

New Richmond Baseball Club

Minors Program Rules

(rules apply for entire season)

1. GAME

- A. The game will be 6 Innings in length. (no new inning may start after 80 min)
*Only 1 extra inning will be played if the game is tied at the end of 6 innings.
*In case of a called game because of rain, darkness, or other, 3 full innings makes a complete game.
*No time limit for Championship Game of the End of Year Tournament, all other tournament games will follow regular season second half rules.
- B. Speed up rules will be used. If your next inning catcher is on base with 1 or more outs, he will be substituted for by the player who made the last out. This will allow the catcher to get ready for the next inning. The pitcher may be substituted also, to help warm up before the next inning.
- C. Maximum of 5 runs per inning.
*Allow continuation on the last play of the inning, but only 5 runs will be counted.
*Final inning of End of Year Tournament this rule does not apply.
- D. All players present will be in the batting order.
- E. Rotate players from the bench to the field every inning. No player may sit out more than 2 innings in a row.
- F. Teams will play 3 outfielders. All outfielders must start each play on the outfield grass.
- G. No player should play the same position for more than 2 innings during a game.
*Exception is if player has physical restriction or other condition but should be discussed with opposing coach
- H. Games will be called by 4:30pm. If inclement weather develops during the game the coaches and umpires will make the decision to call game.

2. GENERAL

- A. NRBC team t-shirt and hat required, along with baseball pants.
- B. Rubber soled shoes or rubber spikes only – no metal spikes allowed
- C. Catcher must wear full catcher's gear
- D. All basic Little League baseball rules will apply if not covered above.

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First Half of Season (Until games on June 17)

1. PITCHING

- A. We will use a pitching machine for the first half of the season.
- B. Coach will feed pitching machine for his own team.
- C. The pitcher will stand next to the pitching machine.

2. HITTING

- A. A batter is out on 3 strikes, either swinging or umpire called.
 - *A batter may NOT advance to first base on a dropped third strike.
- C. A batter throwing the bat will be warned once, and called out on a second occurrence.
- D. All batters, base runners, and on-deck batters must wear protective head gear.
- E. No big barrel bats allowed – max is 2 1/4" diameter.

3. BASE RUNNING

- A. Base stealing is not allowed
- B. Runners cannot lead off of the base until the ball reaches home plate
 - *A runner will be called out if he leaves too early after one team warning.
- C. Runner on third base may NOT advance home on a throw back to the pitcher.

Updated January 2014

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Second Half/June 17

1. PITCHING

- A. The pitching rubber will be located 44 feet from Home Plate.
- B. Pitcher will start the delivery with at least 1 foot on the pitching rubber, and have one foot in contact with the pitching rubber when the ball is released.
- C. A player may not pitch in more than 2 innings per game. The innings need to be consecutive.
 - *A single pitch within an inning is considered an inning pitched.
 - *Coaches are strongly encouraged to develop 2nd, 3rd & 4th grade pitchers.
 - *Players are permitted to pitch 4 innings per week. Week is Monday through Sunday.
- D. Pitchers may throw 8 warm up pitches at beginning of the 1st inning, 5 warm up pitches after that. New pitchers will have 8 pitches to warm up.
- E. Coaches will come in to pitch to their own player on ball four on a batter after two walks in one inning has occurred. Batter will continue their at bat from there without walking.

2. HITTING

- A. A batter is out on 3 strikes, either swinging or umpire called.
 - *A batter may NOT advance to first base on a dropped third strike.
 - *Even if being pitched to by coach.
- B. A player is awarded first base on 4 balls. No intentional walks are allowed.
 - *Only two walks per inning.
- C. A batter throwing the bat will be warned once, and called out on a second occurrence.
- D. All batters, base runners, and on-deck batters must wear protective head gear.
- E. No big barrel bats allowed – max is 2 1/4" diameter.
- F. One sacrifice bunt per inning is allowed.

3. BASE RUNNING

- A. Base stealing of 2nd and 3rd is allowed. No stealing home (even on a throw to 2nd Base).
 - *If a team is ahead by 10 runs, that team may not steal any bases.

- B. Runners cannot lead off of the base until the ball reaches home plate
 - *A runner will be called out if he leaves too early after one team warning.

- C. Runner on third base may NOT advance home on throw back to the pitcher.
 - *Only can advance home if a play is made on runner at 3rd Base. Encourage catchers to throw to 2nd base on a steal (runner from 3rd is not allowed to advance).

- D. No stealing when coach is pitching.

- E. Runner may advance one base on an overthrow.

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