

TIPP CITY JR. BASEBALL
JIM MOHR MEMORIAL TOURNAMENT RULES
SPECIFIC DIVISION RULES: G BALL (7 & 8 Yr Olds)

OHIO HIGH SCHOOL ATHLETIC ASSOCIATION BASEBALL RULES WILL BE USED WITH THE FOLLOWING EXCEPTIONS:

1. All games will be 6 innings unless shortened by darkness, weather, field conditions or time limit. If shortened by darkness, weather, field conditions, or time limits and less than four (4) innings have been completed, the game will resume from the point of suspension. However, if 4 innings are complete or 3 1/2 if the home team is leading, the game is complete.
2. No more than eight (8) runs can be scored in an inning. An inning ends after the eighth run is scored. This applies to all except the last inning, then there is no limit to the number of runs scored.
3. If a team is leading by 10 or more runs after 4 innings or 3 1/2 if the home team is leading, the umpire will stop the game at the completion of the inning and the leading team will be the winner.
4. The manager or coach will pitch to their own players. Strikes will not be called, but batters can strike out **except if the third strike is fouled**, the batter will continue.
5. There will be no walks, but each batter will be limited to seven pitches. If a turn at bat is not completed after seven (7) pitches the batter will be called out. **Fouling the 7th pitch is not an out.**
6. Pitching rubber is 40 feet and managers or coaches must pitch from in front of or behind the rubber on a straight line from home plate to second base.
7. The pitching motion and release must be completed within five feet of the rubber. Pitches delivered outside of five feet of the rubber will be declared as **NO PITCH** (no ball, no strike)
8. The manager or coach will pitch overhand from a standing position.
9. The manager or coach must leave the playing area after the ball is hit making sure not to interfere with the ball, runner or fielder and will remain off the field until the play is stopped.
10. If a batted ball hits the designated pitcher, it shall be ruled a dead ball (no pitch, no strike).
11. The defensive pitcher must have at least 1 foot in the circle around the mound and be behind the rubber at the time of the pitch. **Violation:** Dead ball; no pitch, no strike.
12. No leading off is permitted. One warning per team will be issued. A Player will be called out for the second team offense.
13. **No stealing or advancing on a passed ball.** Any ball going past the catcher is a passed ball.
14. On defense one manager or coach will be permitted in the outfield during the progress of the game to help position players, give directions, etc. However, if the umpire-in-chief feels the

progress of the game is being delayed too much, the umpire has the authority to rule as they see fit.

15. Ten (10) players can be used on defense. The extra player will be used in normal outfield depth only. Nine (9) players are needed to start a game.

16. No bunting will be permitted.

17. Infield Fly Rule will not be enforced.

18. Play stops when no players are attempting to advance. For an umpire to grant a time out the following must happen:

- a) Defensive team must stop the progress of the runner(s)
- b) A defensive team member must have possession of the ball and be on the infield dirt

19. Safety bases will be used at first base. On a play at first base the runner must use the Orange safety base and the defensive player is to use the White base.

20. **Bat size** is limited to **2 1/4" diameter Maximum.**

21. **Time limit is 2 Hrs.** No new inning may begin after the time limit has expired.

22. The batting order **will be continuous** and consist of all players present and eligible to play.