

## **Baseball Hybrid 7/8 Rules Summary**

*\*\*All rules not referenced in this summary follow the 2025 Little League Baseball Rulebook\*\**

**Time Limit (Regular Season):** No new inning will start after one hour and forty-five minutes. All regular season games will have a two-hour drop dead time limit. If the last inning is not completed prior to the drop-dead time, the official score reverts to the end of the last full inning. Any game lasting one-hour and forty-five minutes will be considered an official game regardless of number of innings played. If the home team is winning in the bottom of the last inning and time permits, they shall still bat in the bottom half of the inning.

**Time Limit (Playoffs):** There will be no drop-dead time limit however no new inning will start after one hour and forty-five minutes. If the game is tied at the end of time expiration, the game will continue until a winner is determined.

**Batting Lineup:** Continuous batting lineup will be used.

**Minimum Play:** Must play defensively at least every other inning. All players must sit out once before anyone sits out a second time. All players must play at least 2 innings of infield. Players shall not play a single position more than 2 innings in a single game.

**Infield Fly:** The infield fly rule will NOT be in effect.

**Run Limits:** A half inning will be complete when 5 runs are scored or 3 outs are made, whichever occurs first. Any runs scored on the last play that exceed 5 runs will not count toward the score. As allowed under Little League Rule 4.10(e) Note (2), the 15-run, 10-run and 8-run mercy rules will NOT be utilized.

**Umpires:** Umpires will not be used in the regular season. The coach pitcher calls outs at 2<sup>nd</sup> base and home plate. The 1<sup>st</sup> base coach calls outs at 1<sup>st</sup> base and the 3<sup>rd</sup> base coach calls outs at 3<sup>rd</sup> base. The designated coach pitcher will call balls and strikes during the kid-pitch innings from behind the mound.

**Number of Players:** A game may start or continue with only 8 players. When the 9th position comes up in the batting order, the position is skipped without penalty as long as it is vacated. Defensively, the coach can choose which position to leave unoccupied.

**Pitching Rules:** The first two innings of each game will be kid-pitch

- The pitching distance shall be 40 feet.
- Each pitcher is limited to 1 inning or 35 pitches maximum.
- A player cannot pitch in back to back games.
- There will be no walks. If a batter is walked or hit-by-pitch, a coach from the offensive team comes in to pitch up to 3 balls. There will be a maximum of 3 pitches thrown to

the batter. If the 3rd pitch is fouled, the batter will receive one more pitch. This will continue until the ball is put in play or the batter swings and misses and is therefore out.

After the first 2 innings, a coach from the offensive team will pitch.

- The coach shall pitch from behind the mound.
- When the coach is pitching, the player pitcher shall stay behind the mound until the ball is hit by the batter.
- The coach will pitch up to 5 pitches per at bat. 3 strikes and the batter will be out. Strikes will only be pitches that are swung at and missed/fouled off with less than 2 strikes ("no called strikes"). If the 5th pitch is fouled off, the batter will receive one more pitch. This will continue until the ball is put in play or the batter swings and misses and is therefore out.
- If the coach pitcher is hit by a batted ball, the ball is dead and the batter is awarded 1st base with all baserunners advancing one base.

**Stealing/Bunting:** Stealing will not be allowed in Hybrid Baseball. Bunting is allowed in Hybrid Baseball.

**Baserunning/End of Play:** Baserunners may, at their own risk, advance only one base on initial overthrow for a ball that remains in play. Runners may only advance one base for a ball ruled out of play. A 14-foot diameter circle will be drawn around the pitching mound. Runners may advance at their own risk until the ball is controlled or comes to rest in the pitcher's circle. A 30-foot progression line will be used at every base. Once the ball is controlled in the circle, a runner will be allowed to proceed to the next base if he/she has crossed the progression line. If the runner has not, he/she will be sent back to the preceding base.

- Example: Ground ball hit to SS, SS overthrows 1B. Runner may advance to 2<sup>nd</sup> base at their own risk but no further regardless if ball is controlled in pitcher's circle.
- Example #2: Ball is hit to outfield, runner may continue running until the ball is controlled within the pitcher's circle.