

Official Baseball rules will be observed except as provided in the official Cal Ripken Baseball rule book and in the following local league modifications.

1. General Rules

A. Time Limit

- All games will be a maximum of 6 Innings or 1 hour and 30 minutes
 - Clarification: No new inning shall start after the time limit is reached, but the current inning is to be completed.

B. Scoring

- Teams may score a maximum of (4) runs per inning.
- Mercy Rule 10 Runs after 4 complete innings or 3-1/2 innings if home team is leading

C. Umpires

- Umpires are NOT required for Rookie League, however, if a team has one available, they are more than welcome to use said umpire.
 - Umpire MUST be familiar with these rules and Cal Ripken/Babe Ruth Rules
- If no umpires are present, **base coaches** are to call plays on the bases. If there is a call that is questionable, the opposing head coaches may discuss it and come to an agreement. If no agreement can be reached, the call stands on the field, and the game can be played "under protest" at which point a coach can bring forth concern to the Surry County Cal Ripken Board.

C. Equipment

- Rawlings RCAL1 baseballs MUST be used for games. New baseballs are preferred, BUT a slightly used ones will suffice if both coaches agree with the condition of baseballs being used. At least 3 baseballs are normally used.
- Batting helmets are not required to have a facemask; that is the discretion of the parent.
 However, Surry County Cal Ripken will not be held liable for any injury due to not wearing a facemask.
- Baseball bats MUST be USABat approved and Stamped



2. Batting / Offense

- A) 12 to 15 player rosters with 10 players batting in order (11 with Extra Hitter (EH)). Must have 9 players to start and finish a game
- B) The EH can be used as an 11th batter. If a team elects this option, it must start with the EH and end with the EH or forfeit the game.
 - i) NOTE: It is not required that both teams use this option. All other rostered players will follow normal substitution rules per Babe Ruth Rule Book.
- C) Batting lineup CANNOT change except for substitutions.
 - a) Clarification: If a starter that is batting 5th is pulled and substituted for, that player cannot be re-entered into another spot in the batting lineup.
- D) If a team has an injury, or a player has to come out of the game for any reason, if there are no other players available for substitution, an automatic out must be taken when that player's order in the lineup comes up.
- E) Each batter is allowed (5) pitches or 3 strikes. If the 5th pitch is fouled off, the batter will continue until they strike out or put the ball in play.
- F) There are no walks or bases awarded for hit batters.
- G) Unlimited bunting is allowed throughout the entire game. However, slash bunting is illegal. Slash bunting is when a batter showing bunt then pulls back and swings at the same pitch. If this occurs, no matter if the batter puts the ball in play, hits the ball foul, or misses the ball entirely, the ball is immediately dead, and the batter is out. No runners can advance or score.
- H) Infield fly rule is NOT in effect.
- I) Runners may not leave their bases until the ball is put into play. No stealing allowed. A runner who leaves early will be declared "out" and the pitch called a "NO PITCH". The ball is immediately dead. No runners can advance or score. Runners can only advance on a "batted ball" put into play.
- J) Courtesy Runners are only allowed for the catcher of record only and shall be the last recorded out.
- K) Base Coaches may not have any contact with the base runners while the ball is live and in play.
 - i) Penalty: The Runner will be called out.



- L) On a double play ball, the runner going to second or third MUST SLIDE or PEEL out of the way. If the runner continues to run straight across the base, the umpires have the right to call a double play.
- M) The offensive team is allowed to place a coach at the backstop to help retrieve passed balls. This rule is only put in place to help speed up the game.
- N) 30' "Halfway Marks" or "Hash Mark" are to be present on the field for runners (see Sheet 4). The purpose of these hash marks:
 - On a batted ball, any runner can advance as needed. Once the pitcher circle player
 has control of the baseball in their glove with at least 1 foot within the 16' pitching circle,
 the play is dead. Any runner that is PAST the hash mark at time of dead play, they may
 advance to the next base.
 - Any runner that has NOT made it past the hash mark must go back to the base they left.

3. Pitching / Adult Pitcher

- A) The Adult Pitcher must pitch from 35 feet and have one foot in contact with the rubber when the ball is pitched.
- B) There will be a 16 ft round circle that is 8FT from the pitching rubber. The player playing the position of pitcher must have one foot inside the pitching circle and be positioned behind the adult pitcher.
- C) The Adult Pitcher must throw overhanded but can be on one knee if they choose to do so.
- D) The Adult Pitcher must throw a "flat pitch" no lobs to the player's bat.
- E) The same adult pitcher must pitch to the players for the entire inning. Teams may only switch adult pitchers at the start of a new inning.
- F) Once the ball is put into play, the adult pitcher must avoid interference, until all play is dead.
- G) A batted ball that hits the adult pitcher is "DEAD" and the umpire shall rule "NO PITCH". All runners will return to the base at the time of the pitch.
 - A ball that hits the adult pitcher that is declared dead does not count as a pitched ball against the batter's count.



4. Defense

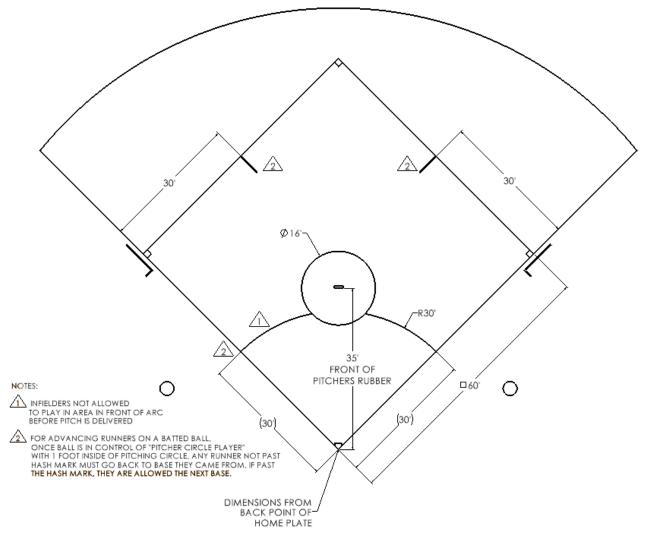
- A) A team will field 10 defensive players at a time. This consists of (6) infielders and (4) outfielders. Catchers must be in full gear.
- B) Outfielders must start at least 15 ft behind the baselines.
- C) Substitutions are at the coach's discretion.
 - There are "NO must play rules" unless mandated by your youth foundation or rec department.
 - In substituting, the batting lineup cannot change order.
 - i) EX: If a batter starts the game batting 5th, they must always bat 5th, their position in the lineup cannot change unless they have been substituted for and are sitting in the dugout.
- D) A defensive coach may be positioned on each foul line in foul territory behind the outfielders. They can only coach the outfielders from this position and not the infielders.

Unless addressed here within, play shall be by Babe Ruth Rules, then official baseball rules as published by the National Baseball Congress, INC.



5. Basic Field Layout

- A) 60' base paths
- B) Pitching rubber to be 35' from back point of home plate
- C) 16' diameter circle to be around pitching rubber
- D) A 30' arc must be present from the back point of home plate. This serves 2 purposes:
 - (1) No infielder may play in area inside of arc before ball is pitched.
 - (2) 3rd base line side of arc serves as the runners Hash Mark (see next point)
- E) 30' (Halfway) Hash Marks must be present.
 - a) See Batting/Offense, Rule "M"
- F) Follow Diagram Below





Revision History

REV	DESCRIPTION	DATE
_	NEW ADOPTION	3/2/23