

NORWALK CAL RIPKEN BASEBALL

League Rules for the Minor Division

GENERAL RULES

- 1) Batting order will be continuous. A player will bat his or her turn in the lineup even if he or she is not playing the field that inning. If a player must leave during a game, the spot in the order shall be skipped with no out recorded. Official continuous order must be set by the start of game 3.
- 2) All players present at the start of the game must play at least four (4) innings in the field, including two (2) in the infield and one (1) in the outfield.
- 3) There will be a maximum of ten (10) players on the field, including four (4) outfielders.
- 4) Play is immediately stopped when the team batting scores its fifth (5th) run of the inning; this concludes that inning of play whether or not three (3) outs have been recorded. This rule is waived in the sixth (6th) inning for both teams.
- 5) When one team is ahead by ten (10) runs or more after four (4) complete innings, the game will be stopped and the team ahead will be declared the winner.
- 6) A game will be considered official when the team behind has four (4) or more innings at bat (visiting team has 3 ½ complete innings, home team 4 complete innings). Games may be stopped by darkness or weather.*
- 7) A game stopped by darkness or weather that is tied after 4, 5, or 6 innings of play will be called a tie and count as such in League standings.*
- 8) No more than one extra inning will be played in a tie game. A game tied after seven (7) innings of play will count as a tie in League standings.*
- 9) A pitcher who hits three (3) batters in one outing must be removed as pitcher and may not return as a pitcher in that game. These guidelines are maximum numbers and a coach should remove a pitcher before he or she hits three (3) batters if he or she loses control and presents a dangerous situation.
- 10) If a pitcher walks four (4) batters in an inning, he or she shall be removed.
- 11) A pitcher who throws 1-40 pitches may pitch the next day. 41-65 pitches must rest 1 day. 66+ must rest 2 days. A pitcher may not throw more than 75 pitches in the same game or on the same day. If the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely, or is put out.
- 12) A pitcher may only pitch a total of 105 pitches per week (Including spring travel games)
- 13) On the second trip to the mound in the same inning for the same pitcher, the manager

must replace the pitcher.

14) There shall be no slash bunting.

**Rules 7, 8, and 9 do not apply during playoffs. The Umpire has the final say in calling the game.*

BASE RUNNING

- 1) No base runner may leave base until the pitched ball has reached home plate. If a base runner leaves early no advantage can be gained.
- 2) A base runner on third base may attempt to steal home. Each team may steal home one (1) time per inning, including passed balls and wild pitches. The base runner may still advance home at his or her own risk only if the catcher intentionally makes a throw to a fielder other than the pitcher.
- 3) A base runner on third base attempting to steal home stops his forward motion at any point must return to third base and may not advance and steal home on a delayed steal. If the runner attempts to steal home and does not stop his forward motion to the plate the catchers throwing motion back to the pitcher does not mean the ball is dead and runner is able to continue to make an attempt for home plate.
- 4) On Ball 4 and Strike 3 counts the ball is dead, base runners may not advance when this pitch is thrown.
- 5) The ball is dead on the release of the catcher's return throw to the pitcher. Base runners may not advance on an overthrow.
- 6) With runners on first and third, the throw to second shall be free and the runner on third cannot score.
- 7) The ball is dead when base runners are stopped and the fielding team asks for time while in the infield and the umpire calls time.
- 8) Overthrows from the outfielder into a dead ball area, the runner is awarded one (1) base.
- 9) Overthrows from an infielder into a dead ball area, the runner is awarded one (1) base.
- 10) Infield fly rule applies.
- 11) No headfirst sliding, except back to a previous base.
- 12) The batter/runner cannot slide into first base (unless to avoid a collision).
- 13) A play made at any base on a runner requires sliding or avoiding the opposing player or the runner is out.

- 14) A runner can only attempt to steal one base at a time and cannot advance due to the catcher's throw getting away. When a batter walks, he or she must remain on first base until the next pitch.

All other Cal Ripken Minor Division Rules and Regulations apply unless superseded by local rule.