

2016 7 & 8 Year Old North Carolina State Baseball Tournament Rules

Little League Rules will be used with the following modifications:

1. Approved Little League Equipment (bats, helmets, catcher's gear, etc.) must be used at all times!
2. Only ten players on the field, with four players in the outfield and six in the infield.
3. There is no 12-player roster requirement unless your District Administrator requires it due to this being a Special Games Tournament.
4. 3 outs or 10-batters max will end the half inning. This rule will be in effect for every game.
 - a. Assume there are 2 outs when the 10th batter comes to the plate at all times.
 - i. If there are less than 2 outs when 10th batter comes to the plate, then the outs will be changed to two outs.
5. There will be two circles at the pitching area, one on each side of the pitching machine. These should be 48 inches in diameter.
 - a. The pitcher must occupy one of the pitching circles with at least one foot completely in the circle at the time of the pitch and must stay there until the ball reaches the batter.
6. Each batter will get a maximum of six pitches or three swinging strikes (includes foul balls) with no walks. (Exception: foul ball on sixth pitch or more than sixth pitch).
 - a. If batter does not swing at 6th pitch or any other pitch after the 6th pitch then he/she will automatically be called out on strikes.
7. Stopping play: must stop the lead runner or get the third out (Similar to Adult Softball). If there are runners still moving towards a base time will not be called until the end. Time will be called at the end by at least one umpire after each play.
8. Bunting is not allowed.
9. No throwing of bats. First offense will be a warning; second offense by any player on the team will constitute that batter being out. (Umpires judgment)
10. Sliding: players cannot slide head first into any base, only on a return to the base. Players should be called out on first offense.
11. Batted ball hitting pitching machine results in a dead ball, batter and all runners on base will be awarded one base.
12. Batted ball hitting the offensive coach feeding the pitching machine, dead ball no pitch.
13. Louisville Slugger Pitching Machine will be used with the pitching machine should be set at 7-3-3 at a distance of 40 feet
14. Mandatory play: All players present must play six defensive outs and bat once even with a 13-man roster or more. Teams will only bat 10 in the lineup at a time and must sub according to rules below:
 - a. Once starter and sub have met mandatory playing time both may interchange, but cannot be in the game at the same time. (Example: Player A & Player B are batting in the 9th spot, both have met their mandatory playing time by the 5th inning: Player A can bat & Player B can play the field, but Player A & B cannot be on the field defensively at the same time).
 - b. A substitute entering the game for the first time may not be removed prior to completion of his/her mandatory playing time
15. Each game will consist of six innings or time limit of 1 hour and forty-five minutes. Cannot start a new inning after 1 hour and forty-five minutes. The inning you are in at one hour and forty-five minutes will be finished but no new inning can begin. (Exception: ties will be broken.)
 - a. **10-RUN MERCY RULE AFTER 4 INNINGS(3½ IF HOME TEAM IS WINNING)**
 - b. **If a Team is mathematically eliminated the game will end at that point!**
16. Three coaches on the field on offense: Two base coaches and one feeding pitching machine. One coach must remain in the dugout.
 - a. A maximum of 4 adults allowed in dugouts
17. Special Pinch Runner Rule is allowed: See rule 7.14
18. No on-deck batters allowed
19. All Substitutions must be reported to the Umpire-in-chief or to the Official Scorekeeper!
20. Conduct: Head coaches are responsible for all assistant coaches, players and parents conduct during all games. Unsportsmanlike conduct will not be tolerated. Only the Head Manager may address umpires in a proper manner.
21. Line up must be turned to official scorekeeper fifteen minutes before game time.
22. Home team will be decided by the flip of a coin with the winner of the flip choosing home or visitor for all District & State Level games.