

# Hollis Brookline Cal Ripken - Majors/Minors Rules

## General:

- ❖ Coaches and manager of the home team prepare (bases, rake, and line) the fields before each game. Enlist parents to help. Visiting teams are welcome to help.
- ❖ Managers must decide on game cancellations. Cancellations require the following actions:
  - Contact the Umpire or Umpire Coordinator to advise of cancellation.
  - Contact your team using the league website – it's easy and everyone is covered.
  - Home team Manager schedules make-up game with the visiting team Manager. Use the Master Schedule to make sure fields are available – not just the team schedules.
  - Scheduling Coordinator and Umpires need to be informed of date and time of make-up game.
- ❖ **Game Times:** No inning shall start after 2 hours from the first pitch (games are still expected to be completed as close to 2 hours as possible). The new inning starts immediately at the completion of the previous inning. It is suggested that coaches begin to plan at the 1 ½ hour mark to determine the remaining number of innings, do not wait until 1:58 to determine the final inning. (Examples: if the 4<sup>th</sup> inning is completed at the 1:50 mark, the 5<sup>th</sup> inning is the unlimited and final inning; if the 4<sup>th</sup> inning is completed at the 1:30 mark, the 5<sup>th</sup> inning should be a regular inning and the 6<sup>th</sup> will be played as the final inning.)
- ❖ **Evening Games:** Coaches and Umpires need to consider darkness in planning when the last inning will be played; we gain daylight as the season progresses. Adults should make a reasonable decision, especially when the umpires are youths, keeping SAFETY as the first concern.
- ❖ **Innings 1 through 5 run limit: Minors = 4 and Majors = 5.**
  - Note: If the bases are loaded, 3 runs have scored and someone hits a triple, finish the play, but only score the 4<sup>th</sup> run for Minors or the 5<sup>th</sup> run for Majors (the “continuation” play”).
- ❖ There is no run limit in the last inning. This goes for both teams, not just the trailing team.
- ❖ If the umpire notifies both coaches the game will be less than 6 innings, unlimited runs are allowed in the last inning.
- ❖ A 10 run lead after 4 complete innings, or 3½ if the home team is leading, constitutes a full game. You may continue to play. You will not continue to score the game but # of pitches count. The umpires may leave.
- ❖ Limit your dugout to players and coaches.
- ❖ Keep the players in the dugout during games.
- ❖ Meals are not allowed in the dugout and teams clean their dugout after each game.
- ❖ Home team must provide 2 brand new “wrapped” game balls.
- ❖ Scorebooks must be kept for every game by both teams. In the event of a disagreement, home teams book will be official.
- ❖ Home team Managers are responsible for entering game results on the website. Both teams shall enter pitching stats on the website as soon as possible but no later than prior to the next game. Pitching stats include innings pitched and pitch count.

## Offense

- ❖ Everyone hits. A 12 player roster means you'll have a 12 player batting order.
- ❖ Any player on the roster that arrives late will be inserted at the end of the batting order and minimum play time will be waived. Late is considered after the #1 batter is up for the 2<sup>nd</sup> time. Players that arrive late will not be allowed to pitch in that game.
- ❖ There is no pinch-hitting in a lineup. If a player leaves the game early or is injured, skip that spot in the batting order.
- ❖ You may pinch run only in the case of an injury.
- ❖ Bunting is allowed (but not stressed in the Minors).
- ❖ “Slash Bunting” is strictly prohibited at all levels .
- ❖ Coaches will act as the 1<sup>st</sup> and 3<sup>rd</sup> base coaches.
- ❖ On-deck hitter must warm up beyond first or third base but not in line with throws to first or third. Use judgement and be careful and stress to the kids that only 1 player can be in that area at a time.
- ❖ Sliding is not required, including at home plate, and the batter must vacate the batter's box.

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## Base Running - Majors

❖ Base runners may lead or steal at anytime at his/her own risk in accordance with Cal Ripken rules.

❖ Dropped 3rd strike: In all situations in accordance by Cal Ripken rules.

## Base Running - Minors

- ❖ Base runners must remain in contact with the base until the ball crosses home plate.
- ❖ If a player leaves the base before the ball crosses home plate, as determined by the umpire:
  - If the runner successfully reaches the next base, he/she will be sent back to the original base with no penalty.
  - If a play is made and the runner is called out, the out will stand.
- ❖ Stealing 2<sup>nd</sup> and 3<sup>rd</sup> is permitted at anytime.
- ❖ If a base runner steals 2<sup>nd</sup> or 3<sup>rd</sup> and the ball is over thrown to the base they are attempting to steal, **runners may not advance on the over throw.**
- ❖ Stealing of home is allowed with 2 strikes ONLY in the following scenarios:
  - stealing home is allowed on passed balls at the catcher.
  - stealing home is allowed if the return throw from the catcher is mis-handled or overthrown and the ball leaves the mound circle.
  - once the pitcher cleanly receives the ball from the catcher the runner cannot advance home on a delayed steal.
  - Until there are 2 strikes on the batter, stealing of home is not permitted in any situation.

## Pitching:

- ❖ Pitchers are allowed to pitch 6 innings in a week. A week starts on Monday and ends on Sunday.
- ❖ **Pitch counts must be kept by each manager and recorded in the score book and on the website.** Depending on pitches thrown, pitchers must rest in accordance with the table below and in accordance with Cal Ripken tournament rules. If a 10-year old throws 50 pitches on Saturday, he/she must rest on Sunday and may not pitch again until Monday. If a 10-year old throws 50 pitches in a Saturday morning game, and 20 pitches in a Saturday evening game, he/she must rest on Sunday and Monday and may not pitch again until Tuesday.

AGE	DAILY MAXIMUM (PITCHES IN GAME and/or DAY)	REST PERIOD		
		0 Days	1 Day	2 Days
7-8	50	1-20	21-35	36+
9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+
13-15	95	1-45	46-75	76+
16-18	105	1-45	46-75	76+

- ❖ **Any portion of an inning pitched counts as 1 inning.** Example: If you replace a pitcher mid inning, both pitchers are charged with one inning. One pitch constitutes an inning pitched.
- ❖ **Majors:**
  - Pitchers may **not** return to the game and pitch again after stopping pitching. This includes the starting pitcher.
- ❖ **Minors:**
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starting pitcher.

- There will be a “rolling 4” inning maximum in consecutive games. If a pitcher pitches 2 innings in game 1, he/she can pitch 2 innings in the next game. If he/she pitches 3 innings in game 1, he/she can only pitch 1 inning in the next game.
- ❖ A pitcher who hits 2 batters in the same inning should be replaced at the batters manager discretion.
  
- ❖ **Playoff Pitching Rules:**
  - There will be a “rolling 6” inning maximum. If a pitcher pitches 4 innings in Monday’s playoff game he/she can pitch no more than 2 innings on Tuesday. The Wednesday inning allowance depends on the Tuesday inning count. **Pitch count restrictions shown above remain true for playoffs.**
  
- ❖ **MAJORS RULE:** Balks will be called in Majors. An umpire will warn a pitcher and explain the infraction on a first violation. Subsequent violations will be enforced according to the official baseball Balk rules. Note that we encourage umpires to have a little leniency.

## Defense:

- ❖ Minors’ managers are encouraged to assign players to as many defensive positions as possible during the season. The primary factor when assigning positions is safety. It isn’t possible to satisfy every request but with practice kids often surprise coaches.
- ❖ We have FREE substitution in the field. Every kid MUST play at least 2 innings in the field, but we strongly encourage that you get them at least 4 per game. A good rule of thumb is that no player spends more than 2 innings in the dugout.
- ❖ MINORS RULE: a team should field 10 players. The coach may place that extra player in the short field position or have four equally placed outfielders. You may not place the extra player in the infield.
- ❖ MINORS RULE: One coach may stand in the outfield with their players to provide instructions. The coach may not stand in the infield.

## Umpires:

- ❖ Teach players respect for the umpire – by example.
- ❖ There will be 1 home plate and 1 field umpire at each game.
- ❖ The umpires are off duty once a game is official. Example: a game is official after 4 innings (due to the mercy rule) and you’d like to play another inning. You may play but the umpire is not obligated to stay.
- ❖ The **infield fly** rule is in effect for Majors. Whether the pop fly is routinely playable is an umpire’s judgment.
- ❖ **Coaches may not argue any call with the umps.** You may call time to discuss a ruling with the umpire, and you may discuss issues with HBCR board members after the game.
- ❖ Both coaches are required to meet the umpire at home plate together prior to the start of the game to determine the official start time and review local rules (i.e. ball under fence calls, etc.).
- ❖ Any time a coach requires clarification about rules, he should request time out from the umpire, and invite the other coach to meet with the umpire at home plate.
- ❖ You must ask for (and receive) time before visiting a pitcher on the mound.

All other rules are as written in the 2017 Babe Ruth League “Baseball Rules and Regulations and Official Playing Rules” handbook. Each coach should have a copy from the league president.

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## Call Up Player Policy

**Purpose** – To allow teams to use players from a lower level to augment their roster. Teams are to use this policy to avoid forfeits or reschedules due to the known absence of rostered players for scheduled games. The intent is not to improve a team's roster on a regular basis by using Call Up players.

**Players** – The HBCR Board will make a list of eligible Call Up players available to all Head Coaches.

**Practices** – Call Up players should be allowed to practice with the team requesting the call up whenever possible.

**Games** –

- 1) Call Up players **shall not limit rostered players opportunities** to play more desirable positions.
- 2) The Head Coach shall ensure that Call Up players are in the batting order.
- 3) Call Up players shall be given an opportunity to play in the field.

Pitching – **Call Up players shall not pitch under any circumstance.** The Minor to Major distance is different. There is a requirement to hold runners on base in Majors that does not exist in Minors. Protecting the player is more important than exposure.

**Obligations** –

- 1) Call Up players must attend their regular team event if there is a conflict with a call up request unless released by the regular team Head Coach.
- 2) Head Coaches shall notify Call Up player/parents as soon as possible if they will not be needed after they have been asked to attend a game.
- 3) Head Coaches will notify both the Majors and Minors coordinator when a Call Up player is invited to play in a game, and whether they accept or decline the invitation. The intent is to track the player usage and **provide some balance to all eligible Call Up players.**

## Advice / Opinions / Thoughts...

- ❖ You need a minimum of 3 pitchers to survive the average 6 inning game. Pitchers typically show a noticeable drop-off after 2 innings. Ideally, you use your pitchers 2+2+2 or 2+1+1+2 and it is rare that a pitcher can go 3 innings at the Minors level. Returning a starting pitcher is **not** allowed in majors or minors.
- ❖ You will want to develop a minimum of 3 catchers. In Minors the catcher may chase as many pitches to the backstop as they'll catch and catchers will tire.
- ❖ Minimize game delays of any kind.
- ❖ Keep in mind that our #1 goal is to teach the kids baseball. It's only natural for these games to become competitive but **winning games is not the primary goal.**
- ❖ Managers are encouraged to work together and to be respectful of game situations. Some Examples:
  - You have an 8-0 lead...this is a good time to give one of your weaker pitchers an inning or two. It's difficult to please every kid, but these are great opportunities to try kids in different positions. Tony really wants to catch but you're not sure he's ready...now is a good time.
  - You have a 12-2 lead...this is a bad time to bunt or steal bases. If you have a runner on 3rd and there's a passed ball hold the runner. This teaches the kids sportsmanship and respect. It's also a good opportunity for the batter to drive in a run with a hit.

Work together, share ideas, have fun!

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Revision	Date	Author	Changes
1	11/01/2006	Mike Commisso	Original
2	12/14/2006	Mike Commisso	Added revision history.  Removed rule allowing the starting pitcher to return to the game after not pitching
3	4/06/2008	Mike Commisso	Changed the minors stealing and passed ball rules to not allow advancing to third base.
4	4/15/2010	Scott MacDormand Jay Chrystal Tom Whalen Don St. Pierre	Updated rules for Hollis and Brookline inter-league play.
5	5/15/2010	Scott MacDormand Jay Chrystal Tom Whalen Don St. Pierre	Changed steal rules to after 2 <sup>nd</sup> strike Majors/minors.
6	5/17/10	Tom Whalen Jay Chrystal	Revised Minors to allow stealing at all times and not allow extra base on overthrow
7	4/6/11	Mike Coutu	Revised hit batter to be Batters Manager decision / added late player rule / added pitcher development oversight
8	4/11/11	Mike Coutu	Added Minors starting pitcher return; rolling 4 inning max; revised time limit for games
9	4/20/15	Marc Moscatelli	Edited Conflicting text Simplified Verbiage Added Inter-Town Set Up/Clean Up Added Darkness, Scorebook, and Website info
10	3/15/17	Joe Connelly	Added pitch count requirements Clarified text
11	7/18/17	Joe Connelly	Clarifications