

Cornhusker State Games Baseball

Juniors: 7th & 8th Grade Rules



Follow the Little League Rule Book for your league at all times except for the following exceptions/clarifications.

- Base paths are 80'. Pitching rubber is 54' from home.
- A game is 7 innings or a 1 hour 40 minute time limit. No full inning will start after the time limit has expired.
 - Coaches should be prepared to start your game at the scheduled time.
 - There is a 15 run rule after 4 innings and 10 run rule after 5 innings of play.
 - If the HOME team is winning the game in the final inning, the HOME team will not bat again.
 - Round Robin Games may end in a tie.
 - If Seeded Games end in a tie, then International tie-breaker rule will be used.
- Maximum of 6 runs allowed to be scored per team per inning. (If runners on base and hit occurs, play will continue but 6 runs will be recorded.)
- No warming up is allowed on the infield.
- Home team is decided by a coin flip prior to the game. Game balls will be provided by State Games.
- Pitchers may pitch a maximum of 8 innings for the tournament. One out will be considered one third of an inning. If a pitcher appears in an inning and does not record an out, no time will appear on his record. A pitcher once removed from the mound may not return as a pitcher in that game. Pitching cards will be used in order to keep everyone honest.
- Only Three coaches allowed in dugout (Head coach and two Assistants). While team is up to bat may have 1st & 3rd base coaches. While team is on defense the three coaches are in dugout (One coach only can come out of dugout to instruct positioning before pitch).
- A continuous batting order will be followed. All players in attendance will bat even when not playing in the field. This allows for unrestrained substitutions. Late-arriving players should be inserted at the end of the batting order.
- If team drops below 9 players due to injuries or other circumstances then when team is up to bat an "OUT" will be recorded for those players that are unable to bat but only if team does not have 9 players in current batting line-up .
- No swearing. No throwing of helmets, bats or other objects. Players and Coaches, this is your warning.
- Rooting for your own team is encouraged. Rooting against the other team is not allowed. Players doing so may be ejected by the umpire. Fans doing so may cause your team to forfeit.
- The decisions or ruling of the umpire is final. There are no protests.
- Medical necklaces must be taped to the inside of the player's shirt. Otherwise, no jewelry allowed. This includes watches and earrings.
- Batting helmets must be worn at all times for base runners. The umpire may call a player out without warning for removing a helmet.
- Bats shall not be more than 34 inches in length; and not more than 2 3/4" in diameter.
- Metal cleats are allowed.
- The dropped third strike rule is in effect. If the catcher drops the ball on the third strike the ball is live unless 1st base is occupied and less than two outs. If two outs then ball is live.
- Infield fly rule is in effect.
- Base Running:
 - Runners may lead off; however, only flagrant 'balks' will be called. (ie. deceiving the base runner).
 - Base runners may steal all bases.
 - A runner will be called out and may be ejected from the game if a slide or contact with fielder is determined to be malicious or intentional.
 - Runner **MUST** slide on a close play or risk being called out or ejected from the game.
 - Runner must make an effort to avoid running over the defensive player or risk being called out or ejected.
- Any coach or player ejected from a game by an umpire:
 - Player will sit for the next game and may play again after sitting the next full game.
 - Coach is done for the tournament.
 - Shall be reported by the field umpire to the site supervisor.

International Tie Breaker:

Last batter up previous inning will begin extra inning as base runner on 2nd base. Inning must be completed. Will resume until winner determined.

The following rules will be used to determine standings of each pool and for seeding purposes.

1. Win/Loss record.
2. Least runs allowed in all games.
3. Run Differential (maximum of 10 runs per game) in all games.

