

**Delta Baseball & Softball League
Cal Ripken Minors and Majors
Local Rules & Exceptions**

The Delta Baseball & Softball League *Ripken Majors* and *Ripken Minors Divisions* shall play under the official Cal Ripken Baseball Rules, except as modified below:

1.0 Benching of Players

A manager can "bench" a player for disciplinary reasons prior to the start of a game. No Player shall be benched for more than two consecutive games without the permission of the Division Commissioner or Board of Directors. If a player is benched, the manager must inform the Board of Directors in writing (by sending email to the commissioner and the VP-Director of Baseball) BEFORE the player is benched. The manager must also inform the head umpire at the start of the game.

2.0 Playing Time:

- 2.1 Offensive Minimum Play Time - Each Player in Majors and Minors shall have a minimum of one 'at bat' per game.
- 2.2 Defensive Minimum Play
 - a. Each player in Minors shall play a minimum of 3 defensive innings (9 outs) per game.
 - b. Each player in Majors shall play a minimum of 3 defensive innings (9 outs) per game. (Revised Feb 2015)
- 2.3 A player who starts and plays a complete game as the "Extra Player" (EP) shall have met the minimum playing time requirements.
- 2.4 Penalty for failure to provide a player his/her playing time:
 - a. Any player who does not receive the minimum required playing time (as defined in 2.1 and 2.2 above) shall start the very next game and be given their full playing time at the beginning of that game.
 - b. Rule 2.4.a applies to situations where playing time is not met due to games ending early for any of the following reasons:
 - 1) Games called for darkness
 - 2) Games called due to time limits being reached
 - 3) Games called early for rain or for other environmental or "Act of God" reasons.
 - c. A player who does not receive their minimum playing time for any reason other those listed in "2.4.b" (above) shall start the next game *and play the full game*.
 - d. The provisions of 2.4.a, 2.4.b and 2.4.c do not apply to players who are benched for disciplinary reason (as in "1.0", above), or players who are removed from a game due to injury.

3.0 Extra Player:

The use of an Extra player ("EP") is voluntary. If a team uses an EP, the below local rules apply:

- 3.1 The EP can be placed anywhere in the lineup.
- 3.2 No player can EP more than 3 games in a season.
- 3.3 No player can EP in back-to-back games.
- 3.4 When a team elects to use an EP in a game, the player who starts the game as the EP must complete the game as the EP, except:

- a. If the EP is injured or ejected from the game, another bench player must fill the injured/ejected player's position in the batting order as an EP.
 - 1) If a team has only 10 players and the EP is injured, the team **will not be penalized** for the injured player in the batting order.
 - 2) If a team has only 10 players and the EP is ejected from the game, the team **will be penalized** with an out for the ejected player in the batting order.
- b. If a team with only 10 players has an injured player who needs to come out of a game, then the EP will become a fielder and hitter, and the team **will not be penalized** for the injured player in the batting order.
- c. If a team with only 10 players has a player ejected from a game, the EP will become a fielder and hitter, and the team **will be penalized** with an out for the ejected player in the batting order.

4.0 Pitching Limitations (added Feb 2015):

In addition to the Pitching Limitations outlined in Section 0.06 of the "Babe Ruth League, Inc. Baseball Rules and Regulations", the following "Pitch Count" rules shall apply:

- 4.1 Pitching Week: A "week" shall be Monday through and including Sunday.
- 4.2 Maximum Number of innings allowed each week is 6.
- 4.3 Maximum Number of pitches per game (based on *actual* age, not "league age"):
 - a. 7 -8 years old: 50 Pitches
 - b. 9-10 years old: 75 Pitches
 - c. 11-12 years old: 85 Pitches
 - d. 13 years old: 95 Pitches
- 4.4 Once a pitcher has reached his maximum pitch count as defined in 4.3, he shall be removed from the game *as a pitcher* immediately following the current "at bat", even if he has pitched fewer than six innings in the week.
- 4.5 Rest:
 - a. Regardless of the number of pitches thrown, any pitcher who has pitched **more** than 2 innings (any six outs - whether consecutive or not - plus one pitch) must have *at least* two full calendar days rest before pitching another game, and may be required to have additional rest based on pitch count (see 4.5.c below).
 - b. Regardless of the number of pitches thrown, no pitcher shall exceed 6 innings in a week, as defined in 4.1 above.
 - c. In addition to the restrictions of 4.4.a and 4.4.b, the following additional restrictions shall apply based on pitch count:

Age	Required Rest (Based on Number of Pitches Per Game)				
	0 Days*	1 Day*	2 Days	3 Days	4 Days
7-8 years old	1 - 20	21 - 35	36 - 50	N/A	N/A
9-10 years old	1 - 20	21 - 35	36 - 50	51 - 65	66+
11-12 years old	1 - 20	21 - 35	36 - 50	51 - 65	66+
13 years old	1 - 20	21 - 35	36 - 50	51 - 65	66+

* Less than 2 days rest assumes pitcher has not exceeded 2 innings pitched in the game, as described in 4.4.a above.

4.5 Tracking:

- a. To ensure the provisions of this section and those of Babe Ruth League, Inc. Baseball Rules and Regulations, Section 0.06 are properly adhered to, the DBSL Board of Directors shall create a pitcher tracking card or sheet for use by all managers/head coaches.

- b. Managers/Head Coaches shall use the league provided card/sheet to track innings pitched and pitch count per game. Failure to do so will result in enforcement of “progressive discipline”, as described in the DBSL Bylaws.

5.0 Postponements, Rescheduling, Official Game and Called Game.

- 5.1 A League Representative will notify both teams at least 60 minutes before cancellation of games.
- 5.2 Once the game has started, the umpires have control of the game and shall decide when a game should be called. No inning however, shall be allowed to start after 2 hours have elapsed from the official and/or actual start time of the game or resumed from the point when the field is deemed playable. No game will continue past 2 ½ hrs. Games played to the time limit will be considered “regulation” regardless of number of innings played.
- 5.3 Games ending in a tie shall be stand as tied unless the tie affects standings. If the tie affects standing the League President shall direct the VP-Director of Baseball to have the game rescheduled at the end of the regular season. (Revised Feb 2015)
- 5.4 Games shortened by rain or darkness shall have the score revert back to the last complete inning and declared official if at least 3 1/2 innings have been played with the home team ahead or 4 innings if the visiting team is ahead. The only exception to this rule will be in the event the home team either ties or takes the lead in the bottom half of an inning which is not completed, (where at least 3 innings have been completed and each team has had an equal number of times at bat) the score shall not revert to the last complete inning, but shall stand as played.
 - a. Darkness evaluation will follow Delta Baseball League guidelines as discussed in Peanut Boys, Peanut Girls, Junior Boys and Senior Boys rules.
- 5.5 If a rain, or other “natural act”, shortened game has not progressed far enough to become a regulation game, the game shall be declared “No Game.” See Babe Ruth Rule 4.10 In such case, the game is to be replayed in its entirety, unless the league president determines that playing the rescheduled game is not necessary to affect the league championship

6.0 Continuous Batting Order (“CBO”): (added March 2015)

- 6.1 Any **Ripken Minors Team** may elect, prior to the start of a game, to use a Continuous Batting Order (CBO) for that game. The manager of the team or his designee must inform the umpire and the opposing team at the pre-game meeting, and should inform the opposing scorekeeper when exchanging lineups. All players present at the start of the game will be in the batting order.
- 6.2 Players arriving after the start of the game must be added to the bottom of the order.
- 6.3 If a team utilizes CBO and a player is injured or becomes ill, the team will skip that batting position without penalty (not an automatic out) unless the loss of that player reduces the team to fewer than 9 players.
- 6.4 If a team utilizes CBO and a player is ejected or leaves the game for any reason other

than illness or injury, then the team will be penalized for the missing batter (automatic out) regardless of the number of remaining players.

- 6.5 A Continuous Batting Order in no way affects the defensive substitution rules outlined in the Babe Ruth rule book.
- 6.6 Continuous Batting Order in no way affects the playtime rules outlined in Section 2.0 (above).