

# 2025

## **MADISON BASEBALL ASSOCIATION LEAGUE RULES (SUPPLEMENT TO OFFICIAL BASEBALL RULE BOOK)**

### ***7 & 8 YEAR OLD RULES***

**AGE RULE:** Players born on or after January 1, 2016 through May 1, 2018 are eligible to play in the 7-8 year old age division. If a player has completed one season in the 7-8 age division and their ability matches that of the 9-10 age division, their parents can choose to move them up one age division. They can only play in one division, so if they move up, they are not eligible to play in the 7-8 age division.

**REGISTRATION:** Registrations submitted after the draft will not be accepted unless a player moves into the area. The MBA Board will place the new player(s) on a team at their discretion.

**PRACTICES:** Teams will sign up for a schedule practice time & location. Practice duration are one hour, unless there are no practices schedule on that field after you. If others are waiting, keep practice times to 1 hour. Baseball has use of Baughman fields on Monday's & Thursday's, softball has use of Baughman fields on Tuesday's & Wednesday's. Practices on un-used diamonds at Baughman on Friday - Sunday are on a first come, first serve basis.

**PLAYER ELIGIBILITY:** Games in which an ineligible player has been used, as specified in paragraph 2 and 3 of the Official Baseball Rule Book, shall be forfeited. A second offense will result in the team being suspended from the league.

**REGULATION GAME:** A regulation game shall consist of **6 innings**, or if the home team has scored more runs in **5 ½ innings** than visiting team has scored. A game may be fewer innings if there are no lights on the field, and there is a game on the field after them. If so, the hour and fifteen minute time limit comes into play. **Coaches and the umpire must agree before the start of an inning if that is to be the last inning.** Once a decision is made about an inning being the last one, it cannot be changed even if the inning goes faster than anticipated.

**TIME LIMIT:** **The time limit only applies to fields where there are no lights, and there are games scheduled on the same field after your game.** No game will exceed a 1 hour 15 minute time limit. If a game is tied, the results will be recorded as ½ game win for each team. Do not start extra innings after 1 hour and 15 minutes.

**COACHING:** Coaches whose team is in the field may not be on the playing field between the foul lines while the game is under way. They do not have to remain in the dugout, but should stay in foul territory, preferably closer to their team's dugout. Note: This does not apply to coaches serving as an umpire for the game.

**NUMBER OF PLAYERS:** Teams must have at least 7 players to begin a game. If a team only has 8 players, no outs will be taken for the 9th spot in the batting order. If a team has 7 players, 1 out will be taken at the end of the batting order. If a team starts with 9 or more players and because of injury(s) an out will not be taken with 8 players, but if the team gets down to 7 players, an out will be taken at the end of the batting order.

**LINE-UP:** All available players must be in the batting lineup throughout the entire game in both league and tournament play unless removed due to injury. EOS tournament rosters must be the same as regular season unless injury. Any missing players in the EOS tournament must be reported to the opposing coach.

**LATE ARRIVALS:** Players arriving late may begin at anytime. Their name will be placed at the bottom of the lineup. If the team was playing with only 7 players, the new player will bat at the end of the lineup and the one automatic out removed.

**RUN LIMITS:** The **5 run limit per inning** in both league and tournament play will be enforced in all but the 6<sup>th</sup> inning or the last inning to be played. Teams will generally have to complete their game within the one hour and fifteen minute time limit when there are games scheduled on the same field after their game. If there are no games scheduled immediately following the game teams are to play the full six innings. **There is no 10 run rule in this division and teams are to play to the time limit or the full six innings when possible.**

**DEFENSIVE INNINGS:** All players must participate during the course of the game but only 12 players may be allowed on the field during any one defensive inning. A maximum of seven players in the infield are allowed, including the pitcher and catcher. Infielders shall line up in normal infield positions with the extra infielder playing a shortstop type position between first base and second base, a “second base shortstop”. This will allow the second base player to play closer to the base just like the first base and third base players do. After the seven infielders are in place, all other players must be in the outfield and be on the outfield grass when the ball is pitched. **Coaches must play every player at least 2 innings in the infield of each game.** Exceptions will only be made in case of injury.

**PROTESTING GAMES:** No protest shall ever be permitted on judgment decisions by the umpires or coaches.

**RAINOUTS:** teams involved will reschedule all rainouts or incomplete games. Home team coaches should contact the visiting team in the event weather conditions are unfavorable or diamonds are unsuitable for playing. It is up to the coaches to cancel and reschedule your games.

**CATCHER’S BOX:** The catcher’s box extends approximately 6’ to the rear of home plate.

**BATTER’S BOX:** The batter’s box shall be rectangular, 6’ by 3’. The inside line shall be parallel to the 4’ away from the side of home plate. It shall extend forward from the center of home plate 3’ and the rear 3’.

**CAPS:** All defensive players must wear a cap while on the playing field.

**SHOES:** Shoes with metal cleats or spikes are not permitted by any player, coach, or manager.

**PROTECTIVE HEADGEAR:** Shall be worn on deck, at bat, when base running, and by players in the coaches box during practices and all games. It is highly recommended, but not required, that players wear a helmet with face guard. **PENALTY** – Failure to wear this equipment will cause the player’s removal from the game.

**CATCHER'S EQUIPMENT:** The catcher is required to wear protective facemask, chest protector and shin guards. A regular baseball glove may be used if no catcher's mitt is available.

**COACH PITCHING: (Revision 2025)** Innings 3 through 6 will be machine pitch, if a mechanical pitching machine is not available then a coach will serve as the pitcher . Batter's will be allowed up to 10 pitches per AB. If the batter does not put the ball in play after the 10<sup>th</sup> pitch, then the batter is out. The AB cannot end on a foul ball on the final pitch of the AB. The batter will **NOT** be given an opportunity to hit off the tee or walk. Front legs of pitching machine will be set 36-38' from back point of home plate.

**KID PITCH:** Innings 1 and 2 will be kid pitch. Pitching distance will be approximately 40'. Pitchers can choose to start on the 10U mound or on the front edge of the portable pitching mound. Strikeouts will be allowed. No walks. No Balks. If a batter is hit by a pitch they will be allowed 1<sup>st</sup> base.

Players will pitch a maximum 5 pitches per AB. If batter has not put the ball in play or struck out after a 3rd swinging strike (does not include a foul ball on the 5<sup>th</sup> pitch), then the strike count will carryover and the coach will come in to finish AB. Coach will throw up to 5 pitches with the AB ending after a ball put in play or a 3<sup>rd</sup> swinging strike or the completion of 5 pitches. (Revision 2023) If the first 4 pitches in the AB result in 4 – 0 count, then the coach will come in to finish the AB, coach can throw up to 6 pitches. AB cannot end on a foul ball on final pitch of the AB.

**INNINGS PITCHED:** Each player is limited to pitching 1 inning per game. It should be a coach's decision to come in for relief for a player to finish pitching an inning. The objective is to give the players the opportunity to pitch, if a player is struggling to pitch during an inning it may be necessary for a coach to finish the inning in an effort to keep within game time limits.

**MOUND VISITS:** Coach's must call timeout to visit the mound. A second mound visit during an inning will result in the coach relieving the player and the coach will finish pitching the remainder of the inning. A player pitcher cannot be relieved by another player once the inning has started. Once a player is removed as a pitcher they cannot return as a pitcher in that game.

**DROPPED 3<sup>rd</sup> STRIKE:** Batter's will not be able to advance on a drop 3<sup>rd</sup> strike.

**UMPIRE: (Revision 2025)** The team at bat will provide a coach to serve as the Umpire for innings 1 & 2. Umpire will stand behind player pitcher during AB to call balls & strikes and keep track of pitch count of each AB **and make calls on the baserunners (with help from other coaches)**. (Reminder a batter cannot strikeout on a called 3<sup>rd</sup> strike while a player is pitching but the strike count will carryover if the coach comes in to finish pitching during AB)

**DEAD BALL:** If a batted ball hits the pitching machine or a coach who is pitching or serving as the umpire, it is a dead ball. The batter will be awarded 1st Base. Runners will be allowed to advance 1 base from where they began at the start of the at bat.

**BUNTING:** Bunting is not allowed in the 7 & 8-year-old division.

**BATS:** Starting March 12<sup>th</sup> 2018 all new bats purchased for use in the MBA league will need to meet the [USABAT](#) regulations. Bats may not exceed 2 5/8 diameter, may not be more than 32 inches in length, and shall include the official stamp of USA BASEBALL. Any illegal bats will be removed from the game and the batter is out.

**INFIELD FLY RULE:** The infield fly rule will not be in effect for the 7 & 8-year-old league.

**ON-DECK BATTER:** The on-deck batter may warm-up in front of the dugout.

**LEADING OFF:** Base runners will be allowed to lead-off once the ball crosses home plate. (This should be encouraged for all base runners.) Base runners will only be allowed to advance on a live ball put in play.

**RUNNING:** Runners may advance once the ball is hit. Once the ball is under control by an infielder (ball is in the glove or in the throwing hand and is above the infielder's waist), the runner(s), if not on a base, can choose to either return to the last base touched, or continue to advance to the next base, with the infielder having the option of attempting a play on the runner(s) or not. If the infielder makes an attempt on the runner(s), the play continues as normal. If the infielder makes no attempt on the runner(s), or returns the ball to the pitcher, the play ends when the runner(s) reach base.

**ONE BASE ON AN OVERTHROW:** The runner(s) may only advance one base on an overthrow by an infielder. If an additional overthrow is made by an infielder as the play continues, then the runner(s) may look to advance to the next base.

**STEALING:** There will be no stealing.

**SLIDING AT HOME:** In the 7 & 8-year-old league, the runner will not be called out for not sliding. Coaches are encouraged to teach their players the slide rule. This slide rule is mandatory in the older divisions.

**TOURNAMENTS:** This age division will play an end of the season tournament, which will not be seeded. The goal of this league is to teach the players the fundamentals of the game and good sportsmanship. Regular season standings will be kept but those standings will not be used to determine the end of the year tournament seeding. Positions in the tournament will be randomly drawn. The Board hopes this will eliminate some of the problems in the past and promote the goals we are trying to attain at this age level.

**CONDITIONS FOR REMOVAL:** Any player, coach, umpire or fan swearing or using foul language, consuming alcoholic beverages, or tobacco products will be removed from the game immediately. A player or coach removed from a game cannot remain in the dugout.



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