

The Minor Division will utilize the 2019 Babe Ruth League, Inc. Baseball Rules and Regulations & Official Playing Rules (Babe Ruth Rule Book) for the regular season. The following rules will supersede the Babe Ruth Rule Book.

General Game Rules

1. Minor Division games shall be six innings in length.
 - a. Regulation length of a game shall be 4 innings OR 3 ½ innings if the home team is in the lead or taken the lead.
 - b. (10 Run Rule) The game shall be ended immediately once the game has reached regulation length AND one team is ahead by ten or more runs and have had equal times at bat or the home team is leading.
2. There shall be a 2-hour time limit for each game.
 - a. No new inning shall start after 2 hours from the games scheduled start time.
 - b. The Official Scorekeeper (where applicable) OR the Umpire shall either provide OR designate one official timekeeper. No other time shall be used to influence the outcome of a game.
3. A team shall have a 15-minute grace period from the scheduled start time to field eight uniformed players. If a team cannot find eight players within the 15-minute grace period that team shall forfeit the game. The game shall then be played with player(s) borrowed from the opposing team where possible.
4. In the event an umpire is late by more than 15 minutes, the game will be umpired by an individual to be agreed upon by both managers (preferably a board member for the hosting town).
5. A team must have at least eight players present at all times in order to play. If at any point during the game, a team can only field seven or fewer players, the game shall be officially forfeited. The game shall then be played on an unofficial basis with player(s) from the opposing team. If a team starts the game with nine player and drop to eight, an out shall be recorded in the ninth slot.
6. For NON-weather related cancellations, the opposing team must be notified a minimum of 24 hours before the games scheduled start time, otherwise the game will be forfeited. If the non-weather related cancellation occurs less than 24 hours, the cancelling team may be responsible for payment of the umpire(s).
7. Weather related cancellations should be made a minimum of two hours before the games scheduled start time to allow the home team time to cancel the umpires and notify the opposing team.
8. Standings will be based upon a point system with 3 points for each win, 2 points for each tie, 1 point for each loss, and 0 points for a forfeit. For the purpose of the point system, any game which is started and does not reach regulation length OR a game in which the visiting team has tied or taken the lead in their top half of an inning after reaching regulation length and the home team has not completed their half of the inning, OR a game that is tie when called after reaching regulation length, shall be considered a tie. Games which have not reached regulation length for any reason will not be made up.
9. Call-up players from the Burdick / Rookie Division (league age 8) are permitted.
10. Call-up players shall not play more than a rostered player in the game.
11. Call-up players shall be at the end of the batting order and should only play outfield positions. Under no circumstance shall a call-up player be allowed to pitch.
12. Call-up players shall not start a game in lieu of a rostered player.

Defense

13. All players must play a minimum of three innings in the field. It is recommended that coaches make every attempt possible to make sure that each player has the opportunity to play an infield position at least once every two games. Safety to each player is to be considered. If the game is shortened for any reason and a player has not played his three innings in the field, the Manager must start that player in the next game and said player must play their 3 innings in that game.

- 14. A player may not sit out for more than two innings at a time on defense, except for disciplinary reasons, illness or injury. Free substitution on defense, with the exception of the pitcher, is acceptable, however the batting order shall not change.

Batting / Offense

- 15. The batting order shall be consecutive and include all players on the roster who are present to play. Players arriving late shall be placed at the end of the batting order.
- 16. No team shall have more than nine players to bat in one inning regardless of the score unless three outs have been recorded before the ninth batter.
 - a. If the ninth player of the inning comes to bat, the number of outs shall be adjusted to (two). If the ball is hit and an out not made, the ball must be caught at home plate to end the inning.
- 17. For any player who becomes ill or injured during a game and is unable to bat in their turn, that players manager shall have the option of taking an out for the player's inability to bat at that time OR remove the player for the rest of the game on both offense and defense and incur no penalty.
- 18. Once a player takes their place in the batter's box, if such player cannot complete their at bat, such player shall be declared out.

Base Running

- 19. When a player walks, they cannot continue to second base unless the ball is put in play by the defense.
- 20. There is no leading allowed.
- 21. Stealing is allowed only when the pitched ball has reached or passed the catcher. If the runner leaves too early, the umpire shall warn the runner and have the runner return to their base. After the second warning (per team) the runner will be called out.
- 22. One successful steal of home per half inning with a maximum of three per game shall be allowed on a pass ball or wild pitch.

Otherwise, there is no stealing of home plate. Runners obtaining 3rd base can only advance home in the event of a batted ball hit, sacrifice or a bases loaded walk including a hit batsman.
- 23. A base runner may only advance one base on pass balls or wild pitches.
- 24. The ball remains live on all overthrows that remain in play.
- 25. Exception – All throws from the catcher to the pitcher that are overthrown are considered a dead ball and no runner may advance.
- 26. Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. The runner will never be allowed to run into or jump over the fielder.

Pitching

- 27. A player may pitch a maximum of three innings OR throw a maximum of 75 pitches in a day, whichever is less. If the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out. Rest between pitching starts shall be as provided below.

PITCHING REST REQUIREMENTS				
AGE	MAXIMUM PITCHES IN A DAY	REST PERIOD		
		0 DAYS	1 DAY	2 DAYS
9-10	75	1-40	41-65	66+

- 28. A player may pitch a maximum of six innings per calendar week. One pitch constitutes a full inning. A calendar week is Monday through and including Sunday.

29. Balk shall be called but no penalty awarded. When a pitcher balks, the umpire shall notify the manager and shall explain to both the manager and pitcher the cause of the balk call. Base runners will not be allowed to advance to another base on a balk warning. If the pitcher makes a pickoff, and a balk is called the base runner shall be safe. Any pitcher striking three batters in a game shall be substituted for on the mound. If in the umpire's judgement a batter was hit intentionally, the pitcher shall be ejected from the game immediately.
30. A pitcher once withdrawn from the mound may not pitch again in the same game, regardless of whether he/she remains in the game at another position.
31. There shall be no intentional walks.
32. The Official Scorekeeper (where applicable) and the Managers shall keep written records of actual innings pitched and pitches thrown by each pitcher in the game including the opposing team's pitchers. At the end of each game, each team's Coach shall initial the scorebooks.