

## ***6/7 and 8 Year Old House Rules***

### **Game Rules**

*Baseball Rules Zionsville/Little League) will apply except for the following:*

- 1) One manager, two coaches and a scorekeeper in the dugout. Only the manager and/or coaches are allowed to coach the bases.
- 2) No player shall hold or swing a bat unless he is at bat. No on deck batters are allowed.
- 3) All players are to remain in the dugout except for the batter.
- 4) Games will have a 1 hour and 35 minute drop dead time limit. Games must start at the posted times. NO EXCEPTIONS.
- 5) A team must bat its entire roster. Each team may field only 10 players per inning. The infield consists of 6 players: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, SS, pitchers helper and catcher. The outfield will consist of 4 fielders.
- 6) Mandatory slide rule is in effect for all close plays at all bases with the exception of 1<sup>st</sup> base. This is a judgment call by the umpires. Head first slides will only be allowed going back to a base.
- 7) Infield fly rule is not in effect.
- 8) Batter may not run on a dropped third strike.
- 9) Leaving the base early will result in an automatic out of the base runner.
- 10) Managers are required to move their players defensively. NO PLAYER shall play the same position for more than 2 innings per game. Rotate all your players to different positions, unless it is deemed a safety issue.
- 11) The use of an illegal bat (Big Barrel) will be an automatic out when it is detected. If the ball is hit, all runners will return to their original bases.
- 12) No coach may ***touch or assist*** a player between bases during a play. This is an automatic out.
- 13) Team manager is responsible for the conduct of himself, his coaches, players and fans. No foul language will be tolerated. Failure of a manager to control his team including his fans can result in a forfeit and further discipline by the Zionsville Little League Board of Directors.
- 14) Halfway lines will be used between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> and 3<sup>rd</sup> and home.

- 15) Adults will pitch overhand from the pitching rubber. A solid white line may be substituted for a pitching rubber. One foot should be touching the rubber/line when the ball is released.
- 16) Each inning will consist of 3 outs. Each batter is allowed 6 pitches or three swinging strikes, with no called strikes or walks. After 6 pitches, the batter will be declared out unless the 6<sup>th</sup> pitched is fouled. A batter can't end his at bat on a foul ball. Unlimited fouls on/after the 6<sup>th</sup> pitch.
- 17) There will be no leading off or steals.
- 18) Once the batter hits the ball, play continues until the lead runner is forced back to a base. After the lead runner is stopped, the play is dead and time can be called. ( Example) If the lead runner is stopped at 3<sup>rd</sup> base and there is a runner rounding 1<sup>st</sup>, the runner rounding 1<sup>st</sup> will be awarded 2<sup>nd</sup> base if he is on or past the halfway line. (Example) If a runner is stopped rounding 2<sup>nd</sup> base and there is a runner going to 3<sup>rd</sup>, when time is called, the lead runner gets the base he is going to.
- 19) Note: In the 6/7 year old league, no runner can advance on an overthrow at 1<sup>st</sup> base. All other bases, runners will be awarded one base on an overthrow that goes out of play.
- 20) The pitchers helper will position himself within 5 feet of the adult pitcher, but not in front of him. The pitchers helper must also wear a helmet with a face mask.
- 21) No bunting is allowed.
- 22) All play will stop upon injury to a player.
- 23) Adult pitchers are a part of the playing field, just like the umpire. If they intentionally interfere with a batted ball, the ball is dead, the batter is out and no runners may advance. If adult pitcher intentionally interferes with a thrown ball, the ball is dead and the runner nearest home is out. If the batted ball accidently hits the adult pitcher, the play is dead and the pitch does not count.
- 24) Run rule will be no more than 6 in one inning. There is a 15 run rule after 3 ½ innings if the home team is ahead. The 6<sup>th</sup> Inning is unlimited runs. This only applies to the 6<sup>th</sup> inning and any additional innings.
- 25) Once the batter steps into the batter box and the coach is ready to pitch, the catcher must be in a crouched catcher's position giving the pitching coach a target. Catchers will not be allowed to stand during the pitch.
- 26) 6/7 year old teams may have 2 coaches in the outfield to instruct players. 8 year old teams may have 2 coaches in the outfield along each foul line.
- 27) Outfielders must stay in the grass until the ball is hit and may not cover any bases. Force outs can only be made by infielders.
- 28) Catchers are limited to 2 innings per game. All catchers must wear a cup.
- 29) No player shall sit 2 consecutive innings.

- 30) All managers/coaches will be umpiring their own games. All managers/coaches will be assigned one tournament game to umpire. The tournament will be played after the rec. season. The tournament will be single elimination.
- 31) Managers/coaches are responsible for field prep to their diamonds before and after their games. Lining, raking etc. HINT: Have your team parent assign kid's parents to help with this duty.

Thanks for all your help. Lets make this a fun and learning experience for all the players and Their families.  
Zionsville Little League