



**Local League Rules**  
**Baseball 46/60 Divisions of Play**  
**Rookies (8U) / Minors (10U) / Majors (12U)**  
(Updated 2022)

1. Safety

a. Equipment

- i. All batters, base runners, and on-deck players must wear helmets with face guards.
- ii. All male players must wear athletic supporters. Male catchers must wear cup-type supporters.
- iii. Cal Ripken Division – All non-wood bats must have the USABat Marking. The barrel maximum is 2-5/8". No BBCOR Bats are permitted in the Cal Ripken Division. For the T-Ball Division, bats must be marked with the USABat T-Ball Stamp.
- iv. Babe Ruth Baseball 13-15 Division – All non-wood bats must have the USABat Marking or marked BBCOR .50 and bat barrel 2-5/8".

b. Dugouts / Supervision

- i. Only players and coaches are allowed in the dugouts. No batboys/batgirls, coach's child(ren) etc... that are not team members or coaches are allowed. One adult must be in the dugout at all times.
- ii. Up to two adult base coaches are allowed provided there is at least one adult in the dugout. Players may coach bases if a helmet is worn.
- iii. Three adults maximum are allowed per dugout. Exceptions may be granted by the board.

c. Contact Rule

- i. There is no must-slide rule. However, if a runner attempting to reach any base intentionally runs into the defensive player, they will be called out.
- ii. It is the runner's responsibility to avoid contact with defensive players. If any player appears to not have avoided contact with another player on the way to a

base in such fashion as to create a potentially dangerous situation, the umpire has the right to call him/her out.

- iii. If the umpire determines the intentional contact was malicious, the player shall be ejected from the game. It is the runner's responsibility to avoid contact whenever possible.

- 1. Any ejected player must sit the bench the entire game for their next league game.

## 2. Participation Requirements

### a. Fielding Players

- i. All players must play at least 1 inning in the infield.
- ii. Teams will field no more than 6 positions in the infield (pitcher, catcher, and 4 infielders).

### iii. Major / Minor League

- 1. Teams will field an additional 4 players in the outfield, no rovers.
  - a. Outfielders to be at least 10 yards behind the infield dirt until ball is hit.
- 2. Players will not sit on bench for more than 2 innings per game.
- 3. Fielding substitutions can be done freely; players may re-enter the game at any time.

### iv. Rookie League

- 1. Teams will field all remaining players in the outfield.

### b. Player Minimums

- i. Major / Minor League: Teams must have 8 players to play a game. Automatic outs will be counted for the ninth batter if a team is playing with 8 players. If a team has less than 8 players at any time during a game, that team will forfeit the game.
- ii. Rookie League: Teams must have 7 players to play a game and must field all players on their team, with no more than 6 positions in the infield. Automatic outs will be counted for the eighth batter (not the ninth) if a team is playing with 7 players. If a team has less than 7 players at any time during the game, that team will forfeit the game.

### c. Batting Order

- i. All players must be in the batting order.
  - 1. Players arriving late will be placed at the end of the lineup.

## 3. Game Play

### a. Stealing / Advancing Bases

#### i. Major League

- 1. Stealing and advancing of any base is allowed. Base runners shall not leave the base until the pitch has crossed home plate.

#### ii. Minor League

- 1. No stealing is allowed. A base runner may advance ONE base on a passed ball.

- a. A passed ball is defined as one that ends in foul territory, outside the batter's box and out of reach of the catcher in their normal crouched position.
  - 2. Runners may advance on any overthrow except from the catcher to the pitcher after a pitch.
  - 3. At no time may a runner advance home on any action that is NOT initiated by a batter hitting a pitched ball (not on passed balls, overthrows, or pick-off attempts at a base).
- iii. Rookie League
  - 1. No stealing is allowed. No advancing on a passed ball is allowed. Runners may not advance on overthrows to a base. Runners may advance multiple bases on hits to the outfield until the ball is returned to the infield dirt. Players must stop at the base they are heading to once the ball reaches the infield.
- b. Bunting
  - i. Bunting is allowed in all divisions EXCEPT ROOKIE LEAGUE.
  - ii. Fake Bunts / Slash Bunts – A batter is out for illegal action when the player fakes a bunt and then takes a swing. Batter is out, ball is dead, no runners may advance.
- c. Pitching
  - i. Rookie League – Machine Pitch (See Appendix)
  - ii. Major / Minor League – Player Pitch (See Appendix)
- d. Infield Fly Rule
  - i. The Infield Fly Rule will NOT BE CALLED.
- e. 3<sup>rd</sup> Strike Rules
  - i. Dropped 3<sup>rd</sup> Strikes: If the 3<sup>rd</sup> strike (swinging or called by the umpire) is not caught, the runner may try to advance to first base provided first base is unoccupied or there are 2 outs.
    - 1. For Minor & Rookie Leagues – the rule is NOT in effect.
  - ii. Foul Tips: A foul tip caught by the catcher on a 3<sup>rd</sup> strike is an out.
- f. Time Limits
  - i. No inning will begin after 90 Minutes unless the game is tied, but any inning in progress will be completed unless the 10 Run Rule is achieved during the home team's at bat.
  - ii. The next inning begins immediately after the third out occurs for time limit purposes.
- g. Scoring limits
  - i. During any inning (except the FINAL or EXTRA innings), the batting team may score runs to catch and pass the fielding team by 5 runs. If already leading at the start of the inning, 5 additional runs may be scored.
  - ii. Games will be called based on the 10 Run Rule after the 4<sup>th</sup> inning is complete (3-1/2 if the home team is leading).
- h. End of Game Situation / Tiebreaking Procedures

- i. If a game is called due to weather, light, or other non-time related reasons before the end of the 4<sup>th</sup> inning (3-1/2 if the home team is leading) or with the score tied, play will be continued on the first available makeup date.
  - ii. The Modified International Tiebreaker will be used to decide games that are tied going into extra innings or have reached the time limit.
4. Umpire Calls
  - a. There is NO ARGUING WITH A JUDGMENT CALL BY AN UMPIRE. A judgment call involves balls or strikes, fair or foul, safe or out. Only rule interpretations may be discussed. If a coach wishes to question a rule interpretation they must follow these steps:
    - i. Call a timeout.
    - ii. Calmly discuss with the umpire(s) and opposing team's coach the rule interpretation in question.

## Appendix A – Pitching Rules

1. Machine Pitch
  - a. One umpire required for the game and will stand in the middle of the infield near the pitching machine.
  - b. A coach for the batting team will feed the pitching machine.
  - c. Pitching machine distance is 46 feet and speed set at 32 mph.
  - d. Batters will be given 6 pitches per plate appearance or 3 swinging strikes.
  - e. An at bat will not end on a foul ball, an additional pitch will be granted.
  - f. Caught foul tips are considered outs if on a 3<sup>rd</sup> swinging strike or the 6<sup>th</sup> (or greater) pitch.
  - g. Any batted ball off the machine or off a coach/umpire is a fair ball unless it rolls into foul territory between home and the bases.
2. Player Pitch
  - a. Two umpires are required for the game; one at home plate and one in the field.
  - b. A single pitch in an inning counts as a full inning pitched.
  - c. Pitching limits do not apply to any extra innings.
  - d. Pitchers are limited to no more than 3 innings per game.
  - e. Makeup games are not counted towards weekly totals.
  - f. Minor League – The first walk issued by the pitcher will be a walk per inning. After that, the batting team's coach will pitch to the batter. After receiving 4 balls, the batter will hit the ball off a pitch from the batting team's coach. (CHANGED 2022) The batting team's coach will pitch to the batter anywhere inside the circle. This is done to encourage the batter to hit the ball. If the batter misses the ball completely or takes a strike, a strike will be called. Foul balls will be called strikes, although a player fouling a pitched third strike will not be called out. Adult pitchers can not field the ball. After hitting the ball, the batter and base runners may advance as many bases as they want (At their own risk).

## Appendix B – Tiebreaking Rules

### 1. Modified International Tiebreaker

- a. Each team starts their half of the inning with the player who completed the last official at bat as a base runner on second base and no outs.
- b. Each subsequent inning will start the same until a winner is decided.
- c. Maximum of 2 innings for tiebreaking purposes - Games can end in a Tie.