



## Rookies (ages 7-8) Division Rules



2022 Cal Ripken Official Regulations and Play Rules will govern the conduct and the operation of play with the exceptions listed below. Most rules/clarifications are in the Official Babe Ruth and Cal Ripken Rules, Regulations and Playing Rules guide. However, there are some items that NBR has adopted and/or modified to fit our specific local league needs. The following is for your convenience and to clarify a few of the most asked questions.

**Time Limits:** Official start time should be recorded in the home team's scorebook. Time limits are from the official start time, not the scheduled start time. No new inning may be started after 1 hour 15 minutes. A new inning begins the instant the third out is made the inning prior. Game play stops at 1 hour 30 minutes. If an inning is not completed at 1 hour 30 minutes, the ending score will be recorded as the score at the end of the last full inning.

**Practices:** Teams may practice up to three hours per week. The weeks prior to games starting, teams may practice one extra hour. A week is considered Sunday through Saturday.

**Dugouts:** Home team will take third base dugout. Teams are responsible for keeping the dugouts clean and free of garbage and debris.

**6-Run Rule:** The first five innings of each game, each team can score no more than six runs. The sixth and final inning, if reached, the runs scored are unlimited for each team; meaning that offense/defense do not have to be switched when a team reaches six runs in the sixth and final inning.

**10 Run Rule:** A game may be terminated once becoming regulation if one team is ahead by 10 or more runs and have had equal times at bat or the home team is leading.

**Bat Regulations:** As of January 1, 2018, Nampa Babe Ruth has adopted the USABat Standard for our league play. Only bats with the approved USABat stamp may be used for the Rookie Division. Wood 2 1/4" barrel bats are allowed.



**Batters/Hitting:** Cal Ripken/Babe Ruth recommends a 12-man roster with all players placed in the batting order. Each batter receives FOUR (4) pitches or hits the ball. After FOUR (4) pitches, the batter is deemed out if they have not hit the ball. There are no walks.

**Deflection off of pitching machine:** If the batted ball hits the pitching machine, bucket, or the adult feeding the machine, the ball will be declared a dead ball and the batter will go to first base. If there are base runners, they will advance one base.

**Placement of pitching machine:** The pitching machine shall be placed on top of the mound with the front of the machine being centered over the pitching rubber.



## Rookies (ages 7-8) Division Rules



**Substitutions:** A fourth outfielder shall be placed in the outfield defensively if a team has 10 players or more. Any players over 10 are in the batting order and will be placed on the field defensively after the first inning. With each new inning the coach must rotate the extra players in the field and new players sit on the bench for the next half inning, this process continues each inning. Using this concept, no player is allowed to sit on the bench more than once unless a special situation arises, which is usually an injury.

**Sliding/Base Running:** Leading off is not allowed, stealing is not allowed. Sliding headfirst is not allowed. Intentionally crashing a defensive player will warrant removal of the offender from the game by the Umpire. The runners in Rookie's may advance bases until the ball is under control in the infield. If a ball is thrown out of the field of play, the ball will be called dead, and each runner will advance one base.

**Personnel in Dugout or on the Field:** Players of both teams shall confine themselves to their team's dugout unless participating in or preparing to enter the game. No one except players and coaches shall occupy a bench during a game. No person shall be allowed on the field during a game except umpires and players and coaches in uniform. Umpires must meet League standards. Coaches must hold National Babe Ruth Coaching Certification to be on the field of play or in the dugout.

**Protesting Games:** Whenever a Manager protests a game because of alleged misapplication of the rules the protest will not be recognized unless the Umpires are notified at the time the play under protest occurs and before the next pitch is made or a runner is retired. A protest is used when a Manager claims that an Umpire's decision is in violation of the rules. No protest shall ever be permitted on judgment decisions by the Umpire. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the League President the violation adversely affected the protesting team's chances of winning the game. In all protested games, the decision of the League President shall be final.

**Umpires:** Each game must have one or more umpires. The Home team provides the pitching machine umpire; Away team has the option of providing a field umpire. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment decision. If there is reasonable doubt that any umpire's decision may conflict with the rules, the coach may appeal the call before the next play begins.