

MontCo 7U Developmental League Rules

Overview/Summary

Machine Pitching Distance:	Machine set at 46 feet
Pitching Machine Speed:	42 MPH
Bases Distance:	60 Feet
Innings Played:	6 Innings
Extra Innings:	Yes (if time allows)
Ties:	Regular season only
Maximum Runs per Inning:	Five (5) (last inning uncapped)
Bat Type:	USABat Compliant
Batting Order:	Continuous (all players)
Outfielders:	Four (4)
Stealing:	No
Bunting:	No
Infield Fly rule:	No
Tagging up:	Yes
Courtesy Runners:	Yes (must be player making last out)

General Guidelines and Team Rosters

1. Except as expressly modified by these MontCo 7U Developmental League Rules (the “**7U Rules**”) the Little League International Tournament Playing Rules applicable to the 8 to 10-Year-Old Division (the “**Little League Tournament Rules**”) shall apply.
2. Prior to the start of league play, all teams are required to submit proof of insurance. If a team fails to provide proof of insurance, the team will not be permitted to play.
3. All teams are encouraged to carry a minimum of 11 players on their roster. All players on a team must be from their community league.
4. *Players’ eligibility age is the player’s age as of May 1, 2026 – a player may not turn 8 prior to this date.*
5. All players must wear numbered uniforms. Prior to each game, a copy of the team’s lineup (including player names and numbers) must be provided to the opposing team.
6. **The home team is responsible for providing one (1) umpire for each scheduled game (regular season and playoffs).**
7. Base coaches should be adults and at least one (1) adult manager or coach must remain in the dugout.
8. A game may not be started with less than eight (8) players on each team. A game may not be continued with less than eight (8) players on each team. If a team cannot field a team five (5) minutes after the scheduled start time, they shall forfeit by a 6-0 score and it will count as a game played.
9. Both team’s managers and the umpire(s) shall meet prior to the start of the game to discuss / determine the applicable gameday rules.

Official Games, Run Limits, Ties, Weather

1. For all games no new inning may start 1 hour and 45 minutes after the official start time. After 1 hour and 30 minutes, the umpire may declare the next inning the last inning (if declared, the 6th inning unlimited runs rule will apply to the last inning played). The umpire will determine the official start time for each game.
2. If a game is called, it is a regulation game if: (i) four (4) innings have been completed; (ii) the time limit has expired; (iii) if the home team has scored more runs in three and one-half (3.5) innings than the visiting team has scored in four (4) completed half innings; or (iv) if the home team scores one or more runs in its half of the fourth (4th) inning to tie the score.
3. In all innings other than the last inning (6th or as declared by the umpire), **a five (5) run maximum per inning rule applies** - once a team has scored five (5) runs in an inning, their half of the inning is over. If a home run is hit over the fence the number of runs scored may exceed five (5). **The sixth (6th) or last inning as declared by the umpire shall be uncapped for both teams.**
4. If after four (4) innings (three and one-half (3.5) innings if the home team is ahead) one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. A game determined by the 15-run rule shall be considered a regulation game.
5. Extra innings will be played in all games if time permits – starting in the top of the seventh (7th) inning, and each half inning thereafter, the offensive team shall begin its turn at-bat with the player who is scheduled to bat last in that respective half inning being placed on second base. Regular season games may end in a tie if extra innings are not permitted by time, darkness and/or weather. Playoff games must be played until there is a winner.
6. Following each game, teams should post the game score to the League's GameChanger. Scoring discrepancies will be addressed by the League Commissioner with the applicable managers.
7. Any game that is not a regulation game because of inclement weather or other unforeseen developments shall be designated as a suspended game and shall be resumed from the point of suspension at the direction of the League Commissioner.
8. Umpires will make the decision regarding suspending play due to darkness or inclement weather after a game has begun play.
9. If there is visible lightning (including seeing the flash, not necessarily seeing a lightning bolt) or thunder is heard before, during, or after a game, players, coaches, and umpires are to leave the playing field immediately and move to a safe location. Players, coaches, and umpires are not to return to the field until 30 minutes has elapsed from the time of the last visible lightning or thunder is heard.
10. There are no protests under any circumstances. The two managers need to work out the problem between them. If there is an ongoing dispute about the playing rules, the managers should refer the problem to the League Commissioner. However, the game should continue.

Participation Rules

1. **All teams will have a continuous batting order that will include all players present at the start of the game appearing in the batting order.** Each player is required to bat in their respective spot in the batting order. If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over that player when their time at bat comes up without penalty. If the injured, ill, or absent player returns, they are inserted into their original spot in the batting order. If a player arrives late to a game, they are to be added to the end of the lineup. If a player is ejected from a game, an out will be recorded each time the player should have made a plate appearance.

2. **All players in attendance must play a minimum of six (6) defensive outs.** A player may be entered and/or re-entered defensively in the game at any time. If a half-inning ends because of the imposition of the five-run limit, and a player on defense has played for the entire half-inning, that player will be considered to have participated in three defensive outs.
3. Managers are solely responsible for ensuring that all players fulfill the requirements of playing participation.
4. The League Commissioner reserves the right to impose penalties (including, but not limited to, forfeiture of a game and/or disqualification of a team or coaches) if, in the opinion of the League Commissioner, a manager/coach willfully and knowingly disregards the participation rules and/or takes any action that results in making a travesty of the game.

Playing Rules

1. The Pitching Machine will be:
 - Set at 42 MPH for all games;
 - Set up on the mound approximately 46 feet from home plate; and
 - Fed by a coach of the offensive team.
2. The Pitching Machine may be adjusted by coaches in between half innings but not during their team's at-bats.
3. Batted balls hitting the pitching machine, bucket or coach will be declared a dead ball, result in a single for the batter and all runners will be allowed to advance one (1) base.
4. Each batter gets seven (7) total pitches (hittable or unhittable) or three (3) swinging strikes.
 - No strikes will be called and there are no walks
 - If the 7th or subsequent pitch is fouled off, the batter receives another pitch
 - If the pitch is taken on the 7th or subsequent pitch the batter is considered out on strikes
5. Once ball is hit, it is live and runners can continue until the ball is in the infield and under control of an infielder.
 - The infield is defined as the dirt and grass inside the dirt in fair territory.
 - **Managers/coaches should encourage infielders to put their hands in the air to indicate "time" should be called.**
 - When the ball is controlled the umpire will indicate "time".
 - Hash marks will be placed halfway between first/second, second/third and third/home.
 - If a runner is past a hash mark and the ball is controlled in the infield, the runner can continue to the next base at the risk of being put out (but no further).
 - If runner is not past the mark, the runner will be returned safely to the previous base regardless of any further defensive attempt on any runner.
 - Regardless of any defensive attempt, no runner shall advance beyond one base once the ball is initially controlled by an infielder in the infield.
6. A runner will not advance on any overthrow or other common mistakes at this age level for regular season play unless both coaches agree to play playoff rules in advance.
 - During the playoffs, runners can advance (at the risk of being put out) a maximum of one (1) base on an overthrow.
 - Standard baserunning rules apply to overthrows – i.e. a runner that has not advanced past the hash mark when the ball is controlled should be returned safely to the previous base.
 - Infielder must be fair territory to be deemed in control.

- Example - on an overthrow to first base, the first baseman should retrieve the ball and run back into fair territory at which point a runner not having advanced past the hash mark would be returned to 1st base.
7. Defensive positions are as follows: (1) pitcher, (1) catcher, (4) infielders, and (4) outfielders
 - Pitcher:
 - encouraged to wear a batting helmet
 - must be positioned even with the pitching machine and keep one foot on the pitching mound dirt until the ball is hit or crosses home plate
 - pitcher is free to be positioned on either the first base side or the third base side of the pitching rubber
 - Outfielders:
 - must line up in the outfield (10-15 feet beyond the infield dirt)
 - Right fielders cannot throw a batter out at 1st base on a batted ball.
 8. Stealing of all bases is **NOT** permitted.
 9. Runners must maintain contact with the base until the ball has reached the batter.
 10. The Infield Fly Rule is **NOT** in effect.
 11. Dropped third strike does **NOT** apply – the batter is out.
 12. Bunts are **NOT** permitted. In the event of a bunt, a dead ball shall be called, the batter declared out and all runners shall be returned to their original bases.
 13. No fake or ‘slash’ bunts are allowed. If a batter “shows” or attempts to bunt and swings, the batter shall be called out and no runners may advance. This is at the umpire’s discretion.
 14. Courtesy Runners are permitted for the catcher when there are two (2) outs (or for a player who becomes unable to run the bases due to injury, illness, or ejection). The Courtesy Runner must be the player in the batting order who made the last out. The Courtesy Runner applies to the catcher of record at the end of the previous half inning. There is no requirement for the catcher to continue to catch the next half inning. A courtesy runner cannot be used for a player not currently catching, but who will be assuming catcher position in the next defensive inning.
 15. If a player is unable to complete a plate appearance due to injury, illness or ejection, the next batter in the lineup shall take the batter’s place at the plate and assume the count of the original batter. If a player is unable to run due to injury, illness or ejection, the player who made the last out shall be designated to run.
 16. **Only USA stamped bats are permitted.**

Playoffs

A single elimination playoff will be held following the conclusion of the regular season to determine the League champion. Teams will be seeded based on regular season final standings (using tiebreakers below as necessary), with the highest seeds receiving any necessary byes in the first round. The home team for each playoff game will be the higher seed (i.e. if the #1 seed plays the #4 seed, the #1 seed will be the home team).

Ties for seeding will be based on below criteria:

1. Record (Winning % (wins + (ties * 0.5)) / games))

2. Head-to-head record (in the event of a three-way or more tie, records against all tied teams will be compared)
3. Fewest runs allowed
4. Fewest runs allowed in a single game
5. Coin Toss