

## **Williamsburg Youth Baseball League 7-8 Year Old Majors Machine Pitch Rules - 2021**

*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. The umpire will keep the official time. When a game is considered "Official" due to mathematical run differential, Game Changer will be considered official and teams will continue to play until the 1 hour and 30 minute time limit.

### **Five-Pitch At-Bats / 3 Strike Rule**

The batter will have 5 pitches to hit a fair ball. The fifth pitch will be treated as a third strike. If the fifth and subsequent pitches are fouled off, the batter will receive another pitch unless his or her foul is caught by a defensive player or tipped into the catcher's glove. If the batter takes or misses the fifth or any subsequent pitches, he or she is out. If a pitch is obviously out of the strike zone and the batter does not swing, the umpire will declare a "no pitch."

Starting in Game 7, each batter will get 5 pitches OR 3 swinging Strikes. A player attempting to bat the ball and missing a Third Strike will be Out. If the Third Strike and subsequent pitches are fouled off, the batter will receive another pitch unless his or her foul is caught by a defensive player or tipped into the catcher's glove.

### **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 umpire may grant one initial warning.

Base runners may advance until the Pitcher has control of the ball. A runner in motion may continue his progress to the next base when the Pitcher gains control of the ball, but he may not advance once he stops his progress and the Pitcher controls the ball.

An overthrow occurs when a fielder attempts to make a defensive play and throws the ball beyond his or her intended target. On overthrows, runner(s) may advance additional bases until "Time" is called by the umpire. "Time" will be called when (1) the ball has been thrown back to the Pitcher or (2) the lead runner abandons his or her advance or (3) the umpire deems the ball out of play. The runner(s) may advance one base when a fielder's overthrow of first base reaches a dead ball area. The umpire will call "Time" and award the additional base. **Bat Specifications**

Bats may not exceed 33" in length and must be stamped with the USABats logo.

### **Bunting**

Bunting is allowed; fake bunting is not allowed.

### **Courtesy Runners**

A courtesy runner for the catcher may be used when the incoming catcher of record is on base with Two Outs. The courtesy runner shall be the player who recorded the last out. A substitute runner may be used for an injured player that has to be removed from the lineup for the remainder of the game. The substitute runner shall be the player that recorded the last out prior to the runner becoming injured.

### **Dead Ball**

Balls that roll into the wooded area in left field will be considered “dead” and bases awarded by the umpire. Players should raise hands to signal that a batted ball is unplayable in this area. Runners should continue to advance until the umpire calls “Time” and awards bases.

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.

### **Ejections**

If a player, coach, fan, or parent is ejected from a game, he or she will not be allowed to participate in the team’s following game. The person that is ejected may not view the current game AND the next game from any closer to the field than the paved parking lot. Managers shall report any ejection from their team to the League Coordinator within 24 hours.

### **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 8 Majors.

### **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, including at least one inning in the infield. No player shall 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. If there is a concern, please contact the league coordinator.

### **Outfielders and Force Outs**

Outfielders must throw the ball to a base to record a force out. The umpire 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 Majors Machine Pitch Guidelines - 2021**

*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. They are **NEVER** to be altered by any of the coaches or players. The 7-8 Majors will begin the season at setting 11. 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 but **official scoring will be kept**. Scores must be reported to the coordinator. Coaches must assign a team scorekeeper and home team is responsible.