

SCOTTSDALE CAL RIPKEN MINOR DIVISION RULES –

The following rules are intended to summarize and/or clarify the Babe Ruth League, Inc Baseball Rules and Regulations. Copies of the 2013 Official Playing Rules (“Official Rules”) are available through each division Commissioner. When a conflict arises between the Official Rules and the Minor Scottsdale Cal Ripken rules, the umpire shall have the final determination. References (X.XX) are the sections of the Official Playing Rules.

THESE RULES ONLY APPLY TO SEASONAL PLAY AND DO NOT GOVERN TOURNAMENT PLAY.

1. OBJECTIVES OF THE GAME, THE PLAYING FIELD, AND EQUIPMENT

- i. The playing field shall be laid out according to the Official Rules.
 1. Bases – 60 feet
 2. Pitching – 46 feet as measured from the apex of the plate to the front edge of the pitching rubber.
- ii. Bats
 1. The bat shall not be greater than 33 inches in length and the bat barrel size not greater than 2 ¼ inches in diameter. Only 2 ¼” barrel non-wood bats marked BPF 1.15 will be permitted. . Wood 2 ¼” barrel bats are allowed. (1.10)
 2. **A listing of licensed baseball bats approved for use can be found at:**
 - a. www.baberuthleague.org/images/2011BRLApprovedNonWoodBatList.pdf
 - b. Penalty for use of an illegal bat is governed by the Official Rules (1.10)
- iii. Game Ball type – 9” circumference/5 ounce leather cover ball. Synthetic cover balls will not permitted as game balls. (1.09)
- iv. Players may wear only non-metal cleats (1.11)
- v. All players are **required** to wear an athletic cup (1.16).
- vi. The glove or leather mitt requirements are governed by the Official Rules Section 1.12 through 1.15 inclusive.
- vii. All players must wear approved headgear when on-deck, at bat, and while on the base path, or by players in the coach’s box. Approved headgear shall be considered a double ear-flap helmet when at bat (1.16).
- viii. A fully dressed catcher shall include shin guards, chest protector, full helmet and mask with a throat protector. The proper headgear for a catcher **must protect the top of the** catcher’s entire face and head (1.16).

2. DEFINITIONS

Same definitions as the Official Rules

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3. GAME PRELIMINARIES

- i. The home team shall provide two new baseballs for the game.
- ii. The home team takes the third base dugout.
 1. In any playoff game, the home team will be determined by the league based on the standings.
- iii. Manager is responsible for the conduct of his players, coaches, **and parents**. At the discretion of the umpire, a player, coach, or parent may be ejected for dangerous or unsportsmanlike behavior.
- iv. Only coaches and players are permitted in the dugout during the game (3.17).
- v. Nine (9) defensive players are permitted on the field including catcher (all catchers must be fully dressed).
 1. The game is forfeited when a team is unable to place a minimum of eight defensive players in the field at the beginning of the game.
 2. **If a team is going to be short players the manager may contact the divisions commissioner and ask for enough players to field a team. (ie. You currently have 8 players, you need one player to get to 9 so you can bring 1 player up)**
 - vi. **The player must be from the level below. So for Minors the player must be playing up from 8U.**
 - vii. **The player playing up cannot be a pitcher or a catcher but you must follow all fair play and infield requirement rules**
 - viii. **Inform the opposing coach and the umpire that a player is playing up with you**
- ix. Substitute Players
 1. A player or players may be substituted during a game at any time the ball is dead.
 2. Pitcher Substitutions
 - a. Once a pitcher is removed from the game, that player is not permitted to re-enter the game to the pitcher's position.
 - i. If the pitcher is substituted during the inning, the player may take another position in the field and return to any other position in the field other than the pitcher's position during the game.
- x. **Fair Play Rule:** No player shall sit out a second inning until all players have sat one inning. Coaches shall indicate which inning each player has sat, and furnish the information to the opposing scorekeeper upon request. In the event of a violation, the opposing coach must appeal the infraction to the coach, using the umpire only if necessary to request time to resolve. When discovered, the appropriate player switch must be made and the player that has not sat must sit the balance of the

inning and one additional inning. There is no penalty for delay of discovery by opposing team (treated like an out of order batter.) In the event of an extra inning playoff game, there is no reset, and the requirement continues.

1. At the discretion of the League, a coach may be suspended for failing to comply repeatedly during a season.
2. The exception to the Fair Play Rule, and at the discretion of the coach, is a result of injury or discipline for a player who may have already sat once during the game.

STARTING AND ENDING THE GAME

xi. A regulation game consists of six innings unless extended because of a tie score or shortened because the home team does not need its half inning of the sixth inning, due to "Math" rule, or time limits.

1. **No new inning can begin after 1:45. The umpire shall notify each team at the beginning of the final inning. At the judgment of the umpire, extra time may be added if a team or coach deliberately stalls the game to expire time.**
2. A tie game can continue beyond six innings if time permits.

xii. A maximum of six runs per inning can be scored by the offensive team.

1. The "Math" ruling calls for the game to end if the winning team is ahead by more than 12 runs after four innings or more than six runs after five innings. The game may continue as an exhibition if agreed to by both managers/coaches and if time permits.

xiii. **The score shall be reported to the League the manager of the home team and verified by the visiting team coach. The home team is responsible for keeping the official scorebook.**

xiv. **Each team shall exchange official batting orders before the game, including positions being played by each player.**

xv. The offensive team is permitted to have a coach at first and third base.

4. PUTTING THE BALL IN PLAY, DEAD BALL, AND LIVE BALL (IN PLAY).

- i. Reference Section 5 of the Official Rules.
- ii. **Play ends when,**
 1. the ball is caught by an infielder on a fly and maintains possession
 2. the batter reaches the base safely
 3. the batter is tagged out on base.
- iii. The ball is DEAD when the umpire calls "TIME".

5. THE BATTER

- i. Entire roster bats according to the batting order provided by the manager before the game begins.
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1. A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, that improper batter is considered to have batted in proper turn and establishes the order that is to follow (6.07).
 2. If a player shows up after the game has started, that player is placed at the bottom of the order.
 3. If a player misses his at bat at any time during the game for any reason whatsoever, the next time the player is scheduled to bat in the line-up, an out is recorded on the first at bat only, and then the batting order is contracted.
- ii. **Defensive Interference.** A defensive player is not permitted to obstruct the batter/runner from reaching the base. The obstruction is called when a fielder, who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. This rule does not apply to a fielder who is in the act of fielding a ball. This is an umpire's judgment call.
- iii. A batter is considered out when
1. The fair ball is legally caught by a fielder or tagged.
 2. A foul ball is legally caught by a fielder.
 3. A third strike is called by the umpire.
- iv. If player throws a helmet or bat, 1st infraction is a **team warning** with the player called out on the 2nd infraction. At the discretion of the umpire, a player may be ejected for dangerous or unsportsmanlike behavior.
- v. **Offensive Time Out.** A coach is permitted only one offensive time out per batter.

6. THE RUNNER

- i. Substitute runners are permitted only in the event of an injury. The substitute runner will be the player who made the last batted out. The injured player is not permitted to return to the game.
- ii. Base runners must wait until the ball crosses the plate to leave base.
 1. Players leaving the base before the ball crosses the plate:
 - a. 1st infraction = warning.
 - b. 2nd infraction = player will be called out.
- iii. **Contact Rule.** If a runner attempting to reach a base intentionally or maliciously runs into a defensive player, the runner shall be called out and ejected from the game for unsportsmanlike conduct. The objective is to penalize the offensive team for crashing into the defensive player rather than avoiding and reaching the base. This is an umpire's judgment call (6.05).
 1. Base runners must slide to avoid contact and are limited to feet first sliding.

7. THE PITCHER

- i. Pitchers are limited to a maximum of two consecutive innings. A pitcher's appearance for any part of an inning counts as one inning. Just one pitch in an inning is an inning pitched. Reference Pitcher Substitutions.
- ii. The Babe Ruth League rules regarding trips to the mound are enforced (8.06) limiting the number of trips a manager or coach are permitted to any one pitcher in any one inning. A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal.

8. THE UMPIRE

- i. The League shall arrange for one umpire for each game.
 1. The umpire shall be stationed behind the catcher's position.
- ii. The umpire shall make all rulings on the field.

9. THE FIELDER

- i. **Every player must play the infield for 1-inning by the end of the 4th inning.**
 - ii. **If a coach does not play every player in the infield by the end of the 4th. The opposing coach must bring it to the attention of the umpire at the beginning of the defensive part of the inning for the offending team. The team being questioned then must be provide the lineup and positions played.**
 - iii. **After review if every player has not played in the infield it must be corrected immediately.**
 - iv. **Failure to comply to the rule will be a minimum one game suspension for the head coach on the field.**

10. STEALING BASES

- i. Runners may steal bases but not home. There are no leads. Runners may leave the base once the pitch crosses home plate.
- ii. No stealing home. Runners may not steal home.
 1. No double steals. A runner on third may not steal home even if the catcher makes a throw to second on a steal attempt.
 2. Third base runner cannot advance home on a wild pitch, passed ball, or throw from catcher to the pitcher (even if throw goes into the outfield).
 3. A runner on third for a new pitch can advance home only:
 - a. On a hit, bases loaded walk, or error after ball is hit
 - b. On a pick off play directed at third base
 4. Other situations
 - a. A runner who reaches third during a live play can score on an overthrow, error, etc. Examples:

- i.** Runner on second steals third, throw goes into left field – runner can score;
- ii.** Runner on first steals second, throw goes into the outfield, advances to third, overthrow again to third, runner can score;
- iii.** Runner on second, advances to third on catcher's overthrow back to pitcher, then another overthrow to third, runner can score;
- iv.** Runners on first and third – no double steal, even if throw to second goes into the outfield. Basically, the catcher gets a free throw to second.