

PEEWEE 7-8

1. Players must be 7 or 8 years old on or before April 30th of the current season. A player may play up one age division with league approval.
2. Teams will be formed through tryouts and draft. (See: Draft Rules).
3. A player may only be on one SoJo Baseball roster and cannot roster with any other league, including AAA, tournament, or travel teams. If substitutes are needed due to absences, they must come from the next lower age division.
4. All games will be kid pitch, with four (4) Coach Rescue games scheduled to start the season. For kid pitch games, please follow the pitch count rules. (See: Pitching Limits & Rest). Scheduled Coach Rescue games are not counted in the season standings.
5. Coaches are allowed on the field for Coach Rescue games. Coaches are not allowed on the field for regular kid pitch games.
6. Coach Rescue games:
 - o Each team will bat a maximum of 6 batters per half inning.
 - o No walks are allowed.
 - o A half inning will end when the 6 players have batted, regardless of the outs.
 - o Each at bat begins with kid pitch. If 4 balls are called, then the offensive team's coach will throw to the batter for a maximum of 3 quality swings, or 6 pitches, to put the ball in play.
 - o Coaches are allowed on the field as needed to help guide and instruct their players.
 - o Coaches are encouraged to try all players as pitchers and catchers during these games to determine depth and develop skill at those positions.
7. Pregame field use: teams are not allowed to warm up on the infield prior to games, this includes pitchers and catchers. Teams may use the foul territory and the outfield to warm up.
8. Rules of play will be based on the NFHS rules. In addition, the following rules will be used in league and post season play.
9. No metal cleats are allowed.
10. The catcher shall wear all appropriate protective gear including a catcher's helmet with face mask and either a built in extended throat guard or a separately attached throat guard, chest protector, shin and/or leg guards and protective cup. The protective cup is required for any player, male or female. The catcher's helmet shall fully cover both ears.
11. Maximum of six (6) innings per game.
12. No new inning after one hour and forty minutes.
13. Limit of six (6) runs per half inning. This applies to all innings including the final inning of any game. In the event of multiple runs scoring on the final play of an inning, no runs beyond the max per inning will be counted (unless last play is a home run hit over the fence).
14. Mercy Rule: A game will be declared final if a team leads by 15 runs after 3 complete innings or 10 runs after 4 or more complete innings. The leading team will be awarded the win.
15. Games will start as long as each team has a minimum of seven (7) players. When additional players arrive, they will be added to the end of the batting order. If a team has less than nine (9) players and the batting order is missing a player or players, then those spots in the order will be skipped with no out(s) taken. If a player is injured during the game and is not able to make a plate appearance there will be no out taken, and the batter will be skipped.
16. All players are to be placed in the batting lineup.
17. No player shall sit defensively for more than two (2) innings in any game. No player shall sit for consecutive innings at any time.
18. Games can end in ties. In the event that time has run out and the game is tied at the end of the full inning the game is over.
19. Only bats with USA or USSSA stamp will be allowed.
20. Teams may have six (6) infielders (pitcher, catcher, first base, second base, third base and shortstop) and four (4) outfielders.
21. Outfielders must be spaced evenly in the outfield and must not play anywhere on the infield dirt.

22. Base Running Rule:

When a pitcher is in contact with the pitcher's rubber and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached home plate.

- Once the catcher has secured the ball and the runner has stopped their forward progress, the runner must immediately return to the base.
- The ball remains live and should the catcher make an errant throw to the pitcher or make a play on the runner, the runner can then attempt to advance.

The violation by one runner shall affect all other runners.

- A. When a base runner leaves the base before the pitched ball has reached home plate and the **batter does not hit the ball, the runner is permitted to continue.**
 - If a play is made on the runner and the runner is out, the out stands.
 - If said runner reaches safely the base to which he is advancing, all runners must be returned to the base occupied before the pitch was made, and no out results.
 - B. When any base runner leaves the base before the pitched ball has reached home plate and the **batter bunts or hits a ball within the infield, no run shall be allowed to score.**
 - If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored. NOTE: See exception following the rules.
 - C. When a base runner leaves the base before the pitched ball has reached home plate and the **batter hits the ball to the outfield, the base runner or runners are permitted to continue.**
 - If a play is made and the runner or runners are put out, the out or outs will stand.
 - If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one left.
 - In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple.
 - The umpire-in-chief shall determine the base value of the hit ball.
 - NOTE: When there is a base running violation, the umpire should signal such infraction by indicating a delayed dead ball.
 - EXCEPTION: If at the conclusion of the play there is an open base, paragraphs A and B will apply.
 - Runners may advance one base on passed balls excluding home plate (base running rules apply).
 - Stealing bases is not permitted in this age division.
23. No Malicious Contact - If a runner attempting to reach home plate or any other base intentionally and maliciously runs into a defensive player in the area of home plate or any other base, he will be called out and ejected from the game.
24. It is not permitted to slash bunt. This is an act by a batter to fake a bunt and then attempt to make a full swing on the same pitch. The runner will be called out and all base runners will return to the previously awarded base.
25. Speed Up Rule - A speed up runner may be used for catchers only with two (2) outs. The runner will be the last recorded out.
26. Complete Game - any game that has played 3 full innings or 60 minutes will be considered a complete game. If the game is called without finishing the current inning, the final score will revert back to the last completed inning.
- EXCEPTION: if during the current inning, the home team takes the lead or ties the score, then the score of the current inning will be used.
 - Note: if a game is called prior to 3 full innings or 60 minutes, the game may be rescheduled later in the year if field space is available.