



North Cheektowaga Amateur Athletic Association



7/8 General Rules

1. Official Baseball Rules will be used and amended as stated.
2. The distance between the bases will be sixty feet. Chalked hash marks will be placed illustrating the mid point of each base line. A chalked circle ten feet in diameter will be placed around the pitching machine.
3. The home team will be responsible for the initial set up of the pitching machine and its subsequent return to the equipment shed. The pitching machine will be positioned forty-six feet from the point of home plate. The dial on the pitching machine will be set between 42 RPM and 50 RPM.
4. Adjustments to the pitching machine can only be made after a complete inning at the request of a coach. The pitching machine will only be adjusted during an inning in the event that its integrity is altered by a player collision, hit ball, or other instance where the umpire has determined that immediate adjustment is necessary.
5. All male players including call-ups are required to wear a protective cup. Any player found in violation of this rule will be immediately ejected from the game. The team manager will also be ejected.
6. All players on a team's roster who are present at game time will be listed in the score book and will bat in rotation throughout the game.
7. A game may be played with as few as eight players or as many as ten players on the field. The defensive positioning will consist of a pitcher (with helmet with cage), catcher (with all proper equipment including helmet, mask, chest protector and shin guards), 1B, 2B, SS, 3B and four outfielders (positioned on the outfield grass and cannot field a ball on the infield).
8. The player designated as the pitcher must wear a helmet with a cage. The pitcher must be positioned either behind or to either side of the pitching machine with at least one foot within the ten foot circle before the umpire will deliver a pitch to the batter.
9. A game will consist of six innings. Extra innings will be played in the event of a tie. In the event the game is called due to darkness or weather conditions, four innings will constitute an official game. Three and one half innings will constitute an official game in this situation if the home team is winning.
10. No bat used may have a barrel larger than two and one quarter inches. Maximum rating will be -13. Any player caught in violation of this rule will have the bat removed from the game, and both the player and manager will be ejected from the game. All batters must wear a helmet with a cage.
11. Each batter will receive up to five pitches to put the ball in play. Three strikes against the batter will constitute an out regardless of how many pitches have been delivered. There are no "called" strikes, but if a batter fails to make an attempt at the fifth pitch, the batter will be called out. The umpire may call a "no pitch" if it is obviously a very poorly delivered and unhittable pitch by the machine.
12. A foul ball will not be called a third strike. A batter who hits a foul ball on the fifth pitch will continue to bat until he successfully puts the ball in play, swings at a subsequent pitch without making contact with the ball, or fails to make an attempt at an additional pitch. However, the batter will be called out if a foul ball is caught in a legal fashion.
13. There will be NO bunting. A ball that travels a short distance in fair territory as the result of a full swing is a fair ball. In the event the umpire declares a bunt, the ball is dead and the pitch will count as a strike and no base runners may advance. If the attempted bunt results in strike three, the batter will be declared out.



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14. There are no lead offs and no stealing. A base runner must remain on the base until the ball is put in play. The umpire will give one warning to the field for leading off. After this warning, if EITHER team has a base runner who is determined to be leading off or leaving the base early, the ball will be declared dead and the base runner will be called out. All other base runners will return to the base they were at when the play started.
15. Any batted ball that strikes any part of the pitching machine, the generator, or the electric cord prior to being touched by an infielder is a dead ball. The batter will be awarded first base and all base runners will advance one base.
16. In the event a batter is struck by a pitch, he or she will not be awarded a base. The pitch will be considered a "no pitch", the count will remain the same, and the batter will continue his or her at bat.
17. WITH A BALL HIT TO THE OUTFIELD -
 - A play to the outfield will end when any fielder establishes possession of the ball on the infield. If the runners are BEFORE the half way mark on the base paths, they will be sent back to the base they came from. If they are PAST the half way mark on the base paths, the runner has the option to try and advance. The infielder also has the opportunity to make a play on that base runner. If an overthrow occurs in any situation, the play will be called dead and the runners will remain at their current base.
- WITH A BALL HIT TO THE INFIELD -
 - If a ball is hit to the infield, players are encouraged to make the proper throw. Runners get one base. If an overthrow occurs, play will be called dead and the runners will remain at their current base.
18. Offensively, in addition to a first base coach and a third base coach, a team may position a coach behind home plate to initially position the batter and instruct them as need. This coach may also assist the catcher and umpire in retrieving balls. The score keeper and other coaches must remain in the dugout or behind the fence out of the field of play.
19. There is no infield fly rule for this division.
20. A maximum of ten runs will be scored during each turn at bat during the first five innings of a game. A team's turn at bat will end at the moment that the tenth run of the inning crosses home plate regardless of how many outs have been achieved by the defensive team. The next batter in the rotation will lead off the next inning. There is no limit to the amount of runs a team may score in the last inning or in extra innings of a game.
21. No short fielder allowed.
22. All teams make the playoffs. Single elimination. If there is an odd number of teams, the two lowest seeded teams will play a play in game, then the playoffs will continue as usual. Ex: 5 teams: 4 vs 5 in the play in game, then 1 vs 4/5, 2 vs 3. The highest seed will play the lowest seed and so on. Highest seed will be the home team.
23. No player will play more than three combined innings at short stop, first base or pitcher, and no more than two innings at either short stop, first base or pitcher. This means that no player can use their three combined innings at only one of the mentioned positions.
24. MERCY RULE: After the completion of four innings, or three and one half innings in the event the home team is ahead, a mercy rule will take effect if the score differential is equal to or greater than 15 runs. The team with the lesser score shall concede victory to their opponent.