

Umpqua Valley Cal Ripken/Babe Ruth 2026

Rookies Local League Rules

These rules are in addition to the league common rules. Common rules can be found in the Babe Ruth League Rules and Regulations booklet.

60' bases, 5' radius pitching circle, Machine set to 35 mph at 40' distance. Halfway lines between 1st-2nd, 2nd-3rd, 3rd & home.

All games are 5 innings with no new inning after 1 hour and 30 minutes – 1 hour and 45 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.

Each team will bat the entire roster. 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.

Pitching machine cannot be adjusted mid inning. Adjustments must be made at the start of each half inning. League approved baseballs only (no flexiballs).

All players must play at least 6 defensive outs. Entire lineup hits.

Defensive rotation will have 4 infielders and 4 outfielders (plus a pitcher and catcher). 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. Two base coaches 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.

Helmets must be worn while batting and running bases. Pitchers are strongly encouraged to wear a helmet with a face mask.

Play stops when the pitcher has possession of the ball with both feet inside the circle.

No fake bunt or slash bunting. A batter is out for illegal actions when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting (slap-hitting) the ball. Penalty: Batter is out, the ball is dead, and no runners may advance.

No straight stealing or leading off. 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 passed ball except from 3rd to home (no stealing home). Passed 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 passed balls and runners cannot advance. No overthrow advancement on catcher to pitcher throws.

Revised 03/2022

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.

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.

*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.