

JUNIOR MINOR 7 DIVISION

DIVISIONAL STRUCTURE – Little League approved aluminum USA or wood bats, baseballs provided by DLL and helmets (both batters and baserunners). All boys are required to wear a protective cup

ALLOTTED GAME TIME – the earlier of 6 innings or 1 hour and 45 minutes. Play must stop after 1 hour and 45 minutes from the SCHEDULED start time regardless of game status.

FIELD DIMENSIONS – Bases should be 60 feet apart – laid out by the home team if required

PITCHING – Coaches will pitch **OVERHAND** to their own team. Pitching distance from home plate is 25 feet.

BATTING – There are NO practice swings except by the batter standing at home plate. Every player will bat throughout the game. The League requests that coaches adjust their batting order for each game to provide players with a relatively equal number of at-bats over the course of the season.

FIELDING – Gloves are required. The field set-up should include 10 players – 6 infielders including pitcher's helper and catcher (all catchers must wear a protective cup) and 4 outfielders. Fielders must stay within their position and not "crowd" the batter. An outfielder cannot be placed right behind a base for the purpose of covering the base. Coaches are not permitted to switch player positions during an inning other than for pitching changes or injuries. Players are required to play at least 2 innings in the infield and should not sit out more than 2 innings per game and not 2 innings in a row. This will enable players to become familiar with playing different positions.

A minimum of 8 players is required to field a team. There are no forfeits in JML and teams can borrow players from the other team in order to field 8 players. Those players must play in the outfield, but will only bat for their team. Coaches cannot recruit players from other divisions in order to field a team. THERE ARE NO EXCEPTIONS TO THESE RULES.

RECORDING OUTS – Each half inning will last until 3 outs are recorded or the 5 run mercy rule applies. There are NO called balls or strikes. Three (3) swinging strikes (incl foul balls) will result in an out.

UMPIRES – will make all calls on the field.

SCORE – There is a 5 run mercy rule per inning, including the last inning. If there are still base runners on a live play, the runners can advance until play is

ruled dead, but only 5 runs will be counted. There is no overall game mercy rule and games should be completed regardless of the score.

BASERUNNING - This division will use station-to-station running on all balls hit to the infield. For example, a runner on first base can only advance to second base on a ball hit to the infield, regardless of where the ball is thrown. On balls hit to the outfield, players can advance until the ball is returned to the infield (NOT THE PITCHER). If a base-runner is in-between bases at the time the ball is returned to the infield, the base-runner can continue to the next base. A courtesy runner (which shall be the player that made the second out of the inning) is required to run for the catcher when there are 2 outs and the catcher is on base.

STEALING - Not Allowed

ADVANCING ON PASSED BALLS AND OVERTHROWS - Not Allowed

DROPPED THIRD STRIKE – Not in effect

SLIDING – Not required, but is encouraged to avoid contact at a base. A fielder cannot block the base.

BUNTING – not allowed

BAT-THROWING – Players will be given one warning and a second occurrence will result in missing a turn at bat.

DEAD-BALL - Any ball that was LIVE and becomes unplayable is considered a dead ball. This includes balls that become entangled in fences, nets, etc, as well as instances where a ball lands in fair territory in one field and rolls into an adjacent field. It will be the umpires discretion in awarding additional bases, determining a ground rule double, etc

CONCUSSION – If a player sustains a head injury and there is a possibility of a concussion, the player must be removed from the game and not allowed to return to the field until checked out by a physician