

Carolina Challenge Baseball League Game Rules

Game rules for ages 7 and 8

- Games played on 60' bases
- No big barrel bats allowed
- No leadoff
- Free substitution of players in and out of the game
- Continuous batting order – all players are in the batting order
- No head first slides, except back to the base the player occupies
- Must slide to avoid contact
- No 10 batter rule – the defense must get 3 outs
- There is a 10 run slaughter rule after 4 innings
- No Infield fly rule
- Minimum of 8 players required to start a game
- Time limit: do not start another inning after 2 hours, no ties allowed
- If a player is injured and unable to continue, spot in batting order is skipped with no out assessed
- Defense plays a 4th outfielder; all outfielders must be at least 12' behind base paths
- No stealing or advancing on a past ball is allowed
- No bunting is allowed

Pitching Rules: team batting may choose Coach Pitch or Machine Pitch

- Machine Pitch will use spring loaded machine set at 38 mph, 46' distance
- Batter gets 5 hittable pitches or 3 strikes; umpire calls “no pitch” for unhittable pitch
- Machine removed each inning if playing Coach Pitch team
- If batted ball hits machine, dead ball; batter and any base runners get one base
- Coach Pitch Circle 8' in diameter, center at 40', 36' on closest edge; coach must pitch from within the circle; player at pitcher position must have one foot outside of circle and be even with or behind coach.
- Batter gets 5 hittable pitches or 3 strikes; umpire calls “no pitch” for unhittable pitch.
- If batted ball hits Coach, dead ball; batter and any base runners get one base

Any rules not covered above revert to the Cal Ripken Tournament rules for each age group. The CCBL Protest Committee will rule on any issues, protests, etc., and the decision of this committee will be final. The committee is comprised of the local Tournament Director, and the CCBL officials, Marty Barker and Al Dahlgren. Umpires judgement calls may not be protested.