



2025 Jackson

Youth Baseball

7-year-old Rules



- 1. Game time** – No inning shall start after an hour and 15 minutes.
- 2. NO forfeits** in this age division. If one team doesn't have enough players, then loan to opposite team.
- 1st half of season:** Each team shall bat half plus + one of their rosters each inning so the same player is not leading off/ending every other inning. Please rotate your batting order each game so a different player has the opportunity to lead off each game.
- 2nd half of season:** Starting half way through the regular season you will move to the 3 outs or 5 runs whichever comes first, and you will need to start keeping score with the last inning being a bat around inning in which you will continue to bat until 3 outs or all the players have batted.
- 3. Home team** is the official score book owner and time keeper. The score book is used to track batting order. Game scores will be kept in scorebook the second half of the season. The coach will give the official time prior to first pitch. The Park Department will place bases and chalk the field. Home Team: 1st base dugout & Away team: 3rd base dugout.
- 4. Coaches will serve as umpires** during games. First and third base offensive coaches will umpire their respective bases and pitching coach will umpire second base. The defensive team should have a coach positioned behind home plate and they will umpire home plate. If a batted ball strikes the pitching coach it is a dead ball or if the ball is intentionally thrown to the pitching coach the ball will be considered a dead ball as it reaches the pitching coach area. If a batted ball hits the ball bucket it is a dead ball and the hitter is granted 1st base. All base runners are allowed to move up one base on the dead ball.
- 5. Teams** will use 10 players on the field with one of the 10 standing to the side of the Pitching mound as the pitch is delivered. 4 outfield positions will be used. If a player shows up after the game has begun, he must play the infield before he can be added to the batting order in the last spot.
- 6. Safety helmets** are required on batters, base runners and catchers. Any helmet removed by choice without time being called while on bases will receive one team warning per game and the next incident will result in an automatic out.
- 7. Catcher Position** is optional. If a player does play catcher position, they will need to wear proper catcher equipment. Game pace will be continuous with or without catcher with equipment and in position.
- 8. We encourage coaches to play each player on the field at least every other inning.** Players are encouraged to play an INFIELD position at least once during the game. Infield positions are: catcher, first base, second base,

shortstop or third base. If a parent has reason for their son not to play an infield position, they need to voice this to the coach and league coordinator. Each team will bat a continuous line up and will receive an automatic out if a player is observed batting out of turn.

9. **Play stops** when the ball is thrown from the outfield and it is the coaches' choice on if runner can go to next base or stop.
10. **Base stealing and Bunting** are not permitted.
11. **Coaches will pitch to the players. There will be no use of the pitching machine.**
12. One **batter** is allowed in the on-deck circle and that player is required to ensure there are no extra bats laying in the area prior to the batter batting.
13. Each **batter** gets 8 pitches. Coach will call NO pitch if the ball is fouled or is too high, low, or outside the strike zone for the batter to hit.
14. First and third basemen should play no closer than 15 feet in front of the base. Violation results in an automatic base hit for the batter and the baserunners will move up one base.
15. **Field dimensions;** bases are 60' apart, mound is 46' from back of home plate.
16. **Bat barrels** may be up to 2 3/4 "diameter.
17. **No metal cleats.**
18. **Weather Policy** - When thunder is heard, or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play and take shelter immediately. Thirty-minute rule. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play. Any subsequent thunder or lightning after the beginning of the 30-minute count, reset the clock and another 30-minute count should begin.