

Minor League Rules (In addition to the Cal Ripken rule book)

GENERAL

- All weekday games start at the time designated on the published schedule and should not run more than 2 hours. 6 Innings is a regulation game, but fewer innings will be played in many cases due to time constraint
- All games will end at the bottom of an inning and no new inning should start after 1 hour and 45 minutes into the time slot. Both coaches should agree upon and record the official start time of the game once the first pitch is thrown.
- An Umpire will be assigned to all games. Coaches and Parents need to treat the umpire with respect.
- The infield fly rule is in effect
- Each half inning prior to the sixth inning (unless an inning such as the fifth is declared to be the final inning by BOTH coaches prior to the start of the inning) will end when the first of either of two situations occurs:
 - Three outs are recorded
 - 5 Runs have scored
- The sixth or last inning, will end ONLY when three outs are recorded OR as agreed by both coaches, in the case of a mercy.
- Mercy Rule: There is a 10 run mercy rule in effect after 4 innings.

BATTING

- The batting order will consist of all players attending the game. If a player arrives late, he must be inserted at the end of the order
- Players CAN reach base via a walk or hit by pitch. The umpires will be instructed to have a wide strike zone. We want to encourage the kids to be aggressive at the plate, not wait for a walk
- Bunting is permitted
- Slash bunting is NOT permitted (i.e., showing bunt and then swinging away). This is a dangerous play and the batter will immediately be called OUT
- There is NO advancing to first on a dropped third strike. The batter is out and cannot go to first

FIELDING

- A Maximum of 10 players will play the field at a time. Outfielders must play at a normal depth (15 or more feet onto the grass) and no short fielders or creeping in, is allowed
- At no time will a team be permitted to begin or continue play with less than 8 players in the field
- If a team is short players, the other team will lend a right fielder to the team, which fielder will be the person who recorded the last out or in the case of the 1st inning, the last batter in the order. A team may find a substitute player from another NERB team.
- If possible, no player should sit out more than once per game.
- A player may not be benched for two innings until every other player has been benched for one inning
- Play is suspended when the ball is returned to the pitcher on the pitcher's mound

PITCHING

- All pitchers must pitch from the pitching rubber
- A player once removed from pitching may not pitch again in the same game
- Pitchers will pitch in a maximum of 2 innings per game
- The division will use the Pitch Smart Guidelines for regular season games
- Pitch counts are to be recorded in the scorebook
- Fill-in players should not pitch on another team unless necessary.

| AGE | DAILY MAX (PITCHES) | REQUIRED REST (PITCHES) | | | | |
|-------|---------------------|-------------------------|--------|--------|--------|--------|
| | | 0 Days | 1 Days | 2 Days | 3 Days | 4 Days |
| 7-8 | 50 | 1-20 | 21-35 | 36-50 | N/A | N/A |
| 9-10 | 75 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |
| 11-12 | 85 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |
| 13-14 | 95 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |
| 15-16 | 95 | 1-30 | 31-45 | 46-60 | 61-75 | 76+ |
| 17-18 | 105 | 1-30 | 31-45 | 46-60 | 61-75 | 76+ |

BASERUNNING

- Feet-first sliding is always permitted, while head-first sliding is only permitted when returning to a base
- Runners must make every attempt to avoid contact with the catcher on plays at the plate, or any fielder
- Leads are not permitted. If a runner is determined to have left a base prior to a pitched ball crossing home plate, the following will occur:
 - All runners will be returned to their original bases
 - If the pitch is not hit into play, the pitch will stand
 - If the pitch is hit into play, the pitch WILL COUNT, but the runner can only advance as many bases as the batter. Example, if the batter hits a single, the runner on first who left early, must stop at second. If a runner on second leaves early on a single, that runner must stop at third
 - On a batted ball, the umpire can call a runner out for leaving early if, in his/her judgement, the runner reached base safely as a result of leaving the bag early.
- Stealing is permitted once the pitched ball has crossed home plate
 - 1 Steal of second base per inning is allowed.
 - Unlimited steals of third base
 - Only one steal of home plate per inning is allowed
 - However, a runner is still allowed to go home on “plays” that are being attempted to get him/her out, i.e. the catcher throws down to third to try and pick the runner off and the throw goes into the outfield. The runner can attempt to go home regardless even if the team has stolen home in the same inning.

SAFETY

- Batter & base runners must wear batting helmets at all time
- Clean balls should be used at all times. Ultimate responsibility for a clean ball lies with HOME team
- Protective athletic cups are required

PLAYOFFS

- Playoffs will consist of a double elimination tournament
- Rules may be modified prior to start of Playoffs