

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

	SUBJECT	RIPKEN ROOKIE DIVISION (MACHINE PITCH)	RIPKEN MINORS DIVISION	RIPKEN MAJORS DIVISION	BABE RUTH 13-15 DIVISION
S1	Distance between bases:	60'	60'	70'	80'
S2	Pitching distance:	46' (42' front machine distance)	46'	50'	54'
S3	Maximum innings per game:	6	6	6	7
S4	A new inning will not start unless the 3 rd 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
S5	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
S6	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
S7	Maximum number of runs a team may score in an inning: (unlimited all later innings)	5 per inning through the 4 th	5 per inning through the 3 rd	5 per inning through the 3 rd	Unlimited
S8	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
S9	A regular season game can end in a tie:	Yes	Yes	Yes	Yes
S10	Maximum number of defensive players on field:	10	9	9	9
S11	Minimum number of players to start and finish a game:	8	8	8	8
S12	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
S13	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
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	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 game):	Yes	Yes	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	Yes	Yes
S17	Free substitution on defense:	Yes	Yes	Yes	Yes
S18	Balk penalty enforced:	N/A	Yes, after 1 warning per team	Yes	Yes
S19	Leadoffs:	No	No	Yes	Yes
S20	Stealing, including home:	No	Yes	Yes	Yes
S21	A dropped third strike is played and not recorded as an automatic out:	No	No	Yes	Yes
S22	Infield Fly Rule:	No	Yes	Yes	Yes
S23	Bunting:	Yes	Yes	Yes	Yes
S24	Contact Rule enforced:	Yes	Yes	Yes	Yes

RIPKEN T-BALL DIVISION

The first part of the season will be played as split-squad games, with the second part of the season played as full-squad games.

Split-Squad Rules

- Each split squad will consist of no less than six (6) players
- Coaches may add one (1) additional player to each squad, in the event more than 12 players are present for the scheduled game(s)
- One squad will play under the novice rules, the other will play under the advanced rules
- Split squad games will be forty-five (45) minutes in length
- A player may play on more than one squad in a scheduled pair of games, if the number of total players a team can field is fewer than twelve (12)
- Players may move between the novice and advanced squad during the season, at the discretion of the coaches

T-Ball Novice Rules

- The novice squad should consist of the six (6) players present who would benefit the most from playing under novice rules
- No outs are recorded and if a player is tagged or forced out on a play, they do not have to leave the basepath
- No scores are officially kept
- The inning will conclude once nine (9) batters have made a plate appearance
- Coaches may elect to pitch to batters, up to three (3) pitches, prior to the batter using a tee
- Batters will get as many swings as needed to put a ball in play

T-Ball Advanced Rules

- The advanced squad should consist of the six (6) players present who would benefit the most from playing under advanced rules
- Outs are recorded if made
- Scores are kept, but standings are not
- The inning will conclude once three (3) defensive outs are made -or- five (5) runs have scored
- Batters will get up to three (3) pitches from a coach, pitching from at least 30 feet in front of home plate
- Batters who fail to put the ball in play with coach pitches will be allowed up to two (2) swings from the tee, with a failure to put the ball in play will be considered a strike out

Full-Squad Rules

- The entire team present shall be in the batting order and play at least two (2) innings defensively
- Outs are recorded if made
- Scores are kept, but standings are not
- The inning will conclude once three (3) defensive outs are made -or- five (5) runs have scored
- Batters will get up to three (3) pitches from a coach, pitching from at least 30 feet in front of home plate
- Batters who fail to put the ball in play with coach pitches will be allowed up to two (2) swings from the tee, with a failure to put the ball in play will be considered a strike out
- The batted ball must travel at least 25 feet to be considered in play, with a ball traveling less than 25 feet, in fair territory, considered a foul ball
- No more than six (6) defensive players may be positioned in the infield (within 20 feet of the baselines)
- Games will go six (6) innings or ninety (90) minutes, whichever comes first

Notes

- If a T-Ball coach believes their entire team should play either all novice or all advanced, when doing split-squad games, the coach needs to notify the league prior to the schedule being released, so proper scheduling may be accommodated
- While scores are kept and should be reported through the SSU Play app, standings are not published
- When submitting scores for split-squad games, only the advanced squad's score should be entered
- In novice, split-squad games, a coach may elect to end a player's at bat, prior to the batter putting the ball in play, if they believe the time it is taking will adversely affect the other player's ability have opportunities to bat
- Leading off and steals are not permitted

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.
- 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).
- Time Out Rule: Time will be called by the umpire once the ball is in the possession of an infielder 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 team's 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.

Cal Ripken Select Supplemental Rules

Games will be played under the Babe Ruth Inc. Official Playing Rules, specifically Cal Ripken Major/70, including applicable tournament rules, with the following supplemental rules and exceptions.

- Teams may elect to use an 11th player as an EP (extra player), still subject to the same rules as if they are to only use a single EP.
- A player who began their previous game as a non-starter, during the regular season, must be placed in the starting lineup in the team's following game, the player is present and available for.
- Rules and precedent adopted by the league with regards to game time of play, run limits, mercy rules, suspended and regulation games, will be the same as the Majors division.
- Uniform standards for coaches are not required for league play.
- The field dimensions will be 70-foot bases and 50-foot pitching distance, with an exception for teams with all players being a league age of 10 or younger, who may elect to pitch from 46 feet. This election must be made, and notification to both the opposing team's manager and umpire-in-chief, prior to the beginning of the game. The election to pitch from 46 feet will not be allowed to be changed during the course of the game.
- When teams begin play in Minors are participating in Cal Ripken Select games or tournaments, uncaught 3rd strikes will be outs for those games or for all teams in a pool or bracket with a Minors team.