



AURORA KING BASEBALL ASSOCIATION
HOUSE LEAGUE RULES
7U DIVISION
2020

- 1. Timing**
- 2. Equipment**
- 3. Field of Play**
- 4. Players**
- 5. Play**

1. Timing

- i) The **regular season begins the week after Victoria Day long weekend and continues through the end of July.** The exact start date is dependent upon field availability as dictated by the municipality. Games will be played **Tuesday and Thursday nights.** Make-up games for rainouts may take place on other days as needed, and are dependent on diamond availability.
- ii) The official start time for all games shall be set as per the official schedule. **No new inning shall begin after 1 hour and 15 minutes. Dead ball is at 1 hour and 30 minutes.** The umpire is, or shall designate, the official timekeeper. **Utilizing the grace period (15 minutes) shall have no effect upon the official start time, or the dead ball time** (games end 1 ½ hours after scheduled start time rather than actual start time, unless start time is delayed by weather or equipment issues as determined by the umpires).
- iii) All games shall be three [3] innings in length. When a player is batting and curfew is reached, he/she must be allowed to complete their at bat.

2. Equipment

- i) The ball used shall be the orange ATEC safety ball. Teams are to ensure that all balls used during any one game will be the same style.
- ii) All batters/runners must wear a helmet with a fastened chinstrap. Catchers must wear a helmet, face guard, chest protector, shin guards and an athletic cup/support. Metal cleats are not allowed.
- iii) Players are not permitted to wear jewelry, and it must be removed. Paper or fabric “camp” bracelets that cannot be removed are accepted if deemed by the Umpire as not to present a hazard.**
- iv) All players must wear proper baseball pants.

3. Field of Play

- i) **Baselines shall be 50 feet in length** and the **pitching machine shall be located 30 feet directly in front of home plate** (measured from the Tip) and **surrounded by a safety circle of eight [8] feet in diameter**. The **speed shall be set at 25 mph**, is not to be altered, and will be operated by an adult from the offensive team. The pitch height may only be changed under the direction and judgement of the Umpire following a consistent delivery of several consecutive unhittable pitches.
- ii) A safety bag is to be used at 1st base. The orange portion is in foul territory. Runners must touch the orange portion unless making a turn to proceed to 2nd base (touching the orange portion and advancing to 2nd is still acceptable). The 1st baseman must touch the white portion in order to make an out. These rules are based on safety for both players.

4. Players

- i) A team shall forfeit with fewer than seven [7] players, after a *grace period* of 15 minutes from the scheduled start time. If neither team can field the minimum number of players, both teams shall forfeit the game. In the event of a forfeit, players are to be equally divided and an exhibition game played if agreed upon.

ii) As a minimum, the defensive team shall consist of a catcher, as well as four additional infielders and two players in the outfield. The eighth player will be a fifth infielder and all subsequent players will be added to the outfield. All outfielders must start each pitch from the outfield grass. At the start of a play, both the 2nd baseman and shortstop shall be at least 10 feet away from the 2nd base bag. Pitchers must stand to the side of, and behind, the pitching machine and wear a helmet with a full face guard (the pitcher should be within a reasonable distance of the pitching machine and not a roving infielder).

iii) On the field, no player shall play the same position more than once in a game and all players must play the outfield at least once before any player plays it twice. No player shall sit.

iv) All players shall bat in each inning.

v) Players may be called up from a lower house league team, but not from another team in the same division. A call-up player may not play the catcher or pitcher positions.

5. Play

i) No infield practice is permitted at any time.

ii) The game will start at the scheduled start time, or as soon as each team can field the minimum seven [7] players within the 15 minute grace period. Players must bat in rotation. If a player arrives late, they can be inserted into the batting order anywhere below all the players who have already had an at-bat. If the entire team has batted, the player must be added to the bottom of the lineup.

iii) The number of coaches permitted on the field of play shall be as follows: Defensively, two [2] coaches may be on the field, one on the infield but outside the baselines and one on the outfield grass. Offensively, there shall be no more than four [4] in total; one [1] coach in each of the 1st and 3rd base coaching boxes, one [1] coach at the pitching machine and one [1] coach to help the batters with their positioning at the plate, should they require assistance. This coach must not remain in the vicinity of the hitting area when the ball is live, but stand well back, as directed by the Umpire.

- iv) Play shall commence with the adult pitcher in possession of five [5] ATEC balls. These are to be pitched in succession, and at the end of each at-bat will be returned to the pitching area by the catcher or a coach.
- v) Each batter shall receive, from the pitching machine, a maximum of five [5] hittable pitches [**judged by the Umpire and called after the ball has either crossed the plate or will obviously not legally enter the strike zone**]. If a fair ball is not hit within the five [5] pitches allotted, the batter is out. The last pitch will be announced by the Umpire. **A foul on the last pitch does not allow the batter to take another pitch.**
- vi) To start the season, Tees will be provided that players/coaches can opt to use in lieu of the 5th pitch. The player will be allowed to take as many swings as needed to get the ball in play when hitting the 5th pitch from the Tee. **The Tees will stop being used as of July 1st.**
- vii) Batters **may not be walked, nor may they bunt**. Intentional bunts are automatic outs.
- viii) If a batter is hurt during an at-bat and cannot finish the plate appearance, they are awarded first base and all baserunners advance if forced. A pinch runner can be used if necessary.
- ix) If a batted ball hits the pitching machine (including the electrical cord), comes to rest within the pitching circle or is touched by a player while it is within the circle, the ball is dead immediately, the batter is awarded 1st base and any other base runners advance one [1] base. If the ball passes through the pitching circle, but is not deflected, the play will continue as with any regularly batted ball.

The only exception to this rule is on the last batter. If a dead ball occurs, no-pitch will be declared and the at-bat will continue.
- x) There is no overthrow rule. The intent is for the fielders to attempt the play; therefore, if a throw is made to any base and the receiver misses the catch, no runner may advance.
- xi) If a batted ball hits a runner, the runner is not out, but can only advance one base if they are able to make it there safely.

- xii) If a runner unintentionally interferes with a player fielding a ball, the runner is not out, but can only advance one base if they are able to make it there safely. If the runner interferes on last batter, the play will continue.
- xiii) For all batters except the last batter, **all runners will hold their positions (base) once the outfielder makes an attempt to throw the ball towards the infield.** On a ball that does not leave the infield, runners may only advance one base.
- xiv) The last batter shall be announced by the offensive team before he/she enters the batter's box. Failure to call the last-batter will result in all runners returning to their positions at the time of the last-batter, the last-batter returning to the batting position, and the pitch-count restarted at zero. Effectively, the entire last-batter situation will be re-played (be sure the defensive team acknowledges the last batter).
- xv) If the last-batter fails to hit the ball, the team's time at bat is over. **If the last-batter puts the ball into play, the ball must be relayed to the catcher who, with possession of the ball, shall touch home plate to end the inning.** A baserunner cannot be forced out or tagged out on last-batter. If a fly ball is hit and caught, the batter is out, but the remaining baserunners can still score if they make it home before the catcher touches home with possession of the ball (baserunners are NOT required to tag-up on the play).
- xvi) Runners may **not leave their base until the ball is hit.** There are no lead-offs, no stealing of bases, no advancing on wild pitches.
- xvii) There is **no infield fly rule.**
- xix) **Base-runners are not permitted to slide.** While there is no penalty, coaches are asked to enforce a "no-slide" policy with their team for safety purposes.
- xx) **During the regular season when the score is not being kept, each team bats once around their order,** regardless of how many players they have, and even if they are different numbers on each team.