



ADDENDUM 2- MINORS 7 DIVISION

Section 1. Rules/Concepts Taught.

Rules Taught	Concepts Taught
Home vs. Away Continuous Batting Order (“CBO”) Outs / Force Outs Fly ball/baserunning rules (“freeze”/go back) No Stealing 5-Run Rule/Six Inning or 1 hr. 45 min.	Hitting fundamentals Infield vs. Outfield positions Handling of ball/transition glove to hand Proper throwing/catching Base-Runing Basics/ Rune through first base Sliding technique

Section 2. DIVISION RULES. Minors 7 Division (formerly known as A) rules; these rules are in addition to all official Little League rules found in the Little League rule book. Minors 7 is a machine pitch division.

Section 3. PARENTS. All parents must complete a medical release form before the player is allowed on the field to play or practice. Only players, team parent, and the three coaches are allowed in the dugouts during the game.

Section 4. MANAGER / COACH.

(a) Medical release forms must be kept with the Manager at all games and practices.

(b) Managers/coaches and players are to remain in the dugout while their team is playing defense.

(c) Only players, Team Parent, Managers/Coaches (total of three) are allowed in the dugouts during the game.

(d) Manager is responsible to setup fair rotations throughout the regular season for fielding and

(e) One official coach shall be in the dugout with the players. If an official coach is absent, a parent who has completed the volunteer form may stand in as coach to be in the dugout during the game.

Section 5. GAME PREP.

(a) The Home team provides two (2) new game balls at the beginning of each game.



- (b) The Home team occupies the third base dugout.
- (c) The Home team is responsible for prepping the field for play.
- (d) The home team is responsible for set up of the pitching machine.

Section 6. GAME TIME.

- (a) Games will be 6 innings or 1 hour and 45-minute time limit, whichever comes first. If the time limit is reached the current inning may be completed.
- (b) Each inning will consist of 5 runs or 3 outs including the last inning.
- (c) The time limit between innings is 1 minute.

Section 7. EQUIPMENT.

- (a) All bats are to remain outside the dugout and only the designated batter may have a bat in hand.
- (b) Recommended all players wear a cup during games and practices.
- (c) The catcher must wear a cup along with all the protective gear while catching.
- (d) Only USA baseball bats are allowed.
- (e) It is the manager's responsibility to check and make sure that all bats are USA baseball. If a bat is not clearly marked with USA baseball the bat cannot be used.

Section 8. GAME.

- (a) The infield fly rule will not be applied.
- (b) While on offense, a coach is only allowed to coach 1st and 3rd base.
- (c) While on defense, a coach is only allowed to coach catchers.
- (d) Coaches may assist catchers to keep the game moving.
- (e) Play is over when:
 - (i) Time out has been called,
 - (ii) The base runner has advanced one base on an overthrow or



(iii) The infielder is in possession of the ball and returning it to the pitcher.

(f) No intentional walks are permitted.

Section 9. PITCHING MACHINE SETUP.

(a) The pitching machine shall be set-up with the back leg in front of the center of the pitching rubber, or as near as practicable.

(b) The speed of the pitching machine shall be set at 38-40 MPH.

(c) During the pre-game managers meeting, pitching machine adjustments may be discussed.

(i) Changes to the machine speed are permitted with both teams' managers approval.

(ii) Machine speed shall not exceed 45 MPH.

(d) Managers/coaches may call time to adjust the pitching machine to ensure the ball is passing through the strike zone.

Section 10. BATTING.

(a) Continuous batting, order, the entire roster bats during the game (although each player may not have the opportunity to bat each inning).

(b) All batters must use a helmet while batting or running bases, during all games and practices.

(c) There is no on deck circle.

(d) Players shall not have bats in their hands while in the dugout, bats shall be in bat rack until player is walking on field to take their at bat.

(e) The on-deck batter must wait in the dugout without a bat and with a helmet on and ready to go.

(f) If a batted ball hits the pitching machine, extension cord, or pitching coach, the play is automatically dead, and the batter will receive another pitch.

(g) There are no walks in a machine pitch.

(i) A maximum of five (5) pitches are allowed.



(ii) If the 5th pitch is fouled off the batter shall continue to bat until the ball is hit fair or he/she strikes out.

(h) No intentional bunting is permitted.

(i) Balls put in play by a half swing or unintentional bunk will be treated at managers/coaches discretion.

(i) If a player is hit by a pitch, the player will be awarded first base.

Section 11. BASE RUNNING.

(a) Stealing is not allowed.

(b) One base will be allowed per overthrown ball.

(c) Feet first sliding is allowed, but only recommended for players who have been taught how to slide properly.

(d) Headfirst sliding is only allowed going back to a base but is strongly discouraged at this level.

Section 12. OUTFIELDERS.

(a) Outfielders must initiate play on the grass and not on the dirt infield.

(b) If playing on an all-grass field coaches will ensure players start play in what would be the outfield.

Section 13. PITCHERS.

(a) Minors 7 division is a coach/machine pitch division only.

(b) A manager or designated coach, will feed the balls into the pitching machine while their team is up to bat.

(c) The “player pitcher” must stay within five feet of the pitching machine and not be closer to home plate than the pitching machine, until the ball crosses the plate or is hit by the batter.

Section 14. UMPIRES.

(a) There are no umpires at this level.



(b) The coaches and managers are responsible for calling outs and strikes along with making rule interpretation.

(c) Opposing coaches/managers are to work together and make the calls within the guidelines of the playing rules.

Section 15. SCOREKEEPER.

(a) There are no standings in Minors 7 division, therefore scores will not be kept except to enforce the 5 run per inning rule.

Section 16. POST GAME.

(a) The visiting team is responsible for field clean up at the end of each game.

(b) The visiting team is responsible for take down, removal and proper storage of the pitching machine.

(c) Each team is responsible for clean-up of their dugouts.

(d) Both visiting and home teams are encouraged to assist with both clean up and set up.

(e) Please make sure all field equipment is locked in shed after use.

Section 17. Remember that these are not all of the rules, should you have any questions regarding rules or items not covered in the Division rules or Little League rule book, please contact the Commissioner and/or Vice President of Operations.

Section 18. Revision History.

Amendment Date	Approved by	Sections Updated
December 6, 2015	Board of Directors	➤ Formatting Updated ➤ Kid pitch has been removed
November	General Membership	➤ Formatting updated ➤ Kid pitch has been removed
November 28, 2017	Board of Directors	➤ Reviewed – No changes
February 26, 2018	Board of Directors	➤ Update Pitchers / Batting to reflect removal of kid pitch legacy info ➤ Update pitching distance



2024 – 2025 BYLAWS

EL DORADO HILLS LITTLE LEAGUE

League ID: 405-54-22

		➤ Update umpire information
February 25, 2019	Board of Directors	➤ Reviewed – No changes
February 18, 2020	Board of Directors	➤ Reviewed – No changes
April 8, 2021	Board of Directors	➤ 5c & 11b No catcher this season
November 11, 2021	Board of Directors	➤ Restored 5c & 11b – Catcher will be used, no 4th outfielder
September 27, 2022	Board of Directors	➤ Remove 11d, added 6f
February 20, 2024	Board of Directors	➤ Reformatted: <ul style="list-style-type: none">○ Minor grammar edits○ Removed red formatting, commissioner reference ➤ Added: <ul style="list-style-type: none">○ Rules / Concepts Taught ➤ Updated: <ul style="list-style-type: none">○ Reflect Minors 7 vs A
November 20, 2024	Board of Directors	➤ Add machine pitch rules.