

Three Rivers Youth Baseball & Softball

Cal Ripken ROOKIES 2025 Local League Rules

Game Preparation / Take Down

- 60' bases, 5' radius pitching circle, Machine set to 35 mph at 40' distance. Halfway lines between 1st-2nd, 2nd-3rd, 3rd & home.
- The Designated Home Team is responsible for preparing the field for the game.
 - Chalk lines, place bases, etc.
 - Most important for **FIRST** game of that particular day.
- The Designated Visiting Team is responsible for field clean up.
 - Rake the plate and mound areas, remove bases.
 - Most important following **LAST** game of the day

Playing Time / Game Length

- All games are 5 innings with no new inning after 1 hour and 15-minutes. 1 hour and 30-minute drop-dead time if there is another game scheduled after.
- Ten-run mercy rule in effect after 4 innings, 5 run limit per inning.
- Game start time should be recorded in home book at first pitch.

Batting

- Each team will bat the entire roster.
- Helmets must be worn while batting and running bases
- Strikeouts do not count towards defensive outs until the second time through the line up in the same half inning.
- If a team bats through the entire line up and has not scored 5 runs and there have been less than 3 strikeouts, the lineup will roll over and the offensive team will continue to hit until scoring 5 runs, or the 3rd out is made.
- Each at-bat is 5 pitches or 3 swinging strikes. No walks. Foul ball with two strikes keeps the at-bat alive.
- Two base coaches are allowed on offense plus the coach feeding the machine (coaches will feed to their own team). Coach operating the pitching machine must remain near the machine and avoid interfering with any defensive play. The coach feeding the pitching machine is deemed the umpire.
- No straight stealing, leading off or bunting. Runners cannot leave the base until the ball crosses the plate. Any runner over the halfway mark when the ball is in possession of the pitcher inside the circle advances to the next base.
- Runners can advance one base on a pass ball except from 3rd to home. (no stealing home) Pass balls will be considered behind the catcher and beyond the catcher's reach. Pitches knocked down and kept in front or within reach of the catcher are not pass balls and runners cannot advance. No overthrow advancement on catcher to pitcher throws.
- Slide rule is in effect. Any runner that affects the play by failing to slide will be called out. Defensive players must give baserunners a clear path to the inside of the base unless in possession of the ball or making an immediate play on the ball.

Pitching

- 5' radius pitching circle, Machine set to 35 mph at 40' distance
- The pitching machine **speed** cannot be adjusted mid inning. Adjustments must be made at the start of each half inning. League approved baseballs only (no flexiballs).

Fielding

- Defensive rotation will have 4 infielders and 4 outfielders (plus a pitcher and catcher).
- Pitchers are strongly encouraged to wear a helmet with a face mask.
- No infield shifts and no dual pitchers.
- Outfielders must start in the grass.
- One coach is allowed in the field while on defense but must remain in the outfield and not in the dirt.
- Play stops when the pitcher has possession of the ball with both feet inside the circle.
- All players must play at least 6 defensive outs. Entire lineup hits.
- No infield fly rule. If the ball hits the machine or coach, the play is dead and the batter advances to first base. Runners advance one base only if forced.
- Defensive players must give baserunners a clear path to the inside of the base unless in possession of the ball or making an immediate play on the ball.

*All Divisions: Runner at home plate or base intentionally and maliciously runs into defensive player in the area will be called out and ejected from the game; umpire/coach discretion

*All Divisions: If any bat cannot be clearly identified for its make and model to determine the barrel composition, then the bat should be removed from the game.

Coach/Player/Fan that is ejected from the game must leave the park immediately. If the individual that is ejected refuses to leave the park, their team forfeits the game. The coach or player that was ejected will be suspended for their next game. Ejection is at the discretion of the umpire. The manager of the team has 24hrs to appeal an ejection to the league representative and rules committee.