

Vincennes Mr. Gatti's Pizza Invitational  
7U & 8U rules  
2010

1. All players present will be placed in the batting order. Late arriving players will be inserted at the bottom of the batting order and cannot enter defensively until the beginning of the next inning.
2. Fifteen (15) players maximum per team. Maximum four (4) coaches.
3. Each batter will be allowed five (5) pitches or three (3) strikes, whichever occurs first. The at bat will continue in the event of a fouled 3<sup>rd</sup> strike, unless the ball is caught. A foul tip caught by the catcher on a third strike will result in an out. There will be no walks, intentional or otherwise. Batters hit by a pitch will not be awarded first base.
4. No base runner may leave a base until the ball is hit. No stealing or advancing on passed balls is allowed. If a runner leaves a base early, the umpire shall direct the runner back to base. If base is occupied, the runner shall be called out.
5. The defensive team will have a maximum of ten (10) position/players (4 outfielders, 4 infielders, 1 behind the line at pitching machine, and 1 catcher). Each player will play at least three (3) consecutive outs in the field. A batting order should consist of at least nine (9) players. An out shall be called for each spot in the line up unoccupied by a player, to reach the minimum 9 players, each time through the line up.
6. The length of the game will be 1 hour 20 minutes or six innings. Start time will be recorded in the official book at the start of each game. There will not be a time limit during the championship game.
7. The (12) twelve run rule will be come in effect after 4 innings (3 ½ if home team is leading), 10 ten after 5 innings.
8. In case of inclement weather, the game shall be considered complete if 4 innings have been completed (3 ½ if home team is leading). Incomplete games shall be resumed from the point where play was stopped.
9. Free substitution at any position in-between innings.
10. The infield fly rule will not be in effect.
11. Arguments with the umpire will not be tolerated. **Umpire's decision shall be final** (no protests).
12. Pitching machine will be set at **38 mph @ 46'**.
13. Pitching machine may only be adjusted at the beginning of an inning (unless agreed upon by both teams).
14. "no pitch" can only be called on the 5<sup>th</sup> pitch if the umpire judges the ball to be out of the strike zone.
15. Each half inning will consist of 3 outs or 5 runs, whichever occurs first.
16. The sixth (6<sup>th</sup>) inning and any extra innings will be unlimited runs.
17. **Time may be called by the umpire once the runners have stopped the forward progress.**
18. Runners are required to slide or make an effort to avoid contact on close plays. This is left up to the umpire's discretion.
19. A batted ball hitting the pitching machine or umpire is ruled a dead ball. Single is awarded to the batter and the runners will advance one base if forced. If a thrown ball hits the machine or umpire, the ball will be considered live.
20. No bunting.
21. Players removed for disciplinary reasons will be called out each time he/she is at bat.
22. Player that is ill or injured will not be called out each time.
23. A player that has been removed from the lineup will not be allowed to return to the lineup during the same game.
24. Birth certificates should be available upon request.
25. **Home team keeps the official book. Visiting team operates scoreboard.**
26. No big barrel bats.
27. Cal-Ripken rules apply in other cases.
28. Coaches will load the pitching machine to their own players.