

# Wrigley Baseball Minor Rules

**Dugouts:** Manager, coaches, rostered players only may be in the dugout.

**Coaches:** Babe Ruth League, Inc. rostered managers and coaches in all divisions are required to complete coaching education and certification, and a league nationwide background check.

**Bats:** The bat may not exceed 33" in length, and the bat barrel may not exceed 2 5/8" in diameter. Only 2 5/8" barrel non-wood bats marked USA will be allowed. Wood barrel bats are also allowed. If any bat in Cal Ripken Baseball or Babe Ruth Baseball cannot be clearly identified for its make and model to determine the barrel composition, then the bat should be removed from the game.

**Equipment:** Proper equipment for the player includes a protective cup. Only (NOCSAE) approved helmets may be used. Any offensive player not in the dugout must wear a batting helmet. On defense, the catcher must wear the full gear. No metal cleats are allowed.

**Defense:** Nine defensive players are permitted on the field, with a minimum of eight needed to play.

## Playing Rules:

**Roster:** 10 to 15 player roster with option of all players batting in order (or 11 with EP)

**Extra Player:** (EP) can be used as the 11th batter. If a team elects this option, it must start with the EP and end with the EP or forfeit the game. [Both teams in a game are not required to use this option.]

**Number of players:** The minimum number of players is eight. Forfeit time is fifteen minutes after scheduled start time. A pitcher and catcher are MANDATORY.

**Protest:** A Judgment call cannot be protested. All protests must be filed with the chief umpire (if applicable) immediately. Play will be stopped until a ruling is given by the protest committee. Only the manager may make a protest. The decision of the protest committee is final.

**Game Length:** 6 innings (5 and one-half if the home team is ahead) or 90 minutes, whichever comes first. The official time is taken when the previous inning ends, not when the next inning starts. So, for example, if the fifth inning ends at 89 minutes, the sixth is played and completed. At the first call to "Play", the umpire shall note and announce the start time of the game according to his watch, in accordance with Official Baseball Rule 9.04(a)(7). This shall be recorded by the official scorekeeper. If teams are tied through six innings, then the game will result in a tie.

**Scoring:** When the Seventh run of a half inning occurs, the half inning shall be considered over, even if the batting team has no outs. The game shall be considered over if one team is ahead by ten runs after four innings (3-1/2 for home team) or eight after five innings. Ties stand in league play.

**Stealing:** Each runner must stay in contact with his base until the ball passes the plate. Runners may advance on a passed ball.

**Infield fly rule:** infield fly is in effect.

**Contact rule:** If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for crashing the defensive player, rather than trying to reach home plate. Obviously, this is an umpire's judgment call.

**Slide Rule:** There is no "must slide rule" in effect for league play.

**10 Run Rule:** Will be in effect after 4 innings or 3 1/2 if home team is winning by 10.

**Pitching Rule:** Babe Ruth Pitch Smart pitching rules will be in effect during regular season and any post-season team events. Once a pitcher begins his warmup pitches, he must pitch to at least one batter, unless the pitcher is about to become an ineligible pitcher or becomes injured while warming up, he then may be removed without penalty.

| Pitching Rest Requirements |                                 |             |       |        |
|----------------------------|---------------------------------|-------------|-------|--------|
| AGE                        | DAILY MAX (PITCHES IN GAME/DAY) | REST PERIOD |       |        |
|                            |                                 | 0 Days      | 1 Day | 2 Days |
| 7-8                        | 50                              | 1-20        | 21-35 | 36+    |
| 9-10                       | 75                              | 1-40        | 41-65 | 66+    |
| 11-12                      | 85                              | 1-40        | 41-65 | 66+    |
| 13-15                      | 95                              | 1-45        | 46-75 | 76+    |
| 16-18                      | 105                             | 1-45        | 46-75 | 76+    |

**Dropped 3rd strike Rule:** There is no running on a dropped 3rd strike.

**Balks:** No balks will be called.

**Dead ball:**

A. The ball will be declared dead when the defensive team stops all the runners, or the runner abandons the effort to advance. 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. If a batted fair ball touches an umpire on fair territory before it touches an infielder including the pitcher or touches an umpire before it has passed an infielder other than the pitcher, the ball is dead, and the batter is awarded first base. All other runners return to the base that they occupied before the ball was hit unless forced to advance as a result of the batter being awarded first base (Rule 5.09f and 7.04a).

**Appeal:** The appeal of a missed base is not automatic. The umpire will not rule on a missed base unless the appeal is properly made by the team on the field.

**Trips to the mound:** Trips to the mound shall be limited to one per inning per pitcher. The second trip in the same inning will result in removal of that player as a pitcher. Any effort to circumvent this rule will result in a trip to the mound being charged by the umpire.

**Time Limit:** No new innings will be started after 1 hour and 30 minutes.

**Line up sheets:** Managers must turn in prior to game time. Not official until meeting at home plate. Use official line up sheets provided. First, last name and number must be on lineup sheet. Changes during game give to home-plate umpire who will inform official scorekeeper. (Use numbers not names when reporting changes)

**Pitch Counts:** Managers are responsible for pitch counts. Home team keeps official score book. Official scorer records are official. Pitch counts can be checked at any time during game. If a pitcher is about to become ineligible, scorekeeper can give umpire notice. Manager has the ultimate responsibility.

**Bunting:** NO SLASH BUNTING IS ALLOWED. If the batter offers to bunt, then the batter 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. Second offense by the same team, will result in manager ejection. Any player who repeats this action in the same game will be ejected on the second occurrence.

**Courtesy Runner:** The catcher may have a courtesy runner run for them every time that they are up to bat. It is required that with two outs, a courtesy runner is used for catcher. Each courtesy runner used must be a player who is not in the game at the time or the last batted out. Each courtesy runner may only pinch run once per inning.

**Baseballs:** Must use approved Diamond Babe Ruth baseballs.