



## Minors (ages 9-10) Division Rules



2024 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 as specified below.

**Regulation Game:** A complete regulation game shall consist of 6 innings. If a game is called for time limit, lack of daylight, or weather, it will be deemed an official game as long as at least 3 innings have been played. If there have been less than 3 innings played when the game is called, the game will be paused/suspended and resumed at a later date and time in the season. Ties will not be played out during regular season. During end of season playoffs, ties will be played out.

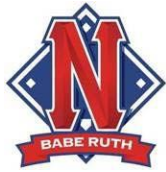
**Time Limits:** All regular season games are subject to a time limit. There will be No New Inning after 1:45 (one hour forty-five minutes). There will be no drop-dead time limit to allow the last inning to finish and prevent having to revert to the previous inning score. The only time a game may have to revert to the last completed inning would be if a game was called for weather or lack of daylight before the current inning could be concluded. That will be a judgment call to be made by the umpire, with guidance from the UIC and/or Division Director. Every effort will be made to try and complete the final inning once the 1:45 time limit has been reached.

**Dugouts:** Home team will take 3rd base dugout. Teams are responsible for keeping the dugouts clean and free of garbage and debris. The home team is responsible for preparing the field before the game and the away team should put the field to bed after the game.

**6 Run Rule:** For the first 5 innings of each game, each team can score no more than 6 runs. In the 6th 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 6 runs in the 6th and final inning and must be outed.

**10 Run Rule:** A game may be terminated due to mercy rule if one team is ahead by 10 or more runs and both teams have had equal times at bat after 4 innings of play or the home team is leading by 10 or more runs going into the bottom of the 4th inning.

**Bat Regulations:** All non-wood bats must have the "USA Bat Marking." USSSA bats are not permitted in the regular season. The maximum bat barrel may not exceed 2 5/8" in diameter. Wood 2 5/8" barrel bats are allowed. If an illegal bat is discovered prior to a batter completing their "at bat," the bat is simply removed from play and the "at bat" continues. A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter. Any bat discovered prior to the game that does not conform to the above rule shall be removed immediately and not be allowed for use during the game.



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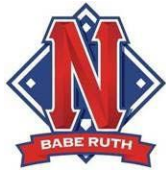
**Substitutions:** A “free sub” rule has been enacted for the Minors Division, allowing coaches to bat their entire line up and freely rotate players defensively. Players should not sit consecutive innings and no more than 3 innings in a 6-inning game. Extenuating circumstances such as an injury, missing multiple practices in a row, or disciplinary reasons may permit leaving a player on the bench (subject to director approval and communication with the player's parents). If approved by the Division Director for playoffs – starters can play the first three full innings; and all substitutes will be required to be rotated in at the top of the 4th inning. All players should play 3 defensive innings in a 6-inning game and have at least 1 at bat.

**Sliding/Base Running:** Leading off is not allowed in the Minors Division. Stealing is allowed; however, the runner may only steal after the pitched ball crosses home plate. If a runner leaves the base early, they must go back to the original base as determined by the umpire. Intentionally colliding into a defensive player will warrant removal of the offender from the game by the Umpire and will count as an out. Sliding at the plate is NOT mandatory, but a base runner must attempt to avoid contact with the catcher. If a runner slides, some incidental contact is acceptable. In the Minors Division there is no dropped third strike rule. Once a third strike is called, the batter is out. There is no opportunity for the batter to advance to first base on a dropped third strike.

**Infield Fly:** An Infield Fly is a fair fly ball (not including a line drive or attempted bunt) which can be caught by an infielder with "ordinary effort," at the determination of the umpire, when first and second, or first, second and third are occupied, with less than 2 outs. The pitcher, catcher, and any outfielder who stations himself in the infield shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the Umpire shall immediately declare “Infield Fly” for the benefit of the runners. If the ball is near the baselines, the Umpire shall declare “Infield Fly, if Fair”. The ball is live, and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If a declared Infield Fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly. On the Infield Fly rule, the Umpire is to rule whether the ball could ordinarily have been handled by an infielder - not by some arbitrary limitations such as the grass or the baselines. The Infield Fly is in no sense to be considered an appeal play. The Umpire's judgment must govern, and the decision should be made immediately.

**Pitching Limitations/Eligibility:** Make sure to properly warm-up a pitcher prior to throwing pitches. Coaches are required to adhere to Pitch Smart guidelines for youth pitchers. If a pitcher is required to take one day rest, it means they cannot pitch the next day. If a player reaches their daily max before the batter completes their at-bat, the pitcher may finish the batter before being removed from the mound. A pitcher removed from the mound may not return to the mound in the same game. Coaches will be required to provide the Division Director with game scores and pitch counts after each game. A pitch count violation will result in a forfeited game.

Daily Max	0 Days Rest	1 Day Rest	2 Days Rest	3 Days Rest	4 Days Rest
75	1-20	21-35	36-50	51-65	66-75



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**Pitchers/Warm-up Pitches:** When a pitcher takes their position at the beginning of each inning, or when they relieve another pitcher, they shall be permitted up to eight preparatory pitches to the catcher during which time play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. Play will resume when either 8 pitches or 1 minute is reached, whichever is first. Anyone warming up a pitcher on the field or off the field **MUST** wear a catcher's mask with throat protection.

**Balks:** Balks are not traditionally enforced in the Minors Division. Instead, when a balk occurs, the ball is dead and counted as "No Pitch." This includes failing to come set or quick pitching a batter before they are in the batter's box and ready to hit. The Umpire shall warn the pitcher of the infraction and allow them to continue. If the infraction is repeatedly violated, despite educating and warning the pitcher, the Umpire has the authority to remove the pitcher from the game as pitcher only. Runners are not awarded a base.

**Personnel in Dugout or on the Field:** Players of both teams shall confine themselves to their team's respective dugouts, unless participating in or preparing to enter the game. No one except players and approved coaches shall occupy a bench or dugout during a game. No person shall be allowed on the field during a game except umpires and players and coaches in uniform.

**Umpires:** Each game must have one or more league-qualified Umpires. 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 parent shall contest any such judgment decision. If there is reasonable doubt that any umpire's decision may conflict with the rules, a coach may appeal the decision and ask that the correct ruling be made. If the umpire(s) do not show, the home team should provide a home plate umpire for the game.

**Protesting Games:** Whenever a head coach or 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 Umpire in Chief, Division Director, and/or 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.

**Adding players:** When a team is needing to add players during the regular season they may "borrow" players to complete a roster of 9 starting players. The players must be registered with Nampa Babe Ruth and should be from within the Minors Division. The only stipulations are that the borrowed player(s) must bat last in the order and can NOT Pitch or Catch.