

# Minor Division 9/10

## **A. SAFETY EQUIPMENT**

A NOCSAE approved protective helmet with full ear flaps will be worn by all batters, base runners and catchers.

- It is recommended that all players wear athletic supporters.
- A catcher must wear a chest protector, shin-guards, protective cup (MALE CATCHERS ONLY), a NOCSAE approved helmet, mask and a throat protector.
- Shin guards MUST have knee and metatarsal protection (soccer style shin guards are NOT acceptable).
- Any Player warming up the pitcher must wear a mask and cup while in the down or crouch position.

## **B. BATS**

In adherence with Northwest baseball's move into Cal Ripken Baseball, all players must use a Cal Ripken Baseball approved bat. The rule is as follows:

### CAL RIPKEN BASEBALL DIVISION

The bat may not exceed 33" in length, and the bat barrel may not exceed 2¼" in diameter. Only 2¼" barrel non-wood bats marked BPF 1.15 will be allowed. Wood 2 ¼" barrel bats are allowed.

The complete rule and a list of non-compliant bats can be found on the following website: <http://www.baberuthleague.org/bat-rules.aspx>

### PENALTY

- If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.
- A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
- Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

## C. PLAYING FIELD

1. Bases: 60 feet apart.
2. Pitching Rubber 46 feet from back point of home plate.
3. Second Base 84 feet 10 inches from back point of home plate.

## D. PLAYING RULES

1. Maximum of 5 runs per inning in every inning.
2. Teams may bat their entire roster or a traditional starting nine.
3. Free substitutions on defense if teams choose to bat the entire roster but please adhere to the pitching and player playing time rules in sections E and G below.
4. There is no leading off bases. Runners may lead and steal when the pitched ball reaches the batter. If a runner leaves the base before the pitch reaches the batter they will be called out.
5. Infield fly is in effect.
6. Batter may not run to first on drop 3<sup>rd</sup> strike.
7. Home team will be the official score keeper.
8. RUNNERS must avoid contact, if there is a play being made on them.
9. Batters may not "Slug-bunt". That is they may not fake bunt and then swing away. PENALTY: Batter will be called out and all runners must return to their bases.
10. In player pitch age groups, a courtesy runner is allowed **for the catcher only**.
  - The courtesy runner shall be any player who is not currently in the game.
  - Use of a courtesy runner does not burn the substitute.
  - If no substitutes are available, the last batted out is to be used as the courtesy runner.
  - If there is no substitute or last batted out, the courtesy runner option cannot be used until the above listed criteria can be met.

## E. PITCHING RULES

### *Babe Ruth Rule 0.06*

1. Pitchers may only pitch 6 innings per week.
2. A Cal Ripken Baseball pitcher must have two (2) calendar days rest between pitching assignments if he pitches more than two (2) innings in any one game.
3. No Balks will be called.

## F. LENGTH OF GAME

1. Game shall be 6 innings with the exceptions below.
2. No new inning will begin after one (1) hour and thirty (30) minutes.
3. Mercy Rule – 10 runs after 4 innings or 15 after 3 innings.
4. If a game is called by the umpire, it will be considered a complete game after 4 innings and been played (3 ½ innings if home team is leading).

## **G. PLAYER PLAYING TIME**

1. Each player must play 2 innings on defense and have 1 at bat. This rule applies to both teams even if the last inning is not required due to the home team leading. The only exception to this rule are when the games are shortened due to the 10-run mercy rule or when games are shortened due to whether or lighting conditions.
2. EP Rules are in effect.
3. PENALTIES: If the playing time rules are violated the player who did not get the mandatory playing time must play every inning of the next game. The manager must not attend the game and is prohibited from coaching the game in any manner.