



1. A spring-loaded Louisville Slugger Portable Pitching Machine will be used in all games.
2. Age: 8 & under (must have been registered with Babe Ruth League, Inc.). Players cannot turn 9 before May 1<sup>st</sup> (2011).
3. Player roster: 12-to 15-player roster. There is free substitution during the game for any position and full roster "sequential batting" in every game for each player in good standing. Substitutions must be made at the start of an inning unless there is an injury or other emergency.
  - A. There will be four outfielders. ALL outfielders must remain in the grass area of the outfield (cannot be positioned in the infield at any time).
  - B. One player is placed on either side of the pitching machine assuming the defensive position of the pitcher. Both feet must remain inside the pitchers circle until the ball is hit.
  - C. The catcher takes his/her normal position in full gear.
  - D. Each player must play at least 2 innings of defense during a full length game (2 innings if game is shortened).
4. Game length: 6 innings. However, no new inning shall begin after one hour and 30 minutes, so long as at least 4 innings have been completed (or 3 1/2 if the home team leads). Each batter receives a maximum of five pitches. If the batter strikes out, or if the ball has not been hit into play after five pitches, the batter is out.
  - A. If the batter fouls the 5<sup>th</sup> pitch, batter will receive pitches as long as batter continues to foul pitches. [Note: Any fouled bunt after two strikes is an out.]
  - B. The half inning is over when three outs are made.
  - C. The batter is out if he swings on a third strike and misses the ball.
  - D. If a pitched ball hits a batter, they may be removed from the game if they are upset, without penalty. The hit batter can return to the batting order during their next time at bat.
5. Field dimensions: Standard Cal Ripken Division base length of 60 ft.
6. Pitching machine: The pitching machine is placed at 46 ft. with a speed of 43 mph (established when ball crosses home plate). The front two legs of the machine must be placed in front of the pitching rubber (best if up against the front edge of the rubber or at least the front edge of any underground base for the pitching rubber). Coaches will pitch to their own team and are allowed to check the machine before their team bats.
7. Head first sliding is not permitted when advancing the base.

8. Dead ball:

- A. The ball will be declared dead when the defensive team stops the lead runner or the runner abandons the effort to advance. Once this control has been established, the defensive player must raise his/her hand and call for "time". Play stops once the umpire grants "time". Once play has been stopped, no other runners may advance beyond the last base tagged.
- B. The ball will be declared dead when a player is injured and in the umpire's judgment is unable to continue the play.
- C. When a batted ball hits the pitching machine or pitching coach the ball is declared dead, the batter occupies first base, and the base runners advance one base, only if forced. If the pitching coach interferes with play on purpose, or does not make an attempt to get out of the way of play progress the batter will be called out.

9. Infield fly rule: There is NO INFIELD FLY RULE.

10. Bunting: Bunting is allowed. HOWEVER, NO FAKE BUNTING IS ALLOWED. If the batter offers to bunt then he must bunt the ball or pull the bat back to take the pitch. If the batter offers to bunt, pulls the bat back and then swings at the pitch, the batter will automatically be declared out by the umpire.

11. Base stealing: Base stealing is NOT PERMITTED.

12. Leading off: Leading off is NOT PERMITTED.

13. Teams may use up to two (2) coaches in the outfield while on defense if desired.

14. There is a 5 run rule in effect as follows: when a team gets a 5 run lead, they must stop batting and take the field UNLESS they have not scored 5 runs in that inning. Regardless of the score, the leading team is always allowed to score 5 runs in an inning. EXAMPLE:

- A. A team winning 2-0 can score 8 runs, then the side must change
- B. A team winning 8-0 can score 5 runs, then the side must change
- C. A team winning 14-0 can score 5 runs, then the side must change
- D. A team losing 14-0 can score 19 runs, then the side must change

Note: Last inning is an open inning meaning the 5 run rule is no applicable.

15. Baseballs: Must be approved Cal Ripken baseballs.

16. An 8 player minimum is required to make an official game. Ten (10) players, which include 4 outfielders, is the maximum number allowed on the field. If a team can not field at least 8 players to start the game the game will be forfeited, but if both teams agree the game can be played.