



Glen Allen Youth Athletic Association

Mailing Address: PO Box 1074 Glen Allen VA 23060

Website: www.glenallensports.com

Glen Allen Invitational 7-year-old Tournament Rules

1. Pitching Machine

A. A spring-loaded Perfect Pitch Portable Pitching Machine will be used in 7-year-old tournament play.

2. Age: 7 & under. Players cannot turn 8 before May 1 of the tournament year

3. Player roster: Maximum 15-player roster.

A. There will be four outfielders. ALL outfielders must remain in the grass area of the outfield (cannot be positioned in the infield at any time).

B. The player that assumes the pitcher's position must remain within the "mound" 8-ft.-diameter circle, behind the machine, and on one side or the other until the ball is hit. If the pitcher violates any of these 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 that same pitcher violates one or both requirements again, he/she will have to be removed from the pitcher's position. The player can assume another position but cannot re-enter as a pitcher in that game. The player may not be ejected from the game for this infraction.

[NOTE: The Pitcher position is only a reference to a "Fielder's" Position (does not throw a pitch). Therefore, there is NO "Number of Innings Pitched" rule for the player in the position. A "Courtesy Runner" is not allowed for the pitcher.]

C. The catcher takes the catcher's normal position in full gear.

D. Teams must bat a minimum of 10 batters in the lineup but can use an 11th hitter as EH or bat entire lineup. Normal substitution rules apply if not batting entire lineup. Free substitutions if batting entire lineup. No minimum playing time is required.

4. Game length:

A. 6 innings. Double elimination format must have a winner. If Pool Play format is used, ties will be allowed.



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- B. Each batter receives a maximum of six (6) pitches. If the batter strikes out, or if the ball has not been hit into play after six (6) pitches, the batter is out. If the batter fouls the 6th pitch, batter will receive pitches as long as batter continues to foul pitches. [Note: Any fouled bunt after two strikes is an out.]
- C. The half inning is over when three outs are made.
- D. The batter is out if the batter swings on a third strike and misses the ball
5. Field dimensions: Standard Cal Ripken Division base length of 60 ft.
6. Pitching machine: The pitching machine is placed at 46 ft. with a speed of 43 mph (established when ball crosses home plate). The front two legs of the machine must be placed in front of the pitching rubber (best if up against the front edge of the rubber or at least the front edge of any underground base for the pitching rubber). Coaches are not allowed to check the machine before their team bats. Only umpires may decide if adjustments should be made.
7. Umpire:
- A. The umpire will feed the machine. Machine should be checked prior to batting. Only the umpire may make adjustments during play.
- B. The umpire(s) is/are allowed to declare "no pitch" if the umpire judges that it is not reasonably hittable. This is a judgment call and thus not subject to protest.
8. Dead ball:
- A. The ball will be declared dead when the defensive team stops the lead runner, or the runner abandons the effort to advance. Once play has been stopped, no other runners may advance beyond the last base tagged.
- B. The ball will be declared dead when a player is injured and, in the umpire's, judgment is unable to continue the play.
- C. If a batted fair ball hits any part of the pitching machine without touching any defensive player first, the ball is immediately dead. The batter will be awarded first base. All other runners return to the base that they occupied before the ball was hit unless forced to advance as a result of the batter being awarded first base (Rule 5.09f



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and 7.04a). If a batted fair ball is first touched by a defensive player and then hits any part of the pitching machine, it is a live ball.

D. If a batted fair ball touches an umpire on fair territory before it touches an infielder including the pitcher or touches an umpire before it has passed an infielder other than the pitcher, the ball is dead, and the batter is awarded first base. All other runners return to the base that they occupied before the ball was hit unless forced to advance as a result of the batter being awarded first base (Rule 5.09f and 7.04a).

E. If a thrown ball hits any part of the pitching machine, it is a live ball.

F. If the batter is hit by a pitch from the pitching machine, the ball will be declared dead and the batter will be awarded first base. Only base runners forced to advance will advance on a hit by pitch.

9. Infield Fly Rule: There is NO INFIELD FLY RULE.

10. Bunting: Bunting is allowed. However, NO SLASH BUNTING IS ALLOWED. If the batter offers to bunt, then the batter must bunt the ball or pull the bat back to take the pitch. If the batter offers to bunt, pulls the bat back, and then swings at the pitch, the batter will automatically be declared out by the umpire.

11. Courtesy Runner: The catcher may have a courtesy runner run for them every time that they are up to bat. Each courtesy runner used must be a player who is not in the game at the time. Each courtesy runner may only pinch run once per inning. A courtesy runner is not considered a substitute. If a runner is inserted as a Pinch Runner for a player other than the catcher, this is considered a substitute. The pinch runner (substituted player) does not have to enter defensively.

12. Base stealing: Base stealing is not permitted. Runner(s) leaving their base(s) before the batter hits the ball or before the ball reaches home plate shall be regulated by the Special Base Running Rule found in the current edition of Babe Ruth League. Baseball rulebook according to comment #3 under the Cal Ripken Baseball – Rookie and T-Ball League Rules and Regulations found in the same rulebook. The runner(s) will not be called out.

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13. Baseballs will be provided and will be hard baseballs. No soft baseballs will be used.



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14. Mercy rule: 15 runs after 3 innings (2-1/2 innings if home team is ahead) or 10 runs after 4 complete innings (3-1/2 innings if home team is ahead).
15. Umpires: Two umpires will be on the field at all times (one on the field and one at home plate, behind the batter). One will feed the pitching machine.
16. Credentials: Approved birth documents and Certificates of Accidental & Liability Insurance.
17. Bats: All bats must be stamped with the USA Baseball and approved for Cal Ripken play.