

DAVIDSON COUNTY BABE RUTH LEAGUE, INC.

Established 2003



2021 LOCAL LEAGUE RULES



Baseball AND Softball



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Davidson County Babe Ruth League (DCBRL) encourages good sportsmanship on and off the field. It should be the primary responsibility of everyone to be positive role models while teaching children the great game of baseball. Young players are impressionable, watching every move and listening to every word spoken by coaches, officials, & parents. Please remember to be a positive participant at DCBRL events.

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## **Modified Rules for DCBRL**

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The official rules of DCBRL are the same as the Official Babe Ruth League Rule Book except where modified by the following rules listed in this handbook. The Official Babe Ruth League Rule Book can be found at [www.baberuthleague.org](http://www.baberuthleague.org). The following rules are the rules that DCBRL will follow.

Order of Rule Observance:

1. DCBRL Local League Playing Rules.
2. Cal Ripken/Babe Ruth Rule Book (current year).
3. Official Baseball Rules (MLB).

### **ARTICLE 1 – PLAYER HOME AREA & POOL PLAYERS**

- A. Each Booster Club must be a member of DAVIDSON COUNTY BABE RUTH LEAGUE INC. Fee to join DCBRL is \$150.00 and an equal amount on hand in the treasury. Once a Booster Club becomes a member of DAVIDSON COUNTY BABE RUTH LEAGUE INC., they are considered a HOME AREA.
- B. The HOME AREA for each player shall be the school district where the player attended school this year. EXCEPTION: High and Middle school students must play on teams in the area of the last feeder school attended, barring a residence change.
- C. If your community is not a member of the DAVIDSON COUNTY BABE RUTH LEAGUE INC., and a player wants to play in the DAVIDSON COUNTY BABE RUTH LEAGUE, we will not deprive any player living in Davidson County a chance to participate in the DAVIDSON COUNTY BABE RUTH LEAGUE. However, the President and/or DCBRL EXECUTIVE BOARD OF DIRECTORS must approve each player not in a HOME AREA.

### **ARTICLE 2 – TEAM COMPOSITION**

Each team shall consist of no less than twelve (12) players and no more than fifteen (15) players. The League President must approve any exceptions and submit to the District Commissioner for approval.

### **ARTICLE 3 – DRAFTING TEAM POLICY**

- A. Each Booster Club is responsible to set up their drafts in as fair a way as possible. The Booster Club will choose a draft policy based on these two choices, and the DCBRL EXECUTIVE BOARD OF DIRECTORS must approve all teams:
  1. An established team may stay together until they move to the next division. Once players move up to the next division, all players are once again put into the draft for that division.
  2. A complete draft where all players are drafted individually in their respective division.

- B. A player may not play out of his age bracket - “up” or “down” - unless first approved by the DAVIDSON COUNTY BABE RUTH LEAGUE EXECUTIVE COMMITTEE. PENALTY: forfeit of games and trophy eligibility.
- C. A Pool Player is one that does not live within a HOME AREA of DAVIDSON COUNTY BABE RUTH LEAGUE. All Davidson County residents are welcome to play, and the board will make every effort to place them in the HOME AREA nearest their residence however, this is not always possible. Pool Players will not be placed into the HOME AREA regular draft – they will be chosen by team managers after all other HOME AREA players are drafted.

#### **ARTICLE 4 – TEAM ROSTERS**

Team rosters must be turned into the League President after the draft is completed but no later than one week after the draft.

#### **ARTICLE 5 – INELIGIBLE PLAYER**

The penalty for using an ineligible player/pitcher will be forfeiture of game.

#### **ARTICLE 6 – SCHEDULING POLICY**

Once the schedule is approved by the Scheduling Committee DCBRL Executive Committee, there will be no changes. Changes will not be made to accommodate manager’s schedules, school dances, etc.

#### **ARTICLE 7 – ALCOHOL AND TOBACCO PRODUCTS**

Use of alcohol and tobacco products is prohibited in both Local League and Tournament competition.

#### **ARTICLE 8 – MANAGERS AND COACHES**

- A. Managers and coaches must be on the roster and in uniform. Maximum of 4 coaches and one scorekeeper allowed in dugout. (Uniform consists of Team Shirt and Hat. Manager and Coaches must match the players’ uniform.)
- B. The Manager is the only person allowed to approach the umpire. If the manager has been removed from the game for whatever reason, then a coach will be named temporary manager. Only after a coach is named temporary Manager may they approach the umpire.
- C. Managers and coaches are not allowed to question or appeal judgment calls (e.g. balls/strikes, safes/outs, fouls/fairs, etc.).
- D. A manager may only appeal a rule. The manager must call time and ask to approach the umpire. Umpires will have final decision, but if the manager doesn’t agree, the manager can protest the decision. (see Article 10 for Protests)
- E. Managers and Coaches are responsible for the conduct and actions of themselves, their players, and their spectators. If a player or spectator is asked to leave and they refuse to do so, the manager or coach is granted the opportunity to get the player or

spectator to leave. If the player or spectator refuses to leave, then the game will end in a forfeit for the team violating the Code of Conduct.

#### **ARTICLE 9 – CODE OF CONDUCT / SPORTSMANSHIP**

- A. Violating the Code of Conduct or poor sportsmanship by managers, coaches, players, or spectators will not be tolerated and is in effect for everyone upon arriving at the event venue until off the premises.
- B. Managers, coaches, players, or spectators may not badger, mock, or taunt the umpires or the managers, coaches, players, or spectators of the opposing team in any manner before, during, or after the game. Managers, coaches, players, or spectators who are disruptive to the progress and/or purpose of the game shall be reported to the team's manager, may be subject to removal from the game, and also reported to the DCBRL Board for consideration to forfeiture of the privilege of participation in future games.
- C. Managers and coaches are not allowed to charge an umpire. First violation is a two (2) game suspension. Second violation is a season suspension.
- D. Physically touching umpires will result in an immediate season suspension, which could include further suspension beyond the rest of the current season.
- E. Breaking playing rules – First violation is a two (2) game suspension and loss of game. Second violation gone for the season and loss of game.
- F. Managers who refuse to play a game – First violation two (2) games suspension and loss of game. Second violation is a season suspension and loss of a game.
- G. Cases where suspensions may go beyond the rest of the season will be reviewed by the DCBRL Executive Committee and handled on a case-by-case basis.

#### **ARTICLE 10 – PROTESTS**

- A. Protesting manager must notify the umpire of the protest and submit a protest in writing to the Booster Club that the team protesting belongs within 48 Hours, accompanied by a protest fee of \$100.00. Only cash or money order will be accepted.
- B. All protest must be presented before the DCBRL Executive Board of Directors.
- C. If the protest is upheld, the fee will be refunded.

#### **ARTICLE 11 – RAIN OUT GAMES, POSTPONED GAMES & SCHOOL ACTIVITIES**

- A. It is the responsibility of the Booster Club where games are scheduled to provide a contact and phone number to call regarding rain out information.
- B. Each Booster Club is to provide a "Field Supervisor" (or someone in similar capacity), to assess field conditions and advise umpires if their fields are still playable should rain interrupt a game. The umpire shall determine if, due to field conditions, a game should be suspended, but in order to make a determination for play to resume, this person is necessary.
- C. When players of any team are involved with school or school activities that are for a grade and is a mandatory function at the time of a scheduled game, the game

must be re-scheduled at the request of the affected manager(s). This does not include school dances.

- D. The rescheduling for all postponed or rained out games will be conducted through DCBRL and will be scheduled as soon as possible according to field availability and other schedules.
- E. All Local League games will be played if possible.
- F. All DCBR games that are rained out or stopped for any reason will be played as a suspended game. This rule supersedes the Official Babe Ruth League Rule Book.

#### **ARTICLE 12 – FORFEITS**

- A. In order to eliminate forfeits a team may begin a game with eight (8) players; however, the ninth (9<sup>th</sup>) position in the batting order will be recorded as an out in each batting rotation until the ninth (9<sup>th</sup>) player arrives and is inserted in the lineup. A game may also end with eight (8) players. If a team only has 8 players to start a game, the pitcher and catcher positions must still be filled.
- B. Booster Clubs will be charged for any games that are forfeited. Clubs must contact Baseball Rep. (Mark Simerson) or Softball Rep. (Jimmy Hamblin) 72 hours before Game Day if a team will not be able to play. Only Club Representatives are authorized to notify Baseball/Softball Representatives. Coaches are not permitted to call DCBRL Reps or Scheduler on Forfeits.

#### **ARTICLE 13 – END OF SEASON TOURNAMENT**

The End-of-Season Davidson County Babe Ruth League will be played as a continuation of the regular season. The tournament will be played according to the same set of rules as the regular season, with the following exceptions:

- higher seed will be home team for all games
- no time limit in the Championship Game only
- DCBRL tournament pitching rules apply.
  - A pitcher cannot pitch more than their regular season weekly allotted in two consecutive games (**See Appendix B for examples**).

#### **ARTICLE 14 – ALL-STAR COACH SELECTION**

All All-Star coaches to be voted and approved by the DCBRL Executive Board of Directors and DCBRL Board of Directors.

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### **Equipment and Playing Dimensions**

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- Catchers must wear proper catcher's helmet (not a batting helmet), throat guard, mask, shin guards, chest protector and cup.
- Chrome batting helmets: Chrome Catcher's Mask/Helmet are not permitted. The batting

helmet and catcher's mask/helmet shall not have a chrome or mirror-like surface. The chrome or mirror-like surface is illegal due to its distracting nature which may be dangerous to other players.

#### **ARTICLE 15 – EQUIPMENT – BASEBALL**

- A. All offensive players, when out of the dugout area, MUST wear protective helmets.
- B. All players EXCEPT Junior / Senior League must wear molded rubber spikes or sneakers. Junior / Senior may wear metal spikes.
- C. BATS:
  - a) Rookie / Minor/ Major League - a bat cannot be more than 33 inches in length and the barrel cannot exceed 2-5/8 inches in diameter.
  - b) 13 Prep / Junior / Senior League – a bat cannot be more than 34 inches in length and the barrel cannot exceed 2 5/8 inches in diameter.
  - c) All Bats must be marked with USABAT label. No Bats marked BBCOR or BFP 1.15 will be permitted.
  - d) Wood Bats conforming to OBR 1.10 specifications are allowed. Any bat that cannot be clearly identified for make and model to determine barrel composition shall be removed from the game.

#### **ARTICLE 16 – BASEBALLS**

- A. All DCBRL teams must use only baseballs with the Babe Ruth / Cal Ripken logo stamped on the baseball. Each team must provide a new baseball to the umpire at the beginning of each game, thereafter the home team is responsible for providing baseballs to finish the game. Umpires must approve all baseballs.
- B. Each Booster Club must provide each of their teams with an ample supply of balls to complete regular season **and** tournament play.

#### **ARTICLE 17 – EQUIPMENT - SOFTBALL**

- A. All offensive players when out of the dugout area MUST wear protective helmets.
- B. All players must wear molded rubber spikes or sneakers.
- C. All Divisions – The use of face guards is required on all batting helmets.
- D. All Divisions – Pitcher, corner infielders (1<sup>st</sup>/3<sup>rd</sup>) are required to wear approved fielder facemask. Facemasks are strongly recommended for all fielders.
- E. Only SOFTBALL bats are allowed. BATS: Shall not be more than 34 inches long, and not more than 2 1/4 inches in diameter at its largest part. The bat, in its entirety, shall not exceed 38 ounces in weight. The bat shall have a safety grip of cork tape (not smooth plastic type), or composition material. The safety grip shall not be less than 10 inches long and shall not extend more than 15 inches from the small end of the bat. The bat shall be marked “OFFICIAL SOFTBALL” by the manufacturer.

#### **ARTICLE 18 – SOFTBALLS**

- A. All DCBRL teams must only use softballs with the Babe Ruth Logo stamped on the softball. Each team must provide a new softball to the umpire at the beginning of each

game, thereafter the home team is responsible for providing softballs to finish the game. Umpires must approve all softballs.

- B. ROOKIE / MINOR shall use the 11-inch softball.
- C. ALL OTHER DIVISION shall use the 12-inch softball.
- D. Each Booster Club must provide each of their teams with an ample supply of balls to complete regular season and tournament play.

**ARTICLE 19 – PITCHING and BASE DISTANCE for BASEBALL**

<u>League</u>	<u>Pitching Distance</u>	<u>Base Distance</u>
Rookie League	46' Machine Pitch 40' Coach Pitch	60'
Minor League	46'	60'
Major League	50'	70'
13 Prep/Junior League	60'6"	90'

Pitching machine for Rookie League can vary based on the machine. If this is the case, both Coaches must agree on the speed of the pitch. The suggested setting for the speed is 9. If coaches can't agree then the umpires have the final decision.

**ARTICLE 20 – PITCHING and BASE DISTANCE for SOFTBALL**

<u>League</u>	<u>Pitching Distance</u>	<u>Base Distance</u>
Rookie League	35'	60'
Minor League	35'	60'
Major League	40'	60'
Junior League	40'	60'
Senior League	40'	60'

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**Game Playing Rules**

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If “baseball” or “softball” is not specifically indicated below, the rule applies to all divisions of both baseball and softball. Where “baseball” is specifically stated, the rule only applies to baseball. Where “softball” is specifically stated, the rule only applies to softball.

**ARTICLE 21 – LENGTH OF GAMES, TIE BREAKING, & SCHOOL AFTER NIGHT GAMES**

- A. **Rookie / Minor / Major Leagues** – 6 innings or 1 hr. 30 minutes. Upon suspension, a game is considered a legal regulation game after 3 ½ innings of completed play if the home team is ahead.
- B. **13 Prep / Junior / Senior Leagues** – 7 innings or 2 hours. Upon suspension, a game is considered a legal regulation game after 4 ½ innings of completed play if the home team is ahead.
- C. Game start time shall be announced at the pregame plate meeting. No new inning will begin with less than ten (10) minutes left to play in regulation. This is the umpires call and no protest will be allowed.

- D. **For All Divisions:** A regular season game will end in a tie if both teams have the same number of runs at the conclusion of the inning and there is less than 10 minutes in the game time. If the entire game has been played and there is more than 10 minutes remaining in regulation, the game will continue and use the International Tie Breaker Rule.
- E. **DCBRL Tie Breaker Rule:** The last completed batter in the previous inning is placed at second base with one out and the full inning is played. Play continues until at the end of an inning, one team has more runs than the other, or at the end of an inning, there is less than 10 minutes remaining on the game clock.
- F. **School After Night Games Rule:** For games being played in the evening where school will commence the morning after, games shall end by 10 pm. The purpose of this rule is to ensure a player will not be kept at the ballpark after 10 p.m. on nights before school.

#### **ARTICLE 22 – MANDATORY PLAYING RULES**

For every game in attendance, every player must play 1 inning (3 outs) in the field. If a player fails to play in the field for 3 consecutive outs, that player must start and play the entire next game he/she is in attendance. Also, half-way through the first half of regular season games, each player must have had an average of 1 plate appearance per game in attendance. However, if the player has not attended games or has been under disciplinary action, this rule will not apply and there will be no penalty assessed to the manager, coaches, or team. If a player is not in attendance or is under disciplinary action, the umpire in charge and head coach from the opposing team must be notified BEFORE the game starts. If the game starts and both are not notified, the rule stands. The same is in effect for the second half of the season. Baseball commissioner will check the team score book half-way through the first half of regular season, and again at the end of the regular season, and will sign your score book to ensure this policy is adhered to. If mandatory playing rules are broken- see Article 9(E).

#### **ARTICLE 23 - FREE SUBSTITUTION**

In order to help managers play all their players every game, a player may be taken out of the game and reinserted provided the player maintains his proper place in the batting order. This rule also applies to substitutes.

#### **ARTICLE 24 – BATTING LINEUP OPTIONS**

In divisions other than the Rookie Division, a manager has the option of batting nine players (8 to avoid a forfeit; see Article 12), add one Extra Hitter (EH) to their batting roster, or bat the entire roster. Any subsequent arrivals to the game for the team that is roster-batting shall be added to the bottom of the batting lineup.

#### **ARTICLE 25 – RUN RULES**

- A. **Maximum runs allowed per inning:** All divisions for both baseball and softball will have a 7-run maximum per inning, or 3 outs, whichever comes first.
- B. **10-Run (mercy) Rule:** Any Cal Ripken, 13-15 or 16-18 local league game may be terminated once becoming legal regulation game (see Article 21) if one team is ahead by 10 runs or more.



## **ARTICLE 26 – SPEED UP RULE**

Mandatory with two (2) outs for the catcher. A courtesy runner for the catcher shall be required. The coach has the option to use a legal substitute or player making the last out.

## **ARTICLE 27 – PLAYER ILL OR INJURED**

If, during the game, a player becomes ill or injured, a manager may insert a previously used substitute – NOT A STARTER – who may be moved in the batting order to replace the ill or injured player when no legal substitutes are available. However, this rule exception does not apply to ejections or disqualifications of any kind. The ill or injured player, who is replaced under this rule, cannot re-enter that ball game.

- If there are no substitutes available, and the team has at least eight (8) players, the team will be recorded as an out on each at bat for the ill or injured player.
- If a coach elects to bat the entire roster (Article 24), any ill or injured player not able to continue play, will be recorded as an out on each at bat for the player.

## **ARTICLE 28 – POTENTIAL COLLISION PLAYS AT HOME PLATE**

(1) A runner attempting to score may not deviate from his direct pathway to the plate in order to initiate contact with the catcher (or other player covering home plate). If, in the judgment of the Umpire, a runner attempting to score initiates contact with the catcher (or other player covering home plate) in such a manner, the Umpire shall declare the runner out (even if the player covering home plate loses possession of the ball). In such circumstances, the Umpire shall call the ball dead, and all other base runners shall return to the last base touched at the time of the collision.

**Article 28 Comment:** *The failure by the runner to make an effort to touch the plate, the runner's lowering of the shoulder, or the runner's pushing through with his hands, elbows or arms, would support a determination that the runner deviated from the pathway in order to initiate contact with the catcher in violation of Article 28. If the runner slides into the plate in an appropriate manner, he shall not be adjudged to have violated Article 28. A slide shall be deemed appropriate, in the case of a feet first slide, if the runner's buttocks and legs should hit the ground before contact with the catcher. In the case of a head first slide, a runner shall be deemed to have slid appropriately if his body should hit the ground before contact with the catcher.*

(2) Unless the catcher is in possession of the ball, the catcher cannot block the pathway of the runner as he is attempting to score. If, in the judgment of the Umpire, the catcher without possession of the ball blocks the pathway of the runner, the Umpire shall call or signal the runner safe.

Notwithstanding the above, it shall not be considered a violation of Article 28 if the catcher blocks the pathway of the runner in order to field a throw, and the Umpire determines that the catcher could not have fielded the ball without blocking the pathway of the runner and that contact with the runner was unavoidable.

## **ARTICLE 29 – THROWN BAT:**

Safety is always a concern of DCBRL. When a bat is thrown in the direction of a defensive player or umpire, the team of the offending batter will be issued a warning. After receiving a warning, any

subsequent thrown bats will warrant a penalty. A thrown bat is a judgement call by the Umpire.

**Penalty:** Immediate dead ball is called, batter will be out, and runners will return to bases occupied at time of pitch.

### **ARTICLE 30 – PITCHING REGULATION BASEBALL AND SOFTBALL**

- A. For All Leagues: If a pitcher delivers one (1) pitch to a batter in an inning the pitcher shall be charged for one (1) complete inning pitched.
- B. Each game in which a pitcher pitches is considered one (1) “assignment”. Therefore, a pitcher in the same game may start out as a pitcher, play another position, and return to the mound and this would still be considered as one (1) assignment.
- C. Any pitcher removed from the pitching position because of a second trip in the same inning may be legally reassigned to any position with the exception of the pitcher.
- D. The calendar week for DCBRL is Monday through and including Sunday.
- E. Definition of a calendar day. Each calendar day starts at 12:01 a.m.
- F. If a game is called before it has become a regulation game, it will become a suspended game.
- G. All pitching starts back at zero innings on Mondays however, the rest period, for baseball pitchers, is still in effect. See quick glance at pitching eligibility (Appendix A).
- H. The National Babe Ruth League has adopted a “pitch count” pitching rule for baseball. DCBRL has a local league option to keep the pitching rule that we have in place for now. DCBRL may consider adopting the new rule sometime in the future. It should be noted, the new “pitch count” pitching rule will be used in Allstar Baseball Tournaments.

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### **Rookie Division Guidelines and Regulations**

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- A. A team will play ten (10) players on defense. Must play four (4) players in the outfield and these players must be at least twenty (20) feet behind the baseline, and four (4) players in the infield.
- B. All players in attendance must bat before going back to the top of the order.
- C. In order to eliminate forfeits, a Rookie team may begin a game with eight (8) players; however, the ninth (9<sup>th</sup>) position in the batting order will be recorded as an out in each batting rotation until the ninth (9<sup>th</sup>) player arrives and is inserted into the lineup.
- D. A coach who only has nine (9) players when the other team has ten (10) players will not be penalized an out for only having nine (9) players. If a team, due to illness or injury finishes a game with only eight (8) players, the team will be charged an out at the ninth (9<sup>th</sup>) spot or at the injured player’s spot.
- E. All teams must field a player in the Pitcher and Catcher positions. Catchers must wear protective helmet, throat guard, mask, shin guards, chest protector and cup. A forfeit will be ruled if a team cannot provide a properly and legally equipped catcher.

- F. If a player misses his turn in the batting order, he cannot reenter the game.
- G. No coaches are allowed in the outfield or behind the catcher.
- H. The defensive pitcher player may play on either side of the pitching machine or pitching coach but must keep one foot inside the 10' diameter circle until the ball is hit and must wear a helmet with a protective mask. This rule applies to both baseball and softball.
- I. Batters will receive 5 total pitches or 3 strikes, whichever comes first, will be received by the batter. There will be no "no pitch" calls from the coach pitcher. A plate appearance cannot end on a foul ball, so batter will receive another pitch if they foul off the last pitch. No batter shall advance to first base on base on balls.
- J. Timeout is called by the umpire when the lead runner is stopped by the defense **OR** when the lead runner stops "on" or "off" the base on his own account **AND** an **infielder has possession of the ball**. Once a player rounds a base, then goes back to that base, that is the same as stopping. All subsequent runners positioned halfway or more towards the next base when time is called will be awarded such base, otherwise, they shall return to the base last touched. This is a judgment call by the umpire.
- K. Base runner must be in contact with the base until the ball is hit. If the base runner is ruled leaving the base early on a batted ball, the runner will only be permitted to advance one base if forced, regardless of location the ball is hit. Base runner unforced will return to the base that runner previously occupied.
- L. There will be no stealing.  
**Penalty: The runner will be called out.**
- M. No infield fly rule will be called.
- N. There will be **no** coaching from the pitching circle once the pitch is delivered.  
**Penalty: Batter/Runner will be called out.**
- O. **Rookie Baseball Pitching:**
  - 1. The ball can be pitched with the pitching machine or directly from the coach. Teams must declare at the plate meeting if they are going to coach pitch or machine pitch and will remain that way throughout the game. Teams can change coach pitchers during game but cannot go from machine to coach and vice versa.
    - a. **Coach Pitch**
      - i. Batting team's coach pitcher will pitch from the 40' line.
      - ii. Coach Pitcher must have one foot on the line when releasing the ball.
      - iii. If the coach is hit by a batted ball, the ruling is a dead ball and re-pitched.

**b. Machine Pitch**

- i. Pitched from the 46' pitching rubber
- ii. Machine operated by the batting team's coach.
- iii. The circle will be centered on the 46' pitching rubber.
- iv. Pitching machine speed setting will be labeled on the machine. Any changes to speed settings must be agreed upon by both coaches before the start of the game. If coaches cannot agree, then the umpire(s) have the final decision.
- v. If a batted pitch hits the pitching machine before the ball reaches an infielder, the play will be ruled "dead ball" and the batter/runner will receive 1 base. No other Runners advance unless forced. If the pitching coach is hit by a thrown ball while located within the pitching circle, the play will continue.
- vi. If a batted pitch hits the pitching coach before the ball reaches an infielder, the play will be ruled "dead ball". The pitch will not count towards the five-pitch count and will be repatched.
- vii. Any pitch from a pitching machine that hits a batter, regardless if the batter swings or not, does not count as a pitch. It is not a strike and does not count toward the five-pitch count.

**P. Rookie Softball Pitching:**

1. Batting team's coach pitcher will pitch from the 35' pitching rubber plate.
2. Coach pitcher must have both feet within the circle when releasing the pitch. Coach is not required to have one foot on the pitching rubber when releasing the ball.
3. If a batted ball hits the pitching coach in the circle, it is ruled a dead ball and re-pitched. If the coach is out of the circle, it is ruled an out.

**Q. Rookie Batters/Runners:**

1. Baseball: All batters, batters on deck, and base runners must wear protective batting helmets.
2. Softball: All batters, batters on deck, and base runners must wear protective batting helmet with face guard.

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**Minor Division Guidelines and Regulations**

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**Pitching Regulations for Minor Baseball:**

- A Cal Ripken Minor Division baseball pitcher is limited to 6 innings of pitching per week.
- A Cal Ripken Minor Division baseball pitcher must have two (2) calendar days rest between pitching assignments if the pitcher pitches in more than two (2) innings in any one game.

- Balks are not enforced.

### **Base Stealing for Minor Baseball:**

- The runner(s) must maintain contact with the base until the ball has been delivered and reaches home plate. Once the catcher has secured the ball and the runner has stopped his forward progress, the runner must immediately return to the base.  
**Note:** The ball remains live and should the catcher make an errant throw to the pitcher or make a play on the runner, the runner can then attempt to advance.
- A violation by one runner shall affect all other runners.
- When a base runner leaves the base before the pitched ball has reached the batter, and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which he is advancing, all runners must be returned to the base occupied before the pitch was made, and no out results.
- When a base runner leaves the base before the pitched ball has reached the batter, and the batter hits the ball, the base runner or runners are permitted to continue, but no run shall be allowed to score. If a play is made on the runner and the runner is out, the out stands. If batter safely reaches first base all runners must be returned to the base occupied or next base before the pitch was made. If three runners were on base (bases loaded), and there is no unoccupied base, the runner who occupied third base at time of pitch shall be removed from the base without a run being scored.

### **Pitching Regulations for Minor Softball:**

- A Cal Ripken Minor Division softball pitcher is limited to 9 innings of pitching per week.
- **Coach Pitcher:**
  - The player pitcher must walk at least 2 batters in the same inning before the batting team's coach pitcher will enter the game. Once 2 batters have been walked in the same half-inning, the batting team's coach pitcher will enter the game when the next batter receives 4 balls and the coach will pitch 3 pitches.
  - If the batter fouls the 3<sup>rd</sup> pitch, the batter will receive another pitch. Coach must be in contact with the pitcher's rubber plate when the pitch is delivered.
  - Coaches cannot coach from the pitching circle.  
**Penalty: batter or runner will be called out.**
  - If a "batted" pitch hits the pitching coach, the play will be ruled "no pitch" and the batter will receive another pitch.
  - If the pitching coach is hit by a batted or thrown ball outside of the pitching circle, the lead runner will be ruled out with no advancement of remaining base runners.
  - If the pitching coach is hit by a thrown ball while located within the pitching circle (both feet inside circle) the play will continue until the lead runner is stopped.
  - No bunting when the coach is pitching.

### **Base Stealing for Minor Softball:**

- Base stealing is allowed after the ball crosses the plate however, base runners cannot steal bases when the coach is pitching.

- When a base runner leaves the base before the pitched ball crosses the plate, the penalty is an immediate dead ball, no pitch, and the runner is out.

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## Major Division Guidelines and Regulations

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### Pitching Regulations for Major Baseball:

- A Cal Ripken Major League baseball pitcher is limited to 6 innings of pitching per week.
- A Cal Ripken Major League baseball pitcher must have two (2) calendar days rest between pitching assignments if the pitcher pitches in more than two (2) innings in any one game.
- Balks are enforced at the 1<sup>st</sup> game of the regular season

### Base Stealing for Major Baseball:

- The runner(s) are permitted to play off the base and may advance to the next base at anytime.

### Pitching Regulations for Major Softball:

- A Babe Ruth Major Division softball pitcher is limited to 9 innings of pitching per week.

### Base Stealing for Major Softball:

- Base stealing is allowed after the ball leaves the pitcher's hand.
- When a base runner leaves the base before the ball leaves the pitcher's hand, the penalty is an immediate dead ball, no pitch, and the runner is out.

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## Junior/Senior Division Guidelines and Regulations

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### Pitching Regulations for Junior and Senior Baseball:

- **Junior Division:**
  - A Babe Ruth Junior Division baseball pitcher is limited to 7 innings of pitching per week.
  - A Babe Ruth Junior Division baseball pitcher must have two (2) calendar days rest between pitching assignments if the pitcher pitches in more than three (3) innings in any one game.
- **Senior Division:**
  - A Babe Ruth Senior Division baseball pitcher is limited to 12 innings of pitching per week.
  - A Babe Ruth Senior Division baseball pitcher must have two (2) calendar days rest between pitching assignments if the pitcher pitches in more than four (4) innings in any one game.

### Pitching Regulations for Junior and Senior Softball:

- A Babe Ruth Junior or Senior Division softball pitcher has no limit to the number of innings pitched per week.

**Base Stealing Softball:**

- Base stealing is allowed after the ball leaves the pitcher's hand.
- When a base runner leaves the base before the ball leaves the pitcher's hand, the penalty is an immediate dead ball, no pitch, and the runner is out.

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## Appendix A: Quick Glance at Baseball Pitching Eligibility

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The following is a Quick Glance at required rest period for baseball division pitchers in the regular league season.

- Minor or Major League pitcher throws more than two (2) innings in a game
- 13 Prep/Junior League pitcher throws more than three (3) innings in a game
- Senior League pitcher throws more than four (4) innings in a game

In each scenario, the pitcher must rest two full days, and then on the third day, the pitcher becomes eligible for pitching again.

<b>Game Day</b>	<b>Cannot Pitch Again Until</b>
Monday	Thursday
Tuesday	Friday
Wednesday	Saturday
Thursday	Sunday
Friday	Monday
Saturday	Tuesday
Sunday	Wednesday



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## Appendix B: End-of-Season Tournament Pitching Rules

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During the End-of-Season Tournament a pitcher shall not pitch more than his/her regular season weekly allowed in two consecutive games.

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### Minor and Major Boys:

Minor and Major Boys pitchers can pitch 6 innings per week. In the End-of Season Tournament, a Minor and Major Boys pitcher shall not pitch more than 6 innings in two consecutive tournament games regardless of time (days or weeks) between games.

#### Example #1:

Game 1 – pitcher (P1) pitches 3 innings.

Game 2 – pitcher (P1) can pitch up to 3 innings.

Game 3 – innings pitched in Game 1 by pitcher (P1) are no longer considered and pitcher (P1) can pitch up to 3 innings.

In this scenario, the pitcher (P1) never pitched more than 6 innings in two consecutive games.

#### Example #2:

Game 1 – pitcher (P1) pitches 2 innings.

Game 2 – pitcher (P1) does not pitch and pitcher (P2) pitches 4 innings

Game 3 – innings pitched in Game 1 by pitcher (P1) are no longer considered and pitcher (P1) is eligible to pitch up to 6 innings. Pitcher (P2) is eligible to pitch up to 2 innings.

In this scenario, neither pitcher, P1 or P2, pitched more than 6 innings in two consecutive games.

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### Junior Boys:

Junior Boys pitchers can pitch 7 innings per week. In the End-of Season Tournament, a Junior Boys pitcher shall not pitch more than 7 innings in two consecutive tournament games regardless of time (days or weeks) between games.

#### Example #1:

Game 1 – pitcher (P1) pitches 3 innings.

Game 2 – pitcher (P1) can pitch up to 4 innings.

Game 3 – innings pitched in Game 1 by pitcher (P1) are no longer considered and pitcher (P1) can pitch up to 3 innings.

In this scenario, the pitcher (P1) never pitched more than 7 innings in two consecutive games.

#### Example #2:

Game 1 – pitcher (P1) pitches 3 innings.

Game 2 – pitcher (P1) does not pitch and pitcher (P2) pitches 4 innings

Game 3 – innings pitched in Game 1 by pitcher (P1) are no longer considered and pitcher (P1) is eligible to pitch up to 7 innings. Pitcher (P2) is eligible to pitch up to 3 innings.

In this scenario, neither pitcher, P1 or P2, pitched more than 7 innings in two consecutive games.

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**Minor and Major Girls:**

Minor and Major Girls pitchers can pitch 10 innings per week. In the End-of Season Tournament, a Minor and Major Girls pitcher shall not pitch more than 10 innings in two consecutive tournament games regardless of time (days or weeks) between games.

**Example #1:**

Game 1 – pitcher (P1) pitches 5 innings.

Game 2 – pitcher (P1) can pitch up to 5 innings.

Game 3 – innings pitched in Game 1 by pitcher (P1) are no longer considered and pitcher (P1) can pitch up to 5 innings.

In this scenario, the pitcher (P1) never pitched more than 10 innings in two consecutive games.

**Example #2:**

Game 1 – pitcher (P1) pitches 2 innings.

Game 2 – pitcher (P1) does not pitch and pitcher (P2) pitches 4 innings

Game 3 – innings pitched in Game 1 by pitcher (P1) are no longer considered and pitcher (P1) is eligible to pitch up to 10 innings. Pitcher (P2) is eligible to pitch up to 6 innings.

In this scenario, neither pitcher, P1 or P2, pitched more than 10 innings in two consecutive games.