

# Little Sioux 7<sup>th</sup> and 8<sup>th</sup> grade rules

## Rules:

### Equipment and Uniforms:

1. Unless modified here, all game equipment shall be in accordance with specifications listed in the National Federations of High School rulebook. Decisions made by the umpire regarding equipment are final.
2. All teams must wear numbered jerseys of identical color. Taped numbers are not allowed. Full uniforms are required at all times during the game.
3. Pitchers cannot wear white long sleeve shirts, a batting glove inside of the glove or sunglasses while pitching.
4. Catchers are required to wear mask, chest protectors, shin guards, protective headgear with throat protector or combinations of both. Note: Any player warming up a pitcher will need to wear a catcher's mask.
5. Players can wear metal spike.
6. It is highly recommend that all players wear athletic supporter with protective gear.
7. Batters, on deck batters and base runners are required to wear protective head gear.
8. There are no weight restrictions for bats. All programs should work toward the use of BB core bats.
9. Knee, elbow, hand, wrist, arm guard or brace made of plaster, metal or other hard substance, even though covered or insulated with soft padding, is illegal. A hinged knee brace, if properly covered/padded with not metal protruding, is considered legal.
10. Teams must supply their own first-aid kit. Host is not required to provide training equipment, supplies or personnel.
11. Home team supplies 1 or 2 umpires along with game balls of their choice.

### Game Rules:

1. This league is designed for players that are in 7<sup>th</sup> and 8<sup>th</sup> grade of the ending school year. Teams may fill spot with young student but not older.

2. Dugout personnel shall consist of not more than 1 manager, 2 coaches, 1 scorekeeper, and one bat boy/girl.
3. Games will be 7 innings long with no new innings starting after 2 hours. 5 innings minimum. Mercy rule after 5, 10 runs or more.
4. High school rules apply for leading off, stealing dropped 3<sup>rd</sup> strike, etc. Balls thrown back to the pitcher from the catcher are live balls; runners can advance at own risk. Runners can steal home on pass balls.
5. 3 outfielders are to be used not 4.
6. Courtesy runners may be allowed for current catcher at any time.

#### Pitching Distance/Base

- a. Depending on what field you are playing on. Bases should be 75-90 feet in length and mounds 60' 6 "feet from pitching rubber to home plate.

#### Pitching Restrictions

1. Follow MSHSL rules for pitching.

The team must start with 9 players. If due to injury or illness, a team may finish game with 8 players. A team reduced to less than 9 players due to an ejection shall be disqualified.