



ST. CHARLES YOUTH BASEBALL

Mustang

7-8 year olds

(This is a developmental, Introduction to kid-pitch league)

GENERAL:

1. A four run per inning rule is in effect or 3 outs, whichever comes first.
2. Time Limits: All games have a 90minute time limit or 5 innings.
3. Infield fly rule, bunting, stealing, passed balls, overthrow advancement is prohibited.
4. Except for reasons of ailment, a player cannot be on the bench for consecutive innings.
5. Home team third base dugout, visitors have 1st base dugout.
6. A safety ball (flexball) will be used throughout the season.

BATTING:

1. All players will bat in a continuous batting order.
2. Bat size maximum is 2 5/8. No big barrel 2 3/4 are allowed.
3. No bunting is permitted in games; however, bunting can be included in Practices for instructional purposes.

FIELDING:

1. Safety may be a factor for pitching and 1st base positions.
2. No player shall play the same position more than 2 innings per game.
3. Managers and coaches may be on the field (Two Coaches Max) when on defense to assist players with position playing. When batting, coaches may occupy the coaching boxes. There must be a coach or Parent in the dugout at all times during the game.
4. Every effort shall be made to play all players in every position during the season by regularly rotating player positions during games. However, care must be taken in assigning players keeping in mind safety, skill and ability.
5. The defense may field ten (10) players, utilizing four (4) deep outfielders. No player will sit out two (2) consecutive defensive innings until all players have sat out one defensive inning.
6. Defensive coach has priority over a disputed call.

BASERUNNING:

1. A runner may not advance until the ball is batted into play.
2. Runners may advance only on a ball hit into fair territory or when a defensive play is made on any runner.
3. No base advancement on overthrows.
4. Emphasis should be placed that coaches teach fundamental rules of base running. The spirit of the rule is to prohibit additional bases being taken when common sense would dictate that, if the players were older, no such attempt would be made.

5. Feet first sliding is encouraged at any base except first base to avoid contact.

PITCHING:

1. The pitching rubber shall be 40 feet from the furthest point of home plate to the front of the pitching rubber. Bases are to be 60 feet apart.
2. A player will pitch to each batter until there are four (4) called balls. Once four (4) balls have been called, an adult will throw four (4) additional pitches. The coach may choose to pitch from a kneeling or standing position. When the coach comes in to pitch and there were 2 strikes on the batter, the count will be reduced to 1 strike (0-1 count). A batting tee or soft toss will be utilized if a batter does not get a hit or is not called out after four (4) coach pitches. If a Pitcher reaches a four (4) ball count four (4) times in an inning, a coach will finish the inning.
3. Set of balls will be provided to the pitcher for each batter. The coaches will recirculate the balls back to pitcher after set is exhausted to keep game moving. No throw backs to pitcher from catcher, as well as no throwbacks from coach to pitcher.
4. Balls and strikes are called by a coach of the hitting team positioned behind the pitcher. This coach is to be the coach pitcher as well.
5. Three (3) strikes for a strike out (combined from player and coach pitches). This includes called third-strikes. However, note rule #2 when count reverts to 0-1.
6. A team may elect to have a (1) pitcher go 2 innings in a game (with a max. # of pitches being 50). All other pitchers are limited to 1 inning per game (max. 35 pitches). If a pitcher goes more than 1 innings in a game they are required to have 2 full days rest.
7. Walks are not awarded, but batters will be given first if hit by a pitch.
8. No playoffs, no championships and no scores.