

<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:	60'
<b>S2</b>	Pitching plate distance:	46'
<b>S3</b>	Maximum innings per game:	6
<b>S4</b>	Time limit:	1 hr 30 min
<b>S5</b>	Maximum number of batters in an inning	10
<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:	N/A
<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

**TABLE 2**  
**Ripken Rookie, Minors, Majors, and Babe Ruth 13-15 Divisions**

	<b>SUBJECT</b>	<b>RIPKEN ROOKIE DIVISION (MACHINE PITCH)</b>	<b>RIPKEN MINORS DIVISION</b>	<b>RIPKEN MAJORS DIVISION</b>	<b>BABE RUTH 13-15 DIVISION</b>
<b>S1</b>	Distance between bases:	60'	60'	70'	80'
<b>S2</b>	Pitching distance:	46' (42' front machine distance)	46'	50'	54'
<b>S3</b>	Maximum innings per game:	6	6	6	7
<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	1 hour 45 minutes has elapsed	2 hours has elapsed
<b>S5</b>	Regulation game: One of these minimum requirements must be met to be considered a regulation game.	4 innings (3.5 innings if home team is ahead) or game has exceeded 90 minutes	4 innings (3.5 innings if home team is ahead) or game has exceeded 90 minutes	4 innings (3.5 innings if home team is ahead) or game has exceeded 105 minutes	5 innings (4.5 innings if home team is ahead) or game has exceeded 120 minutes
<b>S6</b>	A game called for any reason 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.	Yes	Yes	Yes	Yes
<b>S7</b>	Maximum number of runs a team may score in an inning: (unlimited all later innings)	5 per inning through the 4 <sup>th</sup>	5 per inning through the 3 <sup>rd</sup>	5 per inning through the 3 <sup>rd</sup>	5 per inning through the 3 <sup>rd</sup>
<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	15 runs after 3 10 runs after 4	15 runs after 3 10 runs after 4
<b>S9</b>	A regular season game can end in a tie:	Yes	Yes	Yes	Yes
<b>S10</b>	Maximum number of defensive players on field:	10	9	9	9
<b>S11</b>	Minimum number of players to start and finish a game:	8	8	8	8
<b>S12</b>	If a team cannot field the minimum number of players required to start a game within 10 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	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	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	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	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	Yes	Yes
<b>S17</b>	Free substitution on defense:	Yes	Yes	Yes	Yes
<b>S18</b>	Balk penalty enforced:	N/A	Yes, after 1 warning per <u>team</u>	Yes	Yes
<b>S19</b>	Leadoffs:	No	No	Yes	Yes
<b>S20</b>	Stealing, including home:	No	Yes	Yes	Yes
<b>S21</b>	A dropped third strike is played and not recorded as an automatic out:	No	No	Yes	Yes
<b>S22</b>	Infield Fly Rule:	No	Yes	Yes	Yes
<b>S23</b>	Bunting:	Yes	Yes	Yes	Yes
<b>S24</b>	Contact Rule enforced:	Yes	Yes	Yes	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.
- 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).
- Advancement Rule: No runner advancement on an overthrow outside of the foul lines.
- 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 must be touching the pitcher's plate until the ball is put into play. 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 all the offense has had 10 batters make a plate appearance.

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 10 batters have had a plate appearance 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.

## **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 runs (i.e., ensuring that no more than five (5) runs have scored each run restricted 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.
- Final scores must be emailed to both the Rookie VP and league manager no later than the morning following the game, preferably the day of the game. No texted scores will be accepted.
- 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.
- Players must use either a USA Baseball or wood bat. T-Ball bats, even with a USA Baseball stamp are not permitted.
- A player using an illegal bat may change to a legal bat, without penalty, during the plate appearance. If an illegal bat is suspected after a ball has been put into play, and objected to and found to be illegal, prior to the next legal pitch, the batter who used the illegal bat will be called out and all baserunners must return to the bases prior to the illegal at bat.
- Rostered managers and/or assistant coaches should act as base coaches. Players from an older division may act as a base coach, and must wear a batting helmet. No Rookie players may act as a base coach.
- 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 four (4) 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: 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 passes more than five (5) feet outside of either foul line, 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 or the run maximum has been reached in the first four (4) innings.
- 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 must be touching the pitcher's plate until the ball is put into play. 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.)
- Tournaments will be seeded based on the team's record prior to the beginning of a tournament (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 any tournament with the following exception: a tournament game cannot end in a tie.

**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 will schedule one (1) for MINORS or two (2) for MAJORS and 13-15 umpire(s) for each game.
- Home team shall provide two (2) new game balls 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.
- Scoring may be done on any device, app, or using a paper book.
- Pitch count sheets, with the scores, pitch counts, and signed by both teams coaches or scorekeeper need to be submitted via email to the division VP and league manager no later than the morning following the game, preferably the day of the game.
- Submitted and signed score and pitch count sheets are the official record and may not be amended after they are submitted.
- 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.
- Players must use either a USA Baseball or wood bat. (Babe Ruth exception below)
- **60' Special Base Running Rule:** When a pitcher is in contact with the pitcher's plate and has possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and reached home plate. Once the catcher has secured the ball and the runner has stopped their forward progress, the runner must immediately return to the base. **Note:** The ball remains live and should the catcher make an errant throw to the pitcher or make a play on the runner, the runner can then attempt to advance.
- Rostered managers and/or assistant coaches should act as base coaches. Players are permitted to act as base coaches and the player is wearing a batting helmet.
- 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 four (4) 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 advance two (2) bases.
- Pitching rules are outlined in the MLB Pitch Smart Guidelines. These can be found here <https://www.mlb.com/pitch-smart/pitching-guidelines>
- No metal spikes are allowed on the portable mounds (if used)
- **Babe Ruth division specific rules:** Players may wear metal spikes and use BBCOR .50 bats.
- Tournaments will be seeded based on the team's record prior to the beginning of a tournament (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 any tournament with the following exceptions: a tournament game cannot end in a tie and pitch counts will follow the official Babe Ruth tournament pitch counts.