

9-10 LEAGUE RULES – 60 Foot Bases

Revision Date: 02/20/17

All rules are in accordance with Official Cal Ripken Rules unless modified by Parsons Babe Ruth League.

1. First game will begin at 6:00 PM, second game at 8:00 PM. All efforts must be made by participating teams and umpires to make sure the games start on time.
2. It is the responsibility of both managers to make sure they start infield practice 20 minutes before game time. Each team will get 8 minutes of warm up with the visiting team taking the field first.
3. First team listed on the schedule is Home Team and will sit in the 1st base dugout. Home team will keep the official scorebook and is responsible to provide game reports to KLKC and The Parsons Sun. Team sponsors must be listed on the reports. Official scorebook must be returned to the concession stand after the second game. Official scorekeeper shall also record game time & confirm time with home plate umpire.
4. If the last out is made before 100 minute time limit, a new inning will start (subject to Rule 7).
5. No new inning will begin after 100 minutes (unless tied). A new inning is defined as beginning as soon as the last out of the previous inning was recorded.
6. California Tie-Breaker Rule (modified): If the last out of an inning is recorded after 100 minutes have expired and the game is tied, all subsequent innings will begin with the last batter from the previous inning being placed at 2nd base with one (1) out.
7. Complete game will be six (6) innings unless rained out and then will be over/finished if three (3) complete innings have been played. Games that are stopped before 3 innings are completed due to rain, mechanical difficulties, or any other similar reasons will be suspended. The official scorekeeper shall denote the time remaining on the time limit or the time that the game is stopped, the count of the batter, and all relevant information to continue the game at a future date. The game shall be a suspended game and shall be made up in due course.
8. Run Rule: 15 runs after three (3) innings, 10 runs after four (4) innings, 8 runs after five (5) innings.
9. A team must have a minimum of eight (8) players to start an official game and shall play with a straw out until a 9th player is in the lineup. The position in the lineup where the straw out is to be taken must be designated (generally last, but not always).
10. In the event a player arrives late for a game and the team has batted, he/she shall bat last in the batting order (or in the position designated for a straw out if Rule 9 applies) without penalty.
11. All players will be in the batting order and will bat the entire game. The batting order shall remain the same the entire game. No penalty is imposed if a batter is unable to bat due to injury, illness or ejection unless fewer than nine (9) players remain (then a straw out applies).

12. All players **MUST** play a minimum of two (2) innings in the field per game, unless it's a three (3) inning run rule game. Substitution must be started by the 3rd inning. If the player does not play two (2) innings in the field, the manager must report the incident to the league commissioner within 24 hours after the game.

13. For 9-10, the batter may not attempt to advance to 1st base on a dropped 3rd strike.

14. Both teams shall be responsible for cleaning the diamond and dugout, diamond maintenance, securing the scoreboard controller and shutting off lights after the final game of the evening.

15. Any player who intentionally throws off his batting helmet while running the bases may be called out after being warned once.

16. Judgment Calls: No coach can argue a judgment call.

17. Disciplining a Player: A manager may discipline a player who fails to attend scheduled practices or who arrives after the game has begun. Such discipline must be used as last resort. If a player is disciplined, please notify your league commissioner.

18. Pitching Rules:

AGE	DAILY MAX (PITCHES IN GAME/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+

- a. Pitcher shall not deliver more than 75 pitches in the same game or on the same day. Exception: If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out.
- b. Pitches will be counted and recorded by the official scorekeeper.
- c. The scorekeeper must provide the current pitch count for any pitcher when requested by either Manager. However, the Manager has the ultimate responsibility for knowing when his/her pitcher must be removed to meet the mandated rest requirements.
- d. In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher at the time the game was halted may continue to the extent of his/her eligibility.

- e. **Intentional Walk Rule** – An intentional base on balls may be given by the defensive team by having its catcher or Manager request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.
- f. A pitcher once removed may be used again in the same game as a pitcher.
- g. Two (2) trips to the mound in an inning constitute removal of pitcher for that inning. See Rule 11.05 (6) regarding trips to the mound.
- h. Warm up pitches: 8 for starting pitcher and new pitchers; 5 in-between innings. If an umpire feels a team is taking too long to get into the infield, he/she has the right to reduce the amount of pitches to keep the game in progress.

19. **Base Stealing Rules:**

- a. A runner may advance after a pitched ball crosses home plate. If a runner leaves too soon he will be sent back by the umpire....this is a **dead ball** play. No runners can advance if an umpire calls “dead ball – no pitch”. The second time a runner leaves too soon, he/she will be called out. This is a judgment call by the Umpires and is not open for discussion by the Manager.
- b. A runner can steal home.
- c. A runner may NOT steal any base or advance while the pitcher has possession of the ball *within 5 feet of the pitching rubber* unless he/she has already committed and is already advancing towards the next base. This includes delayed steals. Once a runner commits back to a base when the pitcher is within the 5’ of the pitching rubber, he must go back to the base previously occupied.
- d. It is in the judgment of the umpire whether or not the pitcher is within 5’ of the rubber and if runners have committed to advancing to the next base before time shall be called. *Note circle may be provided around the mound.

20. **Balks:** Per Cal Ripken baseball rules, there are no balk calls. In the event a pitcher repeatedly balks, the umpire will point out the error to the coach/pitcher so it can be corrected. A pitcher cannot play the “hidden ball” trick when within 5’ of the mound.

21. **Crash Rule:** The runner will be called out at the umpire’s discretion for crashing into another player. This rule will be enforced when a runner intentionally or by reaction crashes into the player. It is in the judgment of the umpire if the runner made an attempt to slide and avoid contact. At the discretion of the umpire a player may be ejected from the game. All players ejected must be reported to the league commissioner.

22. **Time Outs:** It is in the best interest of the kids that all efforts be made to play as many innings as possible. Game management by the umpires and Managers will help this cause. Umpires

will monitor delays and warn any coach they feel is disrupting the flow of the game. The following will be watched:

- In between inning
- Called time outs for batter & pitching instructions
- Signals to batters
- Any delays by players, manager

TIE-BREAKER FORMAT

Final standings will be determined as follows:

1) WIN – LOSS RECORD

The tie breakers are used in order to determine the final standings and/or seeding for ONE team at a time. Each time a tie is broken to advance one team, leaving a tie between two or more teams, the situation reverts to criterion #2. (Head-to-Head results).

If still tied:

2) RESULTS OF HEAD-TO-HEAD COMPETITION

Example: Three teams are tied with identical records. Teams A, B and C played against each other. Team A has the best record in head-to-head games against Teams B and C. Result – Team A advances, which then creates a two-way tie between Team B and Team C. That tie then is broken by reverting to criterion #2.

If still tied:

3) FEWEST RUNS GIVEN UP

If the results of the head-to-head match up(s) of the teams that are involved in the tie cannot break the tie, then the tie is broken using criterion #3. The remaining teams' tie is broken by reverting to criterion #2.

If still tied:

4) RUN DIFFERENTIAL WITH A MAXIMUM OF 10 PER GAME

In the event a tie is created by virtue of a forfeited game, and the tie cannot be broken by criterion #2 or #3, the order of criteria #3 and #4 will be reversed and applied to the tie. Since the number of runs which might have been scored during the game may have affected the fewest runs allowed standing (and the awarding of the forfeit gives the "winning team" no additional runs given up), this order will better adjust for that event.

Note:

The score in any forfeited Cal Ripken game will be 6-0 for the non-forfeiting team and 7-0 for any 13-15 game.

If still tied:

5) COIN TOSS

Severe Weather: It is the responsibility of all board members, umpires, managers and adults to protect all kids in case of inclement weather (lighting, rain). The ***Parsons Babe Ruth Severe Weather Plan*** must be followed for all games and practices – no exceptions! Never take chances!

General Information: The Parsons Babe Ruth Board has the right to place any coach, player, umpire or spectator on probation for any unethical, unpleasant or unsportsmanlike behavior.