

<b>TABLE 1 RIPKEN T-BALL DIVISION (MODIFIED COACH PITCH)</b>		
	<b>SUBJECT</b>	<b>RIPKEN T-BALL DIVISION (MODIFIED COACH PITCH)</b>
<b>S1</b>	Distance between bases:	50'
<b>S2</b>	Pitching plate distance:	35'
<b>S3</b>	Maximum innings per game:	6
<b>S4</b>	Time limit:	1 hr 30 min
<b>S5</b>	Maximum number of runs a team may score in an inning:	N/A
<b>S6</b>	Mercy Rule - game shall end if either team is losing by:	N/A
<b>S7</b>	A game can end in a tie:	Yes
<b>S8</b>	Maximum number of defensive players on field:	10
<b>S9</b>	Minimum number of players to start and finish a game:	8
<b>S10</b>	If a team cannot field the minimum number of players required to start a game within 5 minutes after the time set for the game to begin, borrow players from opposing team and play	Yes, borrow/lend players and play game
<b>S11</b>	A team shall bat their entire roster (i.e., the batting order shall include every player on the team roster who is present five minutes before the time set for the game to begin):	Yes
<b>S12</b>	A player that arrives late to a game may be inserted at the end of the batting order	Yes
<b>S13</b>	If a player is removed from the batting order due to injury or illness, an automatic out shall not be charged (that player, however, may not return to the batting order or game):	Yes
<b>S14</b>	If a player is removed from the batting order for a reason other than injury or illness (e.g., ejection), an automatic out shall be charged at that player's scheduled appearance in the batting order for the remainder of the game:	Yes
<b>S15</b>	Free substitution on defense:	Yes
<b>S16</b>	Leadoffs and stealing (including home):	No (i.e., no base runner may leave the base until the batter makes contact with the ball)
<b>S17</b>	Infield Fly Rule:	No
<b>S18</b>	Bunting:	No
<b>S19</b>	Contact Rule enforced:	Yes
<b>S20</b>	Runners who are "out" as a result of a defensive play <u>must</u> return to the "dugout":	Yes

### **RIPKEN T-BALL DIVISION (MODIFIED COACH PITCH)**

- Home team is responsible for setting the pitcher's rubber, bases, and home plate prior to game time.
- Home team shall choose to occupy the third base dugout side of the field during the game.
- Each team will provide one volunteer umpire to officiate the game. The two volunteer umpires shall alternate between the position behind home plate and the position on the field every other inning. The volunteer umpires control the game and their decisions are final in all cases. (For additional information, please see "How to Ump a Game" handout provided by CYBSA.)
- Only registered managers and/or assistant coaches may act as base coaches. No players are permitted to act as base coaches.
- Every player present at the game must play a minimum of two complete innings defensively.
- Each team will position ten defensive players, with four players stationed in the outfield (at least 20 feet behind the baselines). In cases where a team cannot position ten defensive players (i.e., is only able to position 8 or 9 players), the opposing team must limit its defensive alignment to 9 players.
- Time Out and Advancement Rule: See "held ball rule" attached.
- In the event the ball is overthrown into foul territory, play is stopped and the "Advancement Rule" will apply (i.e., no additional bases will be awarded).
- Batters shall receive up to five pitches delivered from their team's manager (or assistant coach) stationed at the pitcher's rubber. All five pitches must be delivered to a coach catcher, not a player catcher. There are no called strikes or balls against batters attempting to hit from a coach pitcher. If a batter fails to put the ball into play upon the fifth pitch, the ball shall be placed on a tee positioned at home plate. Once the ball is placed on the tee, the batter receives up to three swings. Failure to put the ball into play upon the third swing constitutes a strike out. (Note: the player pitcher can be positioned on either side of the coach pitcher. The player catcher must be positioned on the third base dugout side when a right handed batter is batting and on the first base dugout side when a left handed batter is batting. The player catcher is only permitted to move to the catcher position behind home plate after a batter puts the ball into play and, if applicable, the tee is removed from home plate by a coach.)
- Batters have the option to elect not to start with coach pitch and start from the tee. If a player elects to have (0) zero pitches from a coach, they are allowed up to (5) five swings.
- The offensive inning is concluded after 3 outs have been recorded by the defense or 7 runs have scored.
- Each team will provide one volunteer scorekeeper. Volunteer scorekeepers are responsible for maintaining a count of the following items each inning: (1) the number of pitches each batter receives from a coach pitcher; (2) the number of swings each player takes from a tee; (3) the number of outs recorded by the defense, including the number of batters (i.e., ensuring that no more than 7 runs have scored each inning if three outs have not been recorded by the defense). (Note: as indicated in Table 1, the duration of the game is 90 minutes (1 hr 30 min) or six complete innings, whichever comes first.

**TABLE 2**  
**Ripken Rookie and Minors Divisions**

	<b>SUBJECT</b>	<b>RIPKEN ROOKIE DIVISION (MACHINE PITCH)</b>	<b>RIPKEN MINORS DIVISION</b>
<b>S1</b>	Distance between bases:	60'	60'
<b>S2</b>	Pitching distance:	42' (including machine distance)	46'
<b>S3</b>	Maximum innings per game:	6	6
<b>S4</b>	A new inning will not start unless the 3 <sup>rd</sup> out of the inning is made before:	90 minutes has elapsed	90 minutes has elapsed
<b>S5</b>	Regulation game: Exception: the game will become a regulation game once 120 minutes has elapsed and terminated immediately. The official score shall be recorded as the score of the last completed inning, <b>regardless of how far the game has progressed.</b>	4 innings (3.5 innings if home team is ahead) 120 minutes maximum	4 innings (3.5 innings if home team is ahead) 120 minutes maximum
<b>S6</b>	A game called for any reason (e.g., weather, darkness, etc.) after it has become a "regulation game" shall be declared an official game and the score at the end of the last fully completed inning shall be the official score: (Rule <b>S5</b> shall apply <b>only</b> if called due to maximum time limit)	Yes	Yes
<b>S7</b>	Maximum number of runs a team may score in an inning:	7	10
<b>S8</b>	Mercy Rule - game shall end if either team is losing by:	15 after 3 innings 10 after 4 innings	15 after 3 innings 10 after 4 innings
<b>S9</b>	A regular season game can end in a tie:	Yes	Yes
<b>S10</b>	Maximum number of defensive players on field:	10	9
<b>S11</b>	Minimum number of players to start and finish a game:	8	8
<b>S12</b>	If a team cannot field the minimum number of players required to start a game within 5 minutes after the time set for the game to begin, they must forfeit the game:	Yes, but the game should be played as a scrimmage	Yes, but the game should be played as a scrimmage
<b>S13</b>	A team shall bat their entire roster (i.e., the batting order shall include every player on the team roster who is present five minutes before the time set for the game to begin):	Yes	Yes
<b>S14</b>	A player that arrives late to a game may be inserted at the end of the batting order provided his team's lead-off hitter has not had a second plate appearance:	Yes	Yes
<b>S15</b>	If a player is removed from the batting order due to injury or illness, an automatic out shall not be charged (that player, however, may not return to the game):	Yes	Yes
<b>S16</b>	If a player is removed from the batting order for a reason other than injury or illness (e.g., ejection), an automatic out shall be charged at that player's scheduled appearance in the batting order for the remainder of the game:	Yes	Yes
<b>S17</b>	Free substitution on defense:	Yes	Yes
<b>S18</b>	Balk penalty enforced:	N/A	Yes, after 1 warning per <b>team</b>
<b>S19</b>	Leadoffs:	No	No
<b>S20</b>	Stealing, including home:	No	Yes
<b>S21</b>	A dropped third strike is played and not recorded as an automatic out:	No	No
<b>S22</b>	Infield Fly Rule:	No	Yes
<b>S23</b>	Bunting:	Yes	Yes
<b>S24</b>	Contact Rule enforced:	Yes	Yes

## **RIPKEN ROOKIE DIVISION (MACHINE PITCH)**

- Home team is responsible for setting the pitcher's rubber, bases, and home plate prior to game time.
- Home team shall occupy the third base dugout side of the field during the game.
- Each team will provide one (1) volunteer umpire to officiate the game. The two (2) volunteer umpires shall alternate between the position behind home plate and the position on the field every other inning. The volunteer umpires control the game and their decisions are final in all cases. (For additional information, please see "How to Ump a Game" handout provided by CYBSA.)
- Home team shall provide two (2) new game balls to the volunteer umpires for use during the game. To keep the pace of the game, both teams should provide no fewer than three (3) additional, gently used game balls.
- Each team will provide one (1) volunteer scorekeeper. Volunteer scorekeepers are responsible for maintaining a count of the following items each inning: (a) the number of pitches each batter receives; (b) the number of times each batter swings at and misses a pitch; and (c) the number of outs recorded by the defense, including the number of batters (i.e., ensuring that no more than seven (7) runs have scored each inning if three (3) outs have not been recorded by the defense). The home team's scorekeeper shall be the official scorekeeper. The visiting team's manager and umpire shall sign the home team's scorebook at the end of each game. Scorekeepers shall compare scores at the end of each inning to verify the correct score.
- The official score must be kept using the iScore app. Either team manager has 24 hours to verify the final score and statistics recorded in the app. After 24 hours, the final score and statistics recorded will be official and cannot be amended.
- The manager or scorekeeper of the home team must export the game in iScore to the league within two (2) hours of the game being completed. In the event of a technical difficulty with the iScore app, the manager of the home team must report the final score to their division VP within 24 hours.
- Managers may protest a game for rule or roster violations only - no protest shall ever be permitted on judgment calls by an umpire. If a manager wants to protest a game, time out must be requested from the umpire-in-chief by the protesting manager immediately after the rule violation and before the next pitched ball and the protesting manager must inform the umpire-in-chief that his team is playing the game under protest. The scorebooks of both teams shall be marked at the point of protest and signed by both managers and the umpire-in-chief.
- Only rostered managers and/or assistant coaches may act as base coaches. No players are permitted to act as base coaches.
- Every player present at the game must play a minimum of two (2) innings (i.e., six (6) outs defensively) and bat at least once, time permitting. This rule shall not apply if the game is called prior to six (6) innings being completed or in the event a player is injured during the course of a game.
- Each team will position ten (10) defensive players, with four (4) players stationed in the outfield (at least 25 feet behind the baselines). In cases where a team cannot position ten defensive players (i.e., is only able to position eight (8) or nine (9) players), the opposing team must limit its defensive alignment to nine (9) players.
- Time Out Rule: See "held ball rule" attached.
- Advancement Rule: If a ball leaves the field of play or becomes lodged in any portion of the field perimeter, the ball becomes dead and runners will be advanced to the next base, only if they had begun to advance prior to the ball becoming dead. If the runner is occupying a base at the time the ball becomes dead, the runner may not advance.
- The offensive inning is concluded after three (3) outs have been recorded by the defense seven (7) runs have been scored.
- Batters shall receive up to five (5) pitches delivered from a pitching machine operated by their team's manager (or assistant coach) stationed at the pitcher's rubber. (Note: all pitches must be delivered to a player catcher, not a coach catcher. The player pitcher can be positioned on either side of the pitching machine. There are no called strikes or balls. If a batter fails to put the ball into play upon the fifth pitch or if a batter has three (3) swinging strikes, the batter is out. Exception: if the third strike or fifth pitch is hit foul, the batter may continue to bat until hitting the ball into fair territory, failing to make contact with the pitch, or failing to swing at the fifth or later pitch delivered, thereby striking out. (Note: if a batted ball makes contact with the pitching machine before being touched by a defensive player, it shall be considered a dead ball and the batter shall be awarded first base and base runner(s) shall advance one base.)
- End-of-Season League Championship Tournament: teams will be seeded at the beginning of a double-elimination, consolation bracket tournament according to the position they finished in regular season play (i.e., WIN – LOSS RECORD). In the event two or more teams are tied, the tie-breaking rules outlined in the BABE RUTH LEAGUE, INC. BASEBALL RULES AND REGULATIONS AND OFFICIAL PLAYING RULES book will be followed. Throughout the tournament, the higher seeded team of each game (including the Championship Game) shall be the HOME team. All of the rules in effect for the regular season shall be in effect for the End-of-Season League Championship Tournament with the following exception: a tournament game cannot end in a tie.

<b>TABLE 3</b>			
<b>CAL RIPKEN MAJORS and BABE RUTH 13-15 DIVISION</b>			
	<b>SUBJECT</b>	<b>RIPKEN MAJORS DIVISION</b>	<b>BABE RUTH 13-15 DIVISION</b>
S1	Distance between bases:	70'	90'
S2	Pitching distance:	50'	60' 6"
S3	Maximum innings per game:	6	7
S4	A new inning will not start unless the 3 <sup>rd</sup> out of the inning is made before:	1 hour 50 minutes has elapsed	2 hours has elapsed
S5	Regulation game: Exception: the game will become a regulation game once 2 hours and 30 minutes has elapsed and terminated immediately. The official score shall be recorded as the score of the last completed inning, <b>regardless of how far the game has progressed.</b>	4 innings (3.5 innings if home team is ahead) 210 minutes maximum	5 innings (4.5 innings if home team is ahead) 210 minutes maximum
S6	A game called for any reason (e.g., weather, darkness, etc.) after it has become a "regulation game" shall be declared an official game and the score at the end of the last fully completed inning shall be the official score: (Rule <b>S5</b> shall apply <b>only</b> if called due to maximum time limit)	Yes	Yes
S7	Maximum number of runs a team may score in an inning:	n/a	n/a
S8	Mercy Rule - game shall end if either team is losing by:	15 runs after 3 10 runs after 4	15 runs after 4 10 runs after 5
S9	A regular season game can end in a tie:	Yes	Yes
S10	Maximum number of defensive players on field:	9	9
S11	Minimum number of players to start and finish a game:	8	8
S12	If a team cannot field the minimum number of players required to start a game within 5 minutes after the time set for the game to begin, they must forfeit the game:	Yes, but the game should be played as a scrimmage	Yes, but the game should be played as a scrimmage
S13	A team shall bat their entire roster (i.e., the batting order shall include every player on the team roster who is present)	Yes	Yes
S14	A player that arrives late to a game may be inserted at the end of the batting order provided his team's lead-off hitter has not had a second plate appearance:	Yes	Yes
S15	If a player is removed from the batting order due to injury or illness, an automatic out shall not be charged (that player, however, may not return to the batting order or game):	Yes	Yes
S16	If a player is removed from the batting order for a reason other than injury or illness (e.g., ejection), an automatic out shall be charged at that player's scheduled appearance in the batting order for the remainder of the game:	Yes	Yes
S17	Free substitution on defense:	Yes	Yes
S18	Balk penalty enforced:	Yes	Yes
S19	Leadoffs:	Yes	Yes
S20	Stealing, including home:	Yes	Yes
S21	A dropped third strike is played and not recorded as an automatic out:	Yes	Yes
S22	Infield Fly Rule:	Yes	Yes
S23	Bunting:	Yes	Yes
S24	Contact Rule enforced:	Yes	Yes

**RIPKEN MINORS DIVISION**  
**RIPKEN MAJORS DIVISION**  
**BABE RUTH 13-15 DIVISION**

- Home team is responsible for setting the pitcher's rubber, bases, and home plate prior to game time.
- Home team shall occupy the third base dugout side of the field during the game.
- The league shall provide one (1) for MINORS or two (2) for MAJORS and 13-15 umpires for each game.
- Home team shall provide two (2) new game balls ball to the umpire for use during the game. To keep the pace of the game, either team should provide at least one (1) gently used game ball to the umpire.
- Each team must provide one (1) volunteer scorekeeper. The home team's scorekeeper shall be the official scorekeeper. Scorekeepers shall compare scores at the end of each inning to verify the correct score and pitch counts.
- The official score and pitch count must be kept using the iScore app. Either team manager has 24 hours to verify the final score and pitch counts recorded in the app. After 24 hours, the final score and pitch counts recorded will be official and cannot be amended.
- The manager or scorekeeper of the home team must export the game in iScore to the league within two (2) hours of the game being completed. In the event of a technical difficulty with the iScore app, the manager of the home team must report the final score and pitch counts to their division VP within 24 hours.
- Managers may protest a game for rule or roster violations only - no protest shall ever be permitted on judgment calls by an umpire. If a manager wants to protest a game, time out must be requested from the umpire-in-chief by the protesting manager immediately after the rule violation and before the next pitched ball and the protesting manager must inform the umpire-in-chief that his team is playing the game under protest. The scorebooks of both teams shall be marked at the point of protest and signed by both managers and the umpire-in-chief.
- Only rostered managers and/or assistant coaches may act as base coaches. No players are permitted to act as base coaches.
- Every player present at the game must play a minimum of two (2) innings (i.e., six (6) outs defensively) and bat at least once, time permitting. This rule shall not apply if the game fails to reach six (6) innings or in the event a player is injured during the course of a game.
- Time Out Rule: Time may be requested from the umpire by anyone once the ball is in the possession of a fielder and all runners have stopped advancing.
- Advancement Rule: If a ball leaves the field of play or becomes lodged in any portion of the field perimeter, the ball becomes dead and runners will be advanced to the next base, only if they had begun to advance prior to the ball becoming dead. If the runner is occupying a base at the time the ball becomes dead, the runner may not advance.
- Pitching rules are outlined in the MLB Pitch Smart Guidelines. These can be found here <http://m.mlb.com/pitchsmart/>
- No metal spikes are allowed on the portable mounds (if used)
- End-of-Season League Championship Tournament: teams will be seeded at the beginning of a double-elimination, consolation bracket tournament according to the position they finished in regular season play (i.e., WIN – LOSS RECORD). In the event two or more teams are tied, the tie-breaking rules outlined in the BABE RUTH LEAGUE, INC. BASEBALL RULES AND REGULATIONS AND OFFICIAL PLAYING RULES book will be followed. Throughout the tournament, the higher seeded team of each game (including the Championship Game) shall be the HOME team. All of the rules in effect for the regular season shall be in effect for the End-of-Season League Championship Tournament with the following exception: a tournament game cannot end in a tie.