CABARRUS COUNTY
ACTIVE LIVING & PARKS DEPT.

CABARRUS COUNTY YOUTH ATHLETIC LEAGUES

LEAGUE BY LAWS
RULES AND REGULATIONS
2016

YOUTH BASEBALL
AGES 7-8

<u>Co-Sponsoring Agencies</u>

Bethel Athletic Association
Odell Recreation Association
Northwest Recreation Association
Concord Parks & Recreation Department
Harrisburg Parks & Recreation Department
Mt. Pleasant Youth Baseball / Softball Association

Article 1. Eligibility

Section 1. The date of **August 1, 2016** will be the age cutoff date for the **2016** season. The players' age on that day will determine what age group they participate in.

Section 2. A younger player may participate in an upper age division. They can only move up one division (EX: a 7-8 player can move up to 9-10 but not 13-14). However, after one game in the upper age division, the player will be ruled ineligible to participate in his or her respective age group for that season. **Player may move back down to the lower age group for the following season if necessary.**

Section 3. A player cannot participate in more than one organized baseball/softball league or division sponsored by the cosponsoring agencies of the Cabarrus County Youth Baseball/Softball Leagues.

Section 4. The league coordinator will approve each player's age by use of birth certificates at the start of each season. Each player must be on the team roster before they play their first game to be eligible to play. Team rosters must be on file with the league coordinator.

Section 5. A new player may be added to a team roster after the cutoff date with the approval of the league coordinator.

Article 2 Team Composition

Section 1. Teams will be selected using the athletic districts as outlined in the Cabarrus County Parks Department Co-Sponsorship Agreement.

Section 2. Each league/association is responsible for conducting their registration and the draft in accordance to the Co-Sponsorship Agreement.

Section 3. It is the responsibility of the league coordinator to conduct drafts, registration, and for placing players on the teams. Parents with questions or concerns should speak to their coordinator with the concern when it arises.

Article 3 Duties of the Coach

Section 1. Must wear photo ID badge at all practices and games or be subject to dismissal from duties.

Section 2. All head coaches must be at least 18 years of age.

Section 3. The coach is responsible for exchanging lineups before each game with the other team and to meet with the umpires before the game starts.

Section 4. It is the duty of the head coach to maintain proper conduct among his team and fans at all times.

Article 4 Game and Weather Postponements

Section 1. In case of inclement weather on practice days, the coach should contact the players on the team. A coach should use reasonable judgment during threatening weather and remove his team from the field if necessary.

Section 2. For game day cancellations, it is the duty of the home field/association to cancel games when playing conditions are not adequate. The home field coordinator/association should contact the Cabarrus County Active Living & Parks Department (704-920-2701 or phgabriel@cabarruscounty.us) by 4:00 pm **AND** the coordinators of the teams playing at their site and the officials booking agent. Each coordinator should then call their respective coaches who are responsible for contacting their players.

Article 5 Jurisdiction of Rules

Section 1. The Cabarrus County Youth Baseball League Rules are under the jurisdiction of the Cabarrus County Youth Baseball League Coordinators. They have the authority to make amendments to the rules in order to obtain the program objectives.

Article 6 Officials

Section 1. Officials for each site are the sole responsibility of the respective association for which home games are scheduled. Suggested pay rates for officials for the 2015 season will be at a rate of not more than $20.00 per official per game.

Section 2. Each association is responsible for the booking agent and seeing that the Cabarrus County Youth Baseball League Rules and Regulations are available and understood to their umpires.

Section 3. After a game has begun, assigned league coordinators and league officials will be responsible for discontinuing the game for any reason.

Section 4. All officials should report ejections of a player or coach to the home site coordinator. Each site should then contact the league coordinator of the ejected party with information about the ejection who is in return responsible for the disciplinary action as outlined.

Section 5. In the event that only one official is present for a game, that official must start the game on time and play until the second official arrives. The game cannot be protested when only one official is present.

Article 7 Code of Conduct

Section 1. Coaches should always keep in mind that they are setting examples in sportsmanship and fair play and should conduct themselves accordingly. Constant yelling and abusive behavior toward players on either team is strictly prohibited.

Section 2. Any coach not carrying out the duties and responsibilities and policies as established by the league will be subject to dismissal from the league.

Section 3. A coach will be suspended indefinitely for playing ineligible players.

Article 8 Protests

Section 1. Only protests that involve an interpretation of playing rules or the use of an ineligible player will be permitted. Judgment calls cannot be protested.

Section 2. Procedure for protests is:

- Notify the umpires that protest is being filed.
- Umpire should stop play.
- Notify the umpires exactly what is being protested.
- Umpires should then contact home site coordinator/protest committee.
- A protest fee of $50.00 is payable to the home site coordinator/protest committee.
- The home site/protest committee should rule on the protest at the time of protest.
- If protest is denied, coach will forfeit the fee. If ruling is upheld, the fee is refunded.

Section 3. Any coach who wishes to protest should do so carefully considering the impact of poor relationships and ill feelings that could arise from the process.

Article 9 Practice Guidelines

Section 1. Practice sessions are held in accordance to the Co-sponsorship Agreement and should be scheduled with the local coordinator.

Section 2. Coaches violating practice schedule will be subject to dismissal from coaching indefinitely. All practices and games must take place on county approved playing facilities. No practices are to be held prior to 6:00 PM on school days.

Section 3. Players must attend practices to be eligible for games. Any player not attending practice and shows up for the game that week is subject to the coach's option to play or not. A coach must announce to the home plate umpire before the game which players are being held out for missing practices. The coach must also notify their coordinator of the situation prior to the game and state that the player did not attend practices during the week.

Article 10 Unsportsmanlike Conduct

Section 1. Players, coaches, and fans should conduct themselves in a sportsmanlike manner at all times. This includes before, during, or after a game. Players and coaches who are ejected for unsportsmanlike conduct (throwing equipment, arguing, etc.) will be suspended for 7 days. A second ejection during the season will result in an indefinite suspension from all Cabarrus County Youth Athletic Leagues.

Section 2. Any player, coach, or fan that is ejected from a game or facility for fighting, profanity, or threatening others will be suspended indefinitely from all facilities for all Cabarrus County Youth Athletic Leagues.

Section 3. If a player, coach, fan, or official's actions become harmful and disruptive to the program, they face being suspended from their remaining games for that season.

Section 4. A player or coach who pulls a team off the field for any reason will be suspended indefinitely. If the suspension occurs in the last game of the season, an indefinite suspension will occur.

Section 5. No player, coach, official, or fan shall at any time lay a hand on, push, shove, strike, or threaten to strike another player, coach, fan, or official before, during, or after a game. Officials include umpire, scorekeeper, coordinators and designated volunteers, department staff personnel, other players, coaches, or fans. This will result in an indefinite suspension from all Cabarrus County Youth Athletic Leagues, facilities, and programs.

Cabarrus County Active Living & Parks Department
Cabarrus County Youth Baseball Leagues
2016 Local League Rules
Boys Baseball: 7-8 Year Old Division

Team Composition

1. A team must field 7 players from its own roster to avoid a forfeit.
2. A team can play 10 players on defense (6 infielders and 4 outfielders).
3. An outfielder cannot freeze a play, acquire a timeout, or make the first play on a base runner.
4. The ball must be thrown to an infielder to make a play at a base or on a base runner.
5. Players arriving after the start of the game can be added to the bottom of the lineup without penalty.

Pickup Players

1. A team must have 7 of its own players before being allowed to pick up players.
2. There is a maximum of 3 players allowed to be picked up. Pickup players are required to play outfield only and must bat in the last 3 positions of the lineup.
3. Pickup players must be from the same age group as the teams **AND** be on a team in the league **AND** must be replaced by eligible team members if they arrive after the start of the game.
4. Players removed from the game because of sickness, leaving early, injury, etc. are skipped in the lineup with no penalty. First time the player bats after being removed from the lineup is not an out. Player can re-enter on their next at bat after being removed but if they do not return at that time then they are out for the remainder of the game. They are not charged with an out.

Grace Period

1. There is a 10 minute grace period from the games scheduled start time for a team that does not have 7 eligible players. A team with less than 7 players after the grace period will forfeit the game. Grace period time begins from the **scheduled game time.**

Shoes

1. Players are not allowed to wear metal cleats.

Infield Fly Rule

1. There is no infield fly rule for this age division.

Time Limits

1. The time limit shall be 1 hr. and 15 minutes from the start of the first pitch of the game.

Appeal Play

1. The appeal play is not in effect.
2. The umpire will call the infraction when play becomes dead.

Run Lead

1. The run lead is in effect as follow: a 15 run lead after 3 or a 10 run lead after 4 providing the losing team has had equal number of bats.

Length of Game

1. The length of the game is 6 innings.
2. Once an inning has started it must be finished, provided the home team is behind when it is their turn to bat.
3. No new inning shall be started with less than 10 minutes remaining in the time limit.
   A new inning begins when the third out is made in the previous ½ inning.

Participation Rule

1. The entire roster shall bat.
2. Each player must play defense in every other inning.
    a. First offense: Failure to abide will result in head coach being suspended for one game.
    b. Second offense: Failure to abide will result in head coach being suspended for remainder of season.
3. Each player must sit out at least one inning on defense in every game.
4. Each player must sit once during the game and cannot sit a second time until all players have had to sit out. **EXAMPLE**: A player cannot be the same one setting out every other inning.

Regulation Game

1. It is a regulation game if 4 or more innings have been played and game is called because of darkness, curfew, etc.

Tie Games

1. Any game that is tied at the end of regulation will not continue pass the time limit.

Base Stealing/ Overthrows

1. Base stealing is not allowed at any time. Batted balls, unless called foul by the umpire, are live and in play until the defense stops the progress of all runners and the umpire calls time. Ball remains dead until next batter.
2. Runner must stay in contact with the base until the batter has hit the ball.
3. If a runner leaves the base before the ball is hit, the umpire shall indicate the infraction immediately by removing the runner from the base. The ball/pitch becomes dead immediately and NO PITCH is declared.
4. On a ground ball in the infield, on the 1st play at first base, the batter/runner is limited to 1st base only on an overthrow. NOTE: Overthrow is considered any ball **not caught** by the defensive player at first base. All other runners can advance at own risk.
5. A runner who has reached third base safely can only advance home on a batted ball, a walk (when forced to do so), or any other force that cause the runner to have to move up. If a play is made on the runner at third base and it results in an overthrow, the runner cannot advance to home plate.

Head First Sliding

1. Head first sliding is not allowed at home plate.
    a. (Penalty) - Runner is out and ball remains live.
    b. Dive backs to the bases (head first) are not considered head first sliding.

Jewelry

1. Jewelry is not allowed to be worn during games.
2. Jewelry is not allowed to be taped over.
    a. (Penalty) When discovered, the player is asked to remove it. Failure to remove it will result in that player being removed from the game.

Game Balls

1. Game balls are the responsibility of the home team on the schedule. They must be Little League or other National Organization approved (PONY, Federation, Dixie, USSSA, etc.).

Bats

1. Small barrel bats are to be used. (2 ¼ barrel)

Third Strike

1. A batter is declared out and cannot advance on dropped third strikes.
2. The ball is dead and runners cannot advance.

Batters Helmet

1. Batting helmets must be worn by all batters and base runners at all times.
2. Failure to wear a helmet results in player being removed from the game.

Catchers Gear

1. Catchers must wear mask/helmet, shin/leg guards, protective cup, throat guard, and chest protector during all practices and games.

On Deck Batters

1. On deck batters are allowed to go to the opposite circle to be behind batter.

Batter/Run Limit

1. Each team may score a maximum of 5 runs in the first inning.
2. In the 2nd – 5th innings, the team leading may always score 5 runs, even though their lead could be greater than 5 runs.
3. The team behind when batting after the first inning may always be able to score as many runs as possible to even the score and then 5 additional runs in those innings as well.
4. The 6th inning is unlimited scoring.

Curfew Times

1. Weekday curfew times for all practices and games are 9:30 pm.
2. Weekend curfew times for all practices and games are 10:00 pm.

Base Paths & Pitching Distances

1. Baseball base path is 60 ft.
2. Baseball pitching distance is 40 ft. with an 8 foot circle.

Pitching Limits/Rules

1. The pitcher/coach must start with one foot anywhere within the 8 foot circle.
2. A total of 5 pitches can be thrown.
3. If a batter swings and misses 3 times, the batter is out.
4. The fifth pitch may be fouled or tipped indefinite number of times.
5. There are no bases on balls or hit by pitch advancements to first base.
6. Player (pitcher) must stand beside, even with, or behind the pitcher/coach until the ball is batted. **PENALTY:** Batter is awarded first base and other runners advance only if forced to do so.
7. Baseball pitchers pitch overhand.
8. Any batted ball that hits a pitcher/coach is dead. The pitch will not count and the pitch will be done over.

Defensive Players Position

1. Defensive player must play even with the pitcher or behind the pitcher on either side.

Bunting

1. Bunting is allowed.
2. Player (pitcher) can charge once the batter squares to bunt.
3. No fake bunts allowed. Once a player squares to bunt he must bunt (or take the pitch). **PENALTY:** Batter is out and ball becomes dead and no runners advance.

Offensive Field Coaches

1. Base coaches and coach pitcher are allowed on the playing field.
2. Base runners coach may only instruct the base runners.
3. Coach (Pitcher) is not allowed to instruct runners.
4. A coach may be positioned behind the catcher to assist with passed balls but they are not allowed to give instructions.

Defensive Field Coaches

1. A coach may be positioned on each foul line in the outfield and must remain in dead ball territory at all times in an area (coaching area) that is halfway from outfield fence to first and/or third base.
2. The outfield coach is confined to coaching the outfielders only. A coach in violation of the coaching box rules will be confined to the dugout (can be replaced by another coach).
3. At no time may a coach step onto the playing field except in the case of an injury.

Speed Up Rules

1. Speed up rules will be used for the catcher only.
2. The last batter that is not on base may run for the catcher at anytime but it is not mandatory.

Revised and Approved: February 2, 2016