

## NABL DOUBLE A OFFICAL RULES

### 7-8 Year Olds

#### **Game Length**

Six (6) innings shall constitute a game. No inning will start after 90 minutes from the first pitch unless the head coach from each team agrees prior to the start of the game to play longer and only if the extended time does not interfere with the schedule of any other games. The Mercy Rule, is if after 3 complete innings a team is leading by fifteen (15) runs or after 4 complete innings a team is leading by twelve (12) or after 5 complete innings if a team is leading by ten (10) runs the game will be called unless both coaches agree to continue.

#### **Limitation On Pitching**

The pitching machine will be set at 39 MPH as speed. The coach of the team batting will feed the balls into the machine. There will be no walks; however, the umpire (or team coach feeding balls into the pitching machine) will call the batter out after 3 strikes. There is a limit of 6 pitches per batter, if there is no swing or contact made, on the sixth pitch the batter will be called out. A limit of 2 adjustments may be made during every half inning by the coach feeding the machine.

A ball hitting the pitching machine, pitching machine cord, umpire or coach pitching is ruled a dead ball. Single is awarded and all runners advance one base.

#### **Pitching Circle**

An eighteen foot circle (Diameter from the mound) shall be marked at each diamond. A pitcher can go down to the edge of the circle to take a throw from the catcher. The play is ruled dead once the pitcher has control of the ball in the Pitching Circle. For safety purposes, the pitcher will be required to stand on the opposite side of the pitching machine wheel (first base side) when in a defensive position.

#### **Runs per Inning**

A maximum of 5 runs may be scored by the batting team per inning with the exception of the final inning when unlimited runs are allowed. In the event that a team has scored 4 runs and has runners on base, only one run scored will count.

#### **Base Stealing**

Base stealing or leading off is not permitted in Double A division.

*Please note that when a player hits the ball, all runners can advance and score, the play continues until the pitcher has the ball under control in the pitchers circle. Runners must be more than half way to advance otherwise the umpire will require them to return to previous base.*

#### **Equipment**

Metal spikes shall not be permitted. ONLY 2¼ inch bats may be used and must be approved by Little League Baseball of America.

#### **Bases, Pitching, and Outfield Fence Distance**

The distance between the bases shall be 60 feet and the pitching machine shall be at 42 feet. The pitching mound shall have a pitching plate that is approximately six (6) inches above home plate and the batter's box shall be three (3) feet by five (5) feet.

#### **Re-entry**

There is no limit on player re-entry. All players shall play at least 6 outs on defense per game.

**Number of Players**

Teams must have a minimum of 7 players to play a game. Teams will have a maximum of 10 players defensively (4 outfielders). All players will need to play at least 2 innings in the field and bat once. Teams must bat 10 (if they have 10 players to start a game). All teams must keep a book and turn your lineup into the opposing team before the game and notify the opposing team when you sub in players. It is the coaches choice if he wants to bat a continuous lineup (batting all players on his team). Late arriving players will be inserted into the bottom of the batting order. If the team is on defense with only 8 players, then the player may enter immediately otherwise they shall not enter until the start of the next inning. If one team has more players on the roster they may choose to only bat the same number as the other team but no less than 10 batters. Teams with less than 10 players at any time during the game will be required to take an out for the open spot(s) in the batting order the first time the team bats through that spot in the lineup.

**Play Rule**

All players must play 6 outs and bat at least once every game. In the event that a game is called early due to weather or the Mercy Rule and a player has not played the required 6 outs / 1 at bat, the player must start and play the entire next game. Failure to abide by this rule will result in a one game suspension for the manager. However the manager can hold a player out for disciplinary reason. He should notify the other coach and scorekeeper prior to the game of the disciplinary suspension.

**Bunting**

Intentional bunting is not permitted in the Double A Division.

**Umpires**

Coaches will serve as umpires for the majority of the season, umpires will be used during the last 2 weeks of the season and during the Double A tournament. Umpires will deal with managers ONLY for discussions. Managers will be given one warning for conduct; a second warning will result in the manager being ejected from the game. Any manager and/or coach who are ejected will serve a mandatory one game suspension with NO exceptions. Umpires will have a list of rules prior to the game. Protests on rule book call must be made within 24 hours to a league commissioner.

**Final Score/Results**

Managers must keep track of their scores and records. Please email final game results to [sports@decaturdailydemocrat.com](mailto:sports@decaturdailydemocrat.com) with a short recap from both teams. This needs done by the winning team's manager.