

Pinto 7U MP Interleague Division Rules

Age 7

League Specific Rules

Garden Grove Pony & Tustin Pony are located on school property. There are NO animals, smoking/vaping, alcohol allowed. Fountain Valley, no music or walk up music during the game.

All parents and visitors must adhere to these rules when visiting fields.

Overview

Managers and coaches are encouraged to be supportive of players on all teams, exercise patience and remember that these players are at different levels of skill, understanding and attention span. All leagues will respect the general playing rules and code of conduct for coaches, players and parents. All teams involved need to know the general rules for safety and general game play.

The following are specific guidelines for interleague play:

1. Managers must exchange lineups at the beginning of each game. If a player arrives late, you may add them to the bottom of the lineup but you must announce this to the scorekeeper who in turn reports it to their coach.
2. Each team must have a minimum of (8) players to start a game. If after 15 minutes of the scheduled game time, one of the teams does not have enough players, the score is recorded as a forfeit of 1-0. The game can continue by sharing players but the outcome regardless will be recorded as 1-0
3. There will be NO farming of players unless absolutely necessary. Must have less than 8 rostered players attending the game. Farmed players cannot be a select or travel ball player and cannot play the infield and must be at the end of the lineup. Opposing manager must be notified at the plate meeting before the start of the game.
4. Games are limited to 5 innings. No new inning may be started after 1 hour and 20 minutes. Time adherence is critical on days when multiple games are scheduled.
5. Each half inning will end when the offensive team scores 5 runs or the defensive team records 3 outs, whichever comes first.
6. Each team will be allowed to score unlimited runs in the 5th inning only. Their half inning at bat will end upon the completion of one of the following:
 1. The defensive team records 3 outs.
 2. The offensive team bats their entire lineup. Each team will bat the same number of players in the last inning (i.e. if Team A has 12 players and Team B has 10 players. Team B will bat once through the lineup and then 2 additional batters will hit in order). This only occurs if the defensive team does not record 3 outs. If the team records 3 outs, the half-inning is over.
7. Mercy Rule: The game shall be a mercy if the home team is leading by at least 10 runs after the first half of the 4th inning, or the visiting team is leading by 10 runs after 4 complete innings.
8. There are no "extra innings" in the regular season. If the game is called due to darkness, the score shall revert to the previously completed inning. If the game is tied, it will be recorded as such.

Equipment & Setup

1. Wooden, Aluminum, or Composite bats manufactured for baseball play, which are round and not more than 2-5/8" in diameter at the thickest part, and not more than 42" in length, are acceptable. All bats must contain the USA Baseball Certification Stamp. Tee ball bats are NOT allowed at this level
2. Standard hard baseballs shall be used in this division. Ex. Diamond DPL
3. The Jugs wheel pitching machine shall be used for 7U Machine Pitch
4. 60' bases, 38' from the front of home plate
5. Pitching machine speed: Slower speed 35 mph will be used the first half of the season but on April 5th, speed will be increased to 40 mph
6. PLAYERS ARE NOT ALLOWED TO USE THE PITCHING MACHINE.

Pinto 7U MP Interleague Division Rules

Timeouts

1. Time out must be called agreed to by the umpire before a coach may enter the playing field, including for injury.
2. There shall be no more than two offensive time outs per inning, other than to check for injury or repair equipment. More than two timeouts shall be considered delay of game and the umpire shall have discretion to issue pitch penalties and/or an out in accordance with the length of the delay.
3. There shall be no more than two defensive time outs per inning, other than to check for injury or repair equipment. More than two timeouts shall be considered a delay of game and the umpire shall have discretion to award a runner a base(s) in accordance with the length of the delay.

Batting

1. Entire line up bats. (12 players present = 12 kids in the line up) If a batter needs to leave the game for any reason, their first at bat after leaving is considered an out, then removed from the lineup thereafter
2. Each batter will receive five (5) pitches. However, if the batter swings and misses three good pitches, the batter will be deemed out. If the batter does not swing at the first (2) pitches, the umpire shall call strikes beginning with the 3rd pitch. If the 5th pitch is fouled off the batter will get a 6th pitch. The 6th pitch will be the final pitch, if the ball is fouled, the batter will be called out.
3. Any "bad pitch" caused by the machine does not count in the pitch count (e.g. pitches neck high and shoe low), and shall be called, at the umpire's discretion, a "no pitch."
4. The batter must leave one foot in the batter's box at all times. The umpire will give one warning and the next offense will be called a strike
5. Bunting is not allowed. A batter must take a full swing.
6. If a batted ball strikes the pitching machine, generator, or pitching coach and remains in fair territory, the ball is live and play is continued.
7. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.
8. If a ball goes out of play due to an overthrow or error each runner is awarded one base. Overthrown balls that remain in play are still considered a live ball and shall be played.

Base Running

1. A runner who overruns first base may not be tagged out. A runner who rounds first base with the intent to run towards second base may be tagged out (based on umpire discretion)
2. No lead offs. Players cannot break contact with the base until the batter hits the ball. PENALTY...the first illegal lead off shall result in a warning to the team of the runner. The second illegal lead off by the team, the runner shall be called out.
3. Base stealing is not allowed.
4. A play is over once, at the discretion of the umpire, when an infielder has complete possession of the ball and has stopped forward progress of the lead runner. The umpire has complete discretion to determine when the play is dead. Timeout will not be granted if the play is still in progress. NO cat and mouse tactics.
5. No hash marks will be used in the Machine Pitch Division.
6. The must slide or avoid rule is in effect.

Defense

1. Each player should be rotated into as many positions as possible.
2. A single player may not play first base and/or pitcher more than a combined three innings per game.
3. Infielders may not play any closer to the batter than the pitcher, and may play no farther back than the grass line. The pitcher shall be positioned next to the pitching machine and not directly in front of the machine, with one foot in the circle until the ball is hit.
4. Teams are limited to 6 players in the infield: pitcher, catcher, first base, second base, third base and shortstop.
5. Players should not sit out two (2) consecutive innings and no player shall sit out a second inning until all other players have sat out one inning. All players must play one inning in the infield before the fourth inning
6. Teams are limited to 4 players in the outfield: left field, left-center field, right-center field and right field.
7. Outfielders may participate in infield plays by tagging or forcing a runner out
8. Outfielders must remain at least fifteen (15) feet behind the baseline until a ball is put in play, even if the grass line is actually greater or lesser than 15 feet from the baseline.

Pinto 7U MP Interleague Division Rules

Coaching

1. While at bat, a team shall have a pitching coach (to feed balls into the machine), a first base coach, a third-base coach and a batting coach (for batting safety). The 1st and 3rd base coaches shall remain in the presumed coaching box area next to their assigned bases. The pitching coach shall remain on the mound, and the batting coach shall remain in the presumed coaching box area.
2. Base coaches are not permitted to step in fair territory or physically assist a base runner in any way (e.g. being pushed back to the base after over-running it).
3. When the ball is put in play, the pitching coach must duck to become inconspicuous and part of the pitching machine, especially on plays in the infield. Players can neither see over a tall adult, nor should they be required to throw a ball over the pitching coach's head to the intended target. If an umpire feels that the pitching coach did not move, they may elect to call the batter out for obstruction. The pitching coach is not a base coach and therefore cannot instruct the runners on base.