

**Williamsburg Youth Baseball League  
7–8 Majors/Minors Rules and Guidelines**

*The following rules supersede relevant sections in the Cal Ripken Rules for the two WYBL leagues for players 7–8. Ripken Rules not addressed here remain in force. Safety, sportsmanship, and fair play are the goals for all WYBL rules.*

**Time Limit**

Games will be 6 innings in length with a 1 hour and 30-minute time limit. Any inning begun prior to the time limit will be completed, but no new inning will begin after the time limit expires. The umpire will keep the official time. When a game is considered “Official” due to mathematical run differential, Game Changer will be considered official and teams will continue to play until the 1 hour and 30 minute time limit.

**Four-Pitch At-Bats / 3 Strike Rule**

The batter will have 4 pitches to hit a fair ball. The fourth pitch will be treated as a third strike. If the fourth and subsequent pitches are fouled off, the batter will receive another pitch unless his or her foul is caught by a defensive player or tipped into the catcher’s glove. If the batter takes or misses the fourth or any subsequent pitches, he or she is out. If a pitch is obviously out of the strike zone and the batter does not swing, the umpire will declare a “no pitch.”

Starting in Game 7, each batter will get 4 pitches OR 3 swinging Strikes. A player attempting to bat the ball and missing a Third Strike will be Out. If the Third Strike and subsequent pitches are fouled off, the batter will receive another pitch unless his or her foul is caught by a defensive player or tipped into the catcher’s glove.

**Coach Pitcher’s Position**

The coach pitcher must pitch from a point at least forty feet from the back of home plate.

**Coach Pitch Mechanics**

The coach pitcher shall keep one foot on or straddle the pitcher's line.

Either standing or from the knee, the coach pitcher shall deliver the pitch overhand and at a velocity that creates a flat-pitch to the batter (no lobbing or underhand pitches).

The coach pitcher shall not verbally or physically coach while in the pitching position.

The coach pitcher shall position himself as not to be an obstruction to the defensive team on any possible play one the ball has been hit.

The catcher takes a normal position in full gear and returns the ball to the coach pitcher after each pitch (live-ball situations excepted).

If a batted fair ball hits any part of the pitching Coach without touching any defensive player, the ball is immediately dead. The batter will be awarded first base. All other

runners return to the base they last occupied before the ball was hit, unless forced to advance as a result of the batter being awarded first base. If a batted fair ball is first touched by a defensive player and then hits any part of the pitching Coach, it is a live ball. If a thrown ball hits any part of the pitching Coach, it is a live ball.

### **Walks / Intentional Walks / Hit Batsman**

No walks or intentional walks are allowed in coach pitch. A pitch hitting a batter will be declared a “no pitch” by the umpire and the at bat will continue.

### **Pitcher’s Defensive Position**

The player playing the position “pitcher” shall position himself even with or behind the coach pitcher when the ball is pitched.

If a pitcher violates this requirements, then (1) the play will stand, even if the pitcher is involved in the play, and (2) the umpire(s) will warn the violating pitcher's manager that if the same pitcher violates one of both requirements again, the player will be removed from the pitcher's position. The player can assume another position, but cannot re-enter as a pitcher in that game.

### **Five-Run Limit**

The batting order for each team shall consist of all players present, and they will bat in turn until either 3 outs are recorded or 5 runs are scored.

### **Base Running: Leaving Early; Advancing on Outfield Balls & Overthrows**

Base runners may not leave the base until the ball is hit. If the base runner violates this rule, the runner is out. The umpire may grant one initial warning. Base runners may advance until the Pitcher has control of the ball. A runner in motion may continue his progress to the next base when the Pitcher gains control of the ball, but he may not advance once he stops his progress and the Pitcher controls the ball. An overthrow occurs when a fielder attempts to make a defensive play and throws the ball beyond his or her intended target. On overthrows, runner(s) may advance additional bases until “Time” is called by the umpire. “Time” will be called when (1) the ball has been thrown back to the Pitcher or (2) the lead runner abandons his or her advance or (3) the umpire deems the ball out of play. The runner(s) may advance one base when a fielder’s overthrow of first base reaches a dead ball area. The umpire will call “Time” and award the additional base. Bat Specifications Bats may not exceed 33” in length and must be stamped with the USABats logo.

### **Bunting**

Bunting is allowed; fake bunting is not allowed.

### **Courtesy Runners**

A courtesy runner for the catcher may be used when the incoming catcher of record is on base with Two Outs. The courtesy runner shall be the player who recorded the last out. A substitute runner may be used for an injured player that has to be removed from the lineup

for the remainder of the game. The substitute runner shall be the player that recorded the last out prior to the runner becoming injured.

### **Dead Ball**

Balls that roll into the wooded area in left field will be considered “dead” and bases awarded by the umpire. Players should raise hands to signal that a batted ball is unplayable in this area. Runners should continue to advance until the umpire calls “Time” and awards bases. If a batted ball contacts coach pitcher, it will be considered a dead ball and the batter-runner and any other runners will advance one base.

### **Ejections**

If a player, coach, fan, or parent is ejected from a game, he or she will not be allowed to participate in the team’s following game. The person that is ejected may not view the current game AND the next game from any closer to the field than the paved parking lot. Managers shall report any ejection from their team to the League Coordinator within 24 hours.

### **Eight-Player Minimum; Ten-Minute Grace Period**

A team may start a game with a minimum of 8 players and insert others as they arrive. A ten-minute grace period will be permitted to allow teams to reach the eight-player minimum.

### **Infield Fly Rule**

The infield fly is not in effect in the 8 Majors.

### **Must-Play Rule; Substitutions**

Free defensive substitutions: players may be taken in and out of the field lineup at any time. Each player must play at least 3 innings in the field, including at least one inning in the infield. No player shall play the same position for more than 2 innings. All efforts should be made to allocate equitable playing time among all team members. Once a batting order is established, it must be followed.

### **Protective Equipment**

The catcher will wear full equipment, including a protective cup. No exceptions. All batters and runners will wear a protective helmet.

### **Protests**

There are no protests under any circumstances. If there is a concern, please contact the league coordinator.

### **Outfielders and Force Outs**

Outfielders must throw the ball to a base to record a force out. The umpire will declare a runner “safe” on whom an outfielder makes a play by running the ball to a base.

### **Ten Defensive Players**

Four outfielders will play for a total of 10 defensive players. All outfielders must be positioned in the outfield grass. Balls hit to the outfield should be thrown back to the infield.

### **Thrown Bats**

A batter that throws or slings a bat in a manner that may cause injury to another player may be given one warning, but otherwise is out.

### **Uniforms**

All players and coaches are required to wear their jersey and hat in the games. Players will not be allowed to play in the field without their jersey and hat.

**Williamsburg Youth Baseball League  
7-8 Year Old Majors/Minors Coach Pitch Guidelines**

The following guidelines intend to help parents, coaches, and umpires emphasize safety and teamwork while providing a learning environment in which all players can participate.

**Clean-Up**

PLEASE, PLEASE, PLEASE pick up trash in dugouts and around the field after every game!

**Coaches**

Involve as many assistant coaches as possible. Remember that this is an instructional league and that it is paramount to set a good example as coaches. Coaches should talk to parents about their behavior if it is necessary.

**Coaching Catchers**

Try to find and cultivate players who want to catch and work with them throughout the season. Have catchers catch batting practice and make them part of infield practice. Only players who are comfortable catching should be behind the plate; don't force players to catch.

**Coaching at Practice**

Break up kids into small groups at practice and rotate through drills. Stress fundamentals. Teach, teach, and teach!

**Coaching in the Field**

A coach may position a batter in the batter's box or on the playing field. Be aware of player safety in positioning players on the field. Some players may not be prepared to play every position. Stress outfield fundamentals as there are a significant number of balls hit into the outfield. Teach players how and when to cover bases: Collisions can occur when there is not a play at a base, yet a defensive player stands on the base.

**Equipment**

Keep up and maintain team equipment through the season. Call the coordinator should any equipment break or get lost. Likewise, call the league coordinator regarding any found equipment.

**Lightning**

If lightning is detected within 6 miles of the field by the umpire, play will be suspended. This follows the "Flash-Bang" method recommended by the National Severe Storms Laboratory where the observer begins counting when a lightning flash is sighted. Counting

is stopped when the associated bang (thunder) is heard. Divide this count by 5 to determine the distance to the lightning flash (in miles). For example, a flash-to-bang count of 30 seconds equates to a distance of 6 miles. This is also the basis for the 30/30 rule, which requires that games be suspended when the flash-to-bang count is less than 30 seconds (6 miles) and play is only resumed after 30 minutes following the last lightning strike. In all other instances (including practices), coaches are urged to utilize good judgment with an emphasis on safety.

### **Passed Balls**

An extra coach should stand at the backstop to retrieve passed balls.

### **Rain-Outs and Rescheduled Games**

Rained out games will be postponed by League Officials ONLY- NOT by team head coaches. To find out if a scheduled game has been postponed for rain, call 220-1530 (league phone) after 4 p.m. on weekdays and anytime on weekends. Make-up games are usually Friday. The league commissioner will notify head coaches of rescheduled game times.

### **Schedule Courtesy**

If there is another game scheduled after yours, be courteous and don't run into their time slot.

### **Scorekeeping**

The league is instructional but official scoring will be kept. Scores must be reported to the coordinator. Coaches must assign a team scorekeeper and home team is responsible.