

BASEBALL	78 YOUTH SPORTS - ROOKIES (6yo) & LIONS (7yo)	78YS
REGULAR SEASON		
<i>Length of Game / Last Inning Start Time</i>	5 innings or 1 hr 45 mins ; no new inning after 1 hr 30 mins from scheduled start time; games can end in a tie and home team may not bat if behind and time runs out.	
<i>Mercy Rule</i>	5 run limit per inning except in last inning when losing home team can score enough run to tie only.	
<i>Defensive Players (Total allowed)</i>	10 players 5 must be in outfield; all outfielders at least 10 ft beyond the infield baseline. One defensive coach in the outfield and one as catcher. Every player must play at least one full inning of the first two & two full innings of the first four in the field.	
<i>Distances: Bases & Pitching</i>	Bases: 40' / Coach Pitcher: 15'	
<i>Coach Pitching</i>	Coaches pitch: To Rookies can be underhand or overhand pitching; to Lions must be overhead pitching.	
<i>8 Pitch Max</i>	Batter is out after three swings and the last isn't a foul ball. Neither strikes nor balls are called by the umpire. If the batter does not strike out (swing at 3 pitchers), he/she can look at 8 pitches (or more if the 11th+ pitch is fouled). If after 8 pitches (plus foul balls) the batter has not put the ball in play, the at bat is over with no out assessed to the batter's team.	
<i>Batter Hit by a Pitch</i>	A batter hit by a pitch is a no pitch and does not count as one of the 10 pitches.	
<i>None of the following apply:</i>	Walks, Bunting, Leading, Stealing, Infield fly or dropped third strikes.	
<i>Batting Order</i>	Universal-all players bat; managers exchange written batting order before each game	
<i>Sliding</i>	Not head first (except back to a previously acquired base) and must slide or avoid contact.	
<i>Substitution</i>	Offense: must follow the batting order set at the start of the game, later players should be added to the bottom of the order. Defense: Unlimited free substitution.	
<i>Coach Hit by Batted Ball</i>	If Coach Pitcher: ball is dead, batter gets first and runners advance one base; if Outfield coach: ball is dead, batter is awarded a double.	
<i>Advancing Bases; When Ball is Dead</i>	<p>A play is over and the ball is dead a/ once a play is made at a base and the infielder has control of the ball or b/ once a ball thrown from the outfield (not to a base to make a play) crosses the imaginary line that connects the bases. Balls thrown from the outfield and not directly to a base to make a play, base runners are granted the base to which they are headed as long as they are, in the judgment of the umpire, at least halfway to that base when the ball cross that imaginary line.</p> <p>The ball is live when, in the judgment of the umpire it is thrown from the outfield directly to a base to make a play at that base.</p> <p>If a base has moved from its proper position, a base runner cannot be tagged out as long as he/she is touching that base.</p> <p>An out of play line shall be drawn for each game that is ten feet from and parallel to third base. An overthrow at 1st base shall be dead and shall not entitle the runners to an extra base. An overthrow that goes beyond the out of play at line off 3rd base entitles all base runners one additional base.</p>	
<i>Coaches Allowed/Roles</i>	Only 4. Non-coach parents are not allowed on the field or in the dugout areas. Offensive coaches: pitcher, 1st & 3rd base and bench; Defensive coaches: Catcher, Outfield & 2 bench coaches.	
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