

GRACEAC 2011 Rules-at-a-glance

7th/8th grade league baseball – patterned after NFHS rules

Innings played	7, extra innings are allowed if within time limit, played by Kansas City rule: begin the extra inning with none out and the last batter from the previous inning on 2 nd base. City tourney extra innings begin with 8 th inning.
Time limit	No inning begins after 95 minutes, counted by umpire, certified on home team scorebook. Exception: city tournament game must have a winner.
Run rule	No max per inning
Mercy rule	15 run lead after 4 innings, 10 run lead after 5, home team doesn't bat if ahead by mercy
Substitution	Free substitution
Count	All batters begin with 0-0 count
Batting Order	Rocket rule. If a player becomes sick, injured, leaves, or is ejected, his spot in the batting order is passed without penalty.
Bunting	Allowed
Bat restrictions	Any approved Little League(LL), Junior Little League(JLL), Senior Little League(SLL), or National Federation High School(NFHS) bat may be used as long as it is not damaged. Maximum 2 5/8" barrel is enforced for non-wood bats. Bat Exit Speed Ratio(BESR) and -3 drop is not enforced for otherwise legal bats. Softball bats are not allowed.
Footwear	No metal spikes or cleats allowed.
Intentional walks	Allowed, runner is waved to first base upon defensive request during live ball.
Field dimensions	80 foot bases, 54 foot pitchers' plate.
Position rotation	No inning max at any defensive position except pitcher
Pitching limitation	4 innings per game, 6 per day during DH, 10 innings per week (Sunday thru Saturday)
Balks	Balks are enforced after one warning or explanation to each pitcher.
Leadoffs	Allowed anytime for all bases during live ball
Stealing	Allowed anytime for all bases during live ball, including home plate.
Infield fly	In effect when situation arises
Hit-by-pitch	One base unless: 1) batter intentionally moves into path of pitch 2) batter makes no attempt to move out of the way of the pitched ball 3) batter swings and misses the pitched ball or swings more than a check swing and the ball hits his hands 4) pitch passes through strike zone.
Courtesy runner	Allowed anytime for catcher or pitcher of record. Runner must be player who made last out; unless first batter of game requires runner, who then shall be last player listed in line-up.
Injured player	Defense: injured player does not need to complete his playing requirement if he stays out of the game. However if he stays out of the field he may not bat. Offense: (while on bases) Courtesy runner rule invoked (while at bat) erase count and bring next batter to plate
Fake tag	Obstruction call per book rule (delayed dead ball). Also, one warning per team then automatic ejection for unsportsmanlike conduct.
Rough play	No purposefully running over any fielder during play at any base; automatic dead ball out and ejection for unsportsmanlike conduct, no warning. Runners return to bases at time of pitch.
Close play	Runner must slide or avoid contact on a close play at any base. The runner is automatically out for infraction (immediate dead ball out), no warning. Runners return to bases at time of pitch.
Headfirst slide	Allowed, running forward or returning to base. Diving over a fielder is illegal.
Thrown bat	Umpire judges throw to be dangerous to other players; one warning per team - next infraction, any batter, same team, automatic dead ball out. Runners return to bases at time of pitch.
Dropped 3 rd strike	Batter becomes batter-runner unless first base is occupied with less than two outs, batter gives up his right to advance once he removes his helmet or steps inside dugout.
Weather	When lightning or thunder occurs, delay game for 30 minutes from time of last occurrence.
Blood on uniform	Player who is bleeding, has an open wound, or has any amount of blood on uniform shall be directed to leave the game. Enter a replacement under the injury rule until rectified.

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Edited by JKuhlman 04/19/10