player agent's approval, a coach may assume the manager's duties and responsibilities.

Rookie Division teams shall always give the right of way to Major Division teams with regard to practice fields. Please contact the Major Division manager practicing on the field in question and plan your practices on days and times that do not interfere with the Major Division Team.

#### ***1<sup>st</sup> Half of the season-***

A Batter will get 5 pitches from a pitching machine or coach. If after the 5<sup>th</sup> pitch, the batter has not put the ball into play, the batter is out. If the ball is fouled off on the 5<sup>th</sup> pitch, the batter will receive an additional. If at any time during the at bat, if both managers rule that a pitch is unhittable from the machine, the Batter will receive another pitch.

#### ***2<sup>nd</sup> Half of the season-***

A Batter will get 3 pitches from the opposing pitcher. If the Batter fouls off the third pitch, he will receive another from the pitcher. If the Batter has not put the ball into play, he then will get 2 pitches from the pitching machine or coach. If after the 2nd pitch from the pitching machine, the batter has not put the ball into play, the batter is out. If the Batter fouls off the 2<sup>nd</sup> pitch from the machine, he will receive another pitch from the machine. If at any time during the at bat, if both the managers rules that a pitch is unhittable from the machine, the Batter will receive another pitch.

## **I. Objectives of Game, Playing Field and Equipment**

1. The standard Level-1 T-ball baseball will be used.
2. Only players in uniform, Manager, and not more than three adult Coaches will be allowed in the dugout during games. The one exception to this rule is in case medical attention is required in the dugout; a doctor or accredited nurse may be present as long as such medical attention is required.
3. All players must be in full, clean uniform. Catchers must wear all protective catching gear, i.e. helmet, face guard, throat guard, chest protector, shin guards and protective cup. Safety equipment and all uniforms must be worn in a regulation manner, unaltered in any manner and league approved. Shirts must be tucked in whenever worn by the player before or after a game and while at the ballpark. All equipment and uniforms must be league approved. White, long sleeved jerseys may not be worn under the regulation uniform at any time during the game. Also, Board-approved team insignias may be placed on the caps provided by the League.
4. Managers, Players and Parents shall be responsible for clean up of dugouts and surrounding area after the game.

## **II. Definition of Terms**

1. Sliding  
Runners are never required to slide but if a runner elects to slide, the slide must be legal, directly to base or a runner can elect to run in a direction away from the fielder to avoid making contact and ruled out. (see also contact rule in OBR page 19)
2. Regulation game  
Play starts at the designated scheduled time and will run 90 minutes. No new inning after 90 minutes.
3. Suspended games or rain out games will be completed the following Sunday weather permitted. Schedule and times for suspended games are to be determined by the Player Agent and Executive Board

## **III. Starting and Ending Game.**

1. Both teams must cooperate in expediting the game, and no undue delay or “killing time” will be tolerated. Teams must hustle on and off the field at the conclusion of the third “out”. All players on both teams must be prepared to **resume play within 90 seconds** of the third out.

#### **IV. Putting the Ball in Play, Live Ball**

1. If the catcher is the third “out”, another player in uniform, wearing helmet, face guard and cup, or adult coach with a facemask shall immediately come to the catcher's position to warm up the pitcher. This rule applies to warming up pitchers at any location (i.e. bullpen).

#### **V. Batter**

1. Each team will bat the complete team roster in continuous order. (No player is to bat twice in one inning.)
2. If a team makes 3 defensive outs before the entire lineup bats, teams will switch. Once the team returns back into the dugout the lineup will pick up where it left off.
1. Bats may be swung only by a batter while batting, or by an on-deck batter in the on-deck circle.
2. Cones will be placed at the home run line. Balls hit over this line are to be considered home runs while balls running through this line will be considered ground rule doubles

#### **VI. Runner**

1. No runner may advance on an overthrow from catcher to pitcher.
2. A Runner may advance 1 base on an overthrow at 1st or 2<sup>nd</sup> base at his own risk of being thrown out. If the Defense attempts to make the out on the runner and the ball is overthrown again, the Runner may NOT advance anymore.

#### **VII. Pitcher**

1. The pitching week shall be defined as Monday through Sunday
  - a. Any 7 year-old player may pitch a maximum of one (1) inning in any one game.
2. Pitcher will throw from a distance of **40 feet** (coaches included)
3. The use of breaking balls that involves the snapping of the wrist is NOT allowed.

#### **VIII. Umpire –**

1. **There are no umpires in this division. The Managers/Coaches will make the out and safe calls.**

## **IX. Discipline**

1. Defacing or damaging the playing field or dugout area by a player shall be punishable by ejection from the game. A warning is not required. Infractions would include, but not be limited to:
  - a. Digging holes with feet in the infield or outfield.
  - b. Carving benches or damaging fences.

## **X. USA Bat Rule Violations**

**Players are to practice and play games with only USA bat standard bats with the USA bat logo stamp or T-Ball bats that have obtained the USA bat sticker.**

**Players in violation of this rule during an at-bat will be deemed out, and managers will be IMMEDIATELY EJECTED and subject to SUSPENSION.**

**There will be random practice and game checks by board members to eliminate the usage of illegal bats and managers will subject to suspension. It is the managers responsibility to see that all players are using legal bats.**