

4 YR OLD T-BALL
(IN ADDITION TO 5 YR OLD RULES)
REVISED 03/02/2011

1. GAME TIME WILL BE ONE HOUR OR ONE INNING WHICH EVER COMES FIRST.
2. ALL PLAYERS WILL BE POSITIONED IN THE FIELD FOR THE DEFENSIVE HALF OF THE INNING. ALL PLAYERS WILL BAT.
3. SCORE WILL NOT BE KEPT.
4. ALL OTHER RULES OF THE GAME ARE SUBJECT TO THE 5&6 RULES AND THE BABE RUTH RULE BOOK.

5 T-BALL RULES

REVISED 02/25/2011

1. THE GAME WILL BE SIX INNINGS OR ONE HOUR AND FIFTEEN MINUTES WHICHEVER COMES FIRST. NO NEW INNING WILL BEGIN AFTER ONE HOUR AND FIVE MINUTES. THE MAXIMUM NUMBER OF RUNS PER INNING WILL BE 5.
2. THE LINEUP WILL CONSIST OF TEN (10) DEFENSIVE PLAYERS (FOUR MUST PLAY ON THE OUTFIELD GRASS). A GAME CAN BE PLAYED WITH 9 PLAYERS WITH ONE BEING THE CATCHER. IF ONLY 9 PLAYERS ARE PRESENT, THE 10TH BATTING POSITION WILL BE AN OUT EVERY AT BAT.
3. ALL PLAYERS PRESENT THAT ARE LISTED ON THE TEAM ROSTER WILL BAT. THERE WILL BE NO CHANGE IN THE BATTING ORDER AFTER THE GAME HAS STARTED. ALL PLAYERS ARRIVING LATE AFTER THE START OF THE GAME WILL BE ADDED TO THE BOTTOM OF THE BATTING ORDER. IF A PLAYER BECOMES INJURED OR ILL AND CANNOT BAT THEN THEY WILL BE SKIPPED AND NO OUT WILL OCCUR. ANY CHILD THAT IS BLEEDING WILL BE REMOVED FROM THE FIELD AND SHALL NOT RETURN UNTIL THE BLEEDING HAS STOPPED. THE UMPIRE WILL MAKE THIS DECISION.
4. FREE AND CONSECUTIVE SUBSTITUTION IS ALLOWED. ALL PLAYERS MUST PLAY TWO DEFENSIVE INNINGS. IF A GAME IS CALLED DUE TO TIME LIMIT OR WEATHER CONDITIONS THEN THIS RULE WILL NOT APPLY.
5. NO BUNTING IS ALLOWED. IF A BATTER ATTEMPTS TO BUNT THEN A STRIKE WILL BE CALLED. IF A PLAYER SWINGS AT A BALL BEFORE THE UMPIRE SAYS "PLAY BALL" THE BALL IS DEAD AND A STRIKE WILL OCCUR.
6. NO LEADS MAY BE TAKEN BY BASE RUNNERS. RUNNERS MAY NOT LEAVE THEIR BASE PRIOR TO A BATTED BALL. IF THIS OCCURS THE BALL WILL BE REBATTED. THIS MEANS THAT A RUNNER CANNOT LEAVE THE BASE UNTIL THE BALL IS HIT. A RUNNER IS ALLOWED TO TAG-UP ON A FLY BALL CAUGHT IN FAIR OR FOUL TERRITORY.
7. AN ADJUSTABLE TEE WILL BE USED IN ALL GAMES AND PLACED IN FRONT OF HOME PLATE OR ON HOME PLATE. THE BATTING COACH IS RESPONSIBLE FOR REMOVING THE TEE AND BAT FROM THE PLAYING FIELD AFTER A BALL HAS BEEN HIT. ALL BALLS HIT FROM THE TEE WILL BE PLAYED EXCEPT FOUL BALLS AND BALLS HIT BEFORE THE UMPIRE SIGNALS "PLAY BALL". A SEMI-CIRCLE PLACED 6 FEET IN FRONT OF HOME PLATE RUNNING FROM THE FIRST BASE FOUL LINE TO THE THIRD BASE FOUL LINE WILL BE USED AS THE FOUL LINE. THERE WILL BE NO STRIKE OUTS.
8. TWO DEFENSIVE COACHES WILL BE PERMITTED IN THE OUTFIELD. THE UMPIRE WILL REMOVE THE COACH FROM THE FIELD AND PLACE THEM IN THEIR DUGOUT IF THEY DO NOT STAY IN THEIR DESIGNATED AREA.

AT NO TIME DURING THE INNING CAN A DEFENSIVE COACH GO ONTO THE PLAYING FIELD TO ADJUST OR POSITION A PLAYER; NOR CAN THEY CALL A PLAYER OVER TO THEM UNLESS THE UMPIRE HAS AWARDED THEM TIMEOUT. FAILURE TO ADHERE TO THIS RULE WILL RESULT IN THE COACH BEING PLACED IN THEIR DUGOUT FOR THE REMAINDER OF THE GAME.

9. THERE IS A 10 RUN RULE AFTER 4 INNINGS OR 3 ½ IF THE HOME TEAM IS AHEAD.
10. THE UMPIRE WILL CALL TIME WHEN ALL RUNNERS HAVE BEEN STOPPED AS LONG AS THE BALL IS IN PLAY. IF A DEFENSIVE PLAYER IS ATTEMPTING TO MAKE A PLAY THEN THE PLAYERS CAN ADVANCE. TIME WILL BE CALLED WHEN AN ATTEMPTED THROW IS MADE FROM AN INFIELD PLAYER TO THE PITCHER OR THE PITCHER HAS CONTROL OF THE BALL WITHIN THE PITCHER'S CIRCLE FROM AN OUTFIELD PLAYER AND DOES NOT ATTEMPT TO MAKE A PLAY. HOLDING A BALL IN THE AIR DOES NOT CONSTITUTE TIME BEING CALLED. THE PLAY IS DEAD WHEN THE UMPIRE CALLS TIME.
11. TEAMS WILL MOVE QUICKLY ON AND OFF THE FIELD.
12. A PITCHER WHEN IN THE FIELDING POSITION BEFORE THE BALL IS HIT FROM THE TEE, MUST HAVE AT LEAST ONE FOOT INSIDE THE 10 FT DIAMETER PITCHERS CIRCLE. IF THE BALL IS HIT WITH THE PITCHER OUTSIDE THE PITCHERS CIRCLE, THE OFFENSIVE TEAM SHALL HAVE THE OPTION OF HITTING OVER OR TAKING THE PLAY.
13. EACH AT BAT WILL START WHEN THE UMPIRE SIGANLS "PLAY BALL". A FIELDER MUST THROW (NOT UNDER HANDED ROLL) THE BALL TO THE FIELDER COVERING THE BASE. THE FIELDER SHALL NOT RUN THE BALL TO A BASE UNLESS IT IS A STANDARD BASEBALL PLAY SUCH AS: BALL IS HIT TO THE FIELDER, THE FIRST BASEMAN MAY TAG FIRST, SECOND BASEMAN MAY TAG SECOND, THIRD BASEMAN MAY TAG THIRD, THE CATCHER MAY TAG HOME. THERE WILL BE A DESIGNATED AREA 10 FEET FROM THE BACK OF HOME PLATE TO THE 6 FOOT FOUL BALL AREA THAT CAN ONLY BE TOUCHED BY THE CATCHER. IF ANOTHER PLAYER TOUCHES THE BALL, THE BALL WILL BE DEAD AND ALL RUNNERS WILL BE ALLOWED THE BASE THEY WERE ADVANCING TO. THERE SHALL BE A DOMINANT PLAYER RULE IN EFFECT WHICH SHALL BE IN THE JUDGEMENT OF THE UMPIRE.
14. TIME WIL BE CALLED WHEN THE PITCHER HAS CONTROL OF THE BALL INSIDE THE PITCHERS CIRCLE (REGARDLESS OF WHAT POSTION MAKES THE THROW). THERE WILL BE A HALF WAY RULE IN EFFECT AND THERE WILL BE CHALK MARKINGS IN BETWEEN FIRST AND SECOND, SECOND AND THIRD, AND HOME AND THIRD. A PLAYER SHALL NOT THROW THE BALL TO THE UMPIRE UNTIL TIME HAS BEEN CALLED AND THE UMPIRE HAS ASKED FOR THE BALL.
15. ANY BATTER THROWING THEIR BAT, WHICH IN THE UMPIRES JUDGEMENT IS A SAFETY HAZARD, WILL RESULT IN A TEAM WARNING. IF ANY BATTER THROWS THE BAT A SECOND TIME THEN THE BATTER

SHALL BE CALLED OUT AND ALL RUNNERS MUST RETURN TO THE PREVIOUSLY OCCUPIED BASES.

16. A CATCHER WILL BE UTILIZED. THEY WILL STAND IN AN AREA BEHIND AND TO THE OPPOSITE SIDE OF THE BATTER. THE CATCHER MUST WEAR A PROTECTIVE HELMET WITH A FACEGUARD.
17. THE RULES OF REGULAR BASEBALL APPLY IN TAGGING BASE RUNNERS.
18. OFFENSIVE COACHES WILL BE PERMITTED IN THE COACHING BOXES LOCATED ADJACENT TO FIRST AND THIRD BASE. OFFENSIVE BASE COACHES CANNOT TOUCH A RUNNER FOR THE PURPOSE OF ADVANCING THE RUNNER OR FORCING THE RUNNER TO RUN. IF A COACH TOUCHES A RUNNER THEN THE RUNNER IS OUT. ONCE THE UMPIRE CALLS TIME THEN THE COACH IS PERMITTED TO TOUCH THE RUNNER. COACHES MUST CALL TIMEOUT TO ADJUST ANY EQUIPMENT ON PLAYERS. THE OFFENSIVE BATTING COACH MAY INSTRUCT THE BATTER PRIOR TO A SWING PROVIDED THAT IN THE UMPIRES JUDGEMENT THE COACH IS NOT INTENTIONALLY DELAYING THE GAME TO ALLOW THE TIME LIMIT TO RUN OUT.
19. NO BATS WILL BE ALLOWED OVER 2 ¼ INCHES IN DIAMETER. NO STEEL CLEATS ARE PERMITTED AND ALL BATTERS AND BASE RUNNER MUST USE PROTECTIVE HEAD GEAR.
20. THE OFFENSIVE TEAM IS ALLOWED THREE TIME OUTS PER INNING. ANY ADDITIONAL TIMEOUTS WILL RESULT IN THE COACH BEING REMOVED AND PLACED IN THE DUGOUT. THE DEFENSIVE TEAM IS ALLOWED ONE TIME OUT PER INNING AND ONLY ONE COACH AND ALL PLAYERS MAY HUDDLE.
21. ANY OTHER SITUATIONS NOT GOVERNED BY LOCAL LEAGUE RULES OR CAL RIPKEN LEAGUE RULES WILL BE IN THE JUDGEMENT OF THE UMPIRE.
22. **THERE WILL BE NO PROTESTS IN T-BALL!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!**
23. AS HEAD COACH YOU ARE RESPONSIBLE FOR YOUR TEAM SHOWING UP FOR ALL GAMES HOME AND AWAY. YOU ARE ALSO RESPONSIBLE FOR YOUR TEAMS CONCESSION SCHEDULE.
24. **DOMINANT PLAYER RULE IS IN EFFECT AT ALL TIMES.**
25. ***ANY TEAM THAT FAILS TO SHOW UP FOR A GAME OR CONCESSION DUTY WILL RESULT IN YOU (THE HEAD COACH) BEING REMOVED AS COACH OF ANY TEAM IN THE LEAGUE FOR THE REMAINDER OF THE SEASON. YOU MUST RE-APPLY TO COACH THE NEXT SEASON.***

6 T-BALL RULES

REVISED 03/02/2011

1. THE GAME WILL BE SIX INNINGS OR ONE HOUR AND FIFTEEN MINUTES WHICHEVER COMES FIRST. NO NEW INNING WILL BEGIN AFTER ONE HOUR AND FIVE MINUTES. THE MAXIMUM NUMBER OF RUNS PER INNING WILL BE 7.
2. THE LINEUP WILL CONSIST OF TEN (10) DEFENSIVE PLAYERS (FOUR MUST PLAY ON THE OUTFIELD GRASS). A GAME CAN BE PLAYED WITH 9 PLAYERS WITH ONE BEING THE CATCHER. IF ONLY 9 PLAYERS ARE PRESENT, THE 10TH BATTING POSITION WILL BE AN OUT EVERY AT BAT.
3. ALL PLAYERS PRESENT THAT ARE LISTED ON THE TEAM ROSTER WILL BAT. THERE WILL BE NO CHANGE IN THE BATTING ORDER AFTER THE GAME HAS STARTED. ALL PLAYERS ARRIVING LATE AFTER THE START OF THE GAME WILL BE ADDED TO THE BOTTOM OF THE BATTING ORDER. IF A PLAYER BECOMES INJURED OR ILL AND CANNOT BAT THEN THEY WILL BE SKIPPED AND NO OUT WILL OCCUR. ANY CHILD THAT IS BLEEDING WILL BE REMOVED FROM THE FIELD AND SHALL NOT RETURN UNTIL THE BLEEDING HAS STOPPED. THE UMPIRE WILL MAKE THIS DECISION.
4. FREE AND CONSECUTIVE SUBSTITUTION IS ALLOWED. ALL PLAYERS MUST PLAY TWO DEFENSIVE INNINGS. IF A GAME IS CALLED DUE TO TIME LIMIT OR WEATHER CONDITIONS THEN THIS RULE WILL NOT APPLY.
5. NO BUNTING IS ALLOWED. IF A BATTER ATTEMPTS TO BUNT THEN A STRIKE WILL BE CALLED. IF A PLAYER SWINGS AT A BALL BEFORE THE UMPIRE SAYS "PLAY BALL" THE BALL IS DEAD AND A STRIKE WILL OCCUR.
6. NO LEADS MAY BE TAKEN BY BASE RUNNERS. RUNNERS MAY NOT LEAVE THEIR BASE PRIOR TO A BATTED BALL. IF THIS OCCURS THE BALL WILL BE REBATTED. THIS MEANS THAT A RUNNER CANNOT LEAVE THE BASE UNTIL THE BALL IS HIT. A RUNNER IS ALLOWED TO TAG-UP ON A FLY BALL CAUGHT IN FAIR OR FOUL TERRITORY.
7. AN ADJUSTABLE TEE WILL BE USED IN ALL GAMES AND PLACED IN FRONT OF HOME PLATE OR ON HOME PLATE. ONLY ONE ADJUSTMENT CAN BE MADE PER BATTER. THE BATTING COACH IS RESPONSIBLE FOR REMOVING THE TEE AND BAT FROM THE PLAYING FIELD AFTER A BALL HAS BEEN HIT. ALL BALLS HIT FROM THE TEE WILL BE PLAYED EXCEPT FOUL BALLS AND BALLS HIT BEFORE THE UMPIRE SIGNALS "PLAY BALL". A SEMI-CIRCLE PLACED 6 FEET IN FRONT OF HOME PLATE RUNNING FROM THE FIRST BASE FOUL LINE TO THE THIRD BASE FOUL LINE WILL BE USED AS THE FOUL LINE. THREE STRIKES INCLUDING FOUL BALLS WILL RESULT IN AN OUT UNLESS THE FOUL BALL IS THE THIRD

STRIKE. ANY FOUL BALLS FROM HITTING THE TEE WILL BE JUDGEMENT CALLS BY THE UMPIRE IF THERE WAS CONTACT WITH THE BALL.

8. TWO DEFENSIVE COACHES WILL BE PERMITTED IN FOUL TERRITORY BEHIND FIRST AND THIRD BASE EVEN WITH THE OUTFIELD GRASS. THE UMPIRE WILL REMOVE THE COACH FROM THE FIELD AND PLACE THEM IN THEIR DUGOUT IF THEY DO NOT STAY IN THEIR DESIGNATED AREA. AT NO TIME DURING THE INNING CAN A DEFENSIVE COACH GO ONTO THE PLAYING FIELD TO ADJUST OR POSITION A PLAYER; NOR CAN THEY CALL A PLAYER OVER TO THEM UNLESS THE UMPIRE HAS AWARDED THEM TIMEOUT. FAILURE TO ADHERE TO THIS RULE WILL RESULT IN THE COACH BEING PLACED IN THEIR DUGOUT FOR THE REMAINDER OF THE GAME.
9. THERE IS A 10 RUN RULE AFTER 4 INNINGS OR 3 ½ IF THE HOME TEAM IS AHEAD.
10. THE UMPIRE WILL CALL TIME WHEN ALL RUNNERS HAVE BEEN STOPPED. AS LONG AS THE BALL IS IN PLAY OR THE DEFENSIVE PLAYER IS ATTEMPTING TO MAKE A PLAY THE PLAYERS CAN ADVANCE. TIME WILL BE CALLED WHEN THE PITCHER HAS CONTROL OF THE BALL WITHIN THE PITCHER'S CIRCLE AND DOES NOT ATTEMPT TO MAKE A PLAY. HOLDING A BALL IN THE AIR DOES NOT CONSTITUTE TIME BEING CALLED. THE PLAY IS DEAD WHEN THE UMPIRE CALLS TIME.
11. TEAMS WILL MOVE QUICKLY ON AND OFF THE FIELD.
12. A PITCHER WHEN IN THE FIELDING POSITION BEFORE THE BALL IS HIT FROM THE TEE, MUST HAVE AT LEAST ONE FOOT INSIDE THE 10 FT DIAMETER PITCHERS CIRCLE. IF THE BALL IS HIT WITH THE PITCHER OUTSIDE THE PITCHERS CIRCLE, THE OFFENSIVE TEAM SHALL HAVE THE OPTION OF HITTING OVER OR TAKING THE PLAY.
13. EACH AT BAT WILL START WHEN THE UMPIRE SIGANLS "PLAY BALL". A FIELDER MUST THROW (NOT UNDER HANDED ROLL) THE BALL TO THE FIELDER COVERING THE BASE. THE FIELDER SHALL NOT RUN THE BALL TO A BASE UNLESS IT IS A STANDARD BASEBALL PLAY SUCH AS: BALL IS HIT TO THE FIELDER, THE FIRST BASEMAN MAY TAG FIRST, SECOND BASEMAN MAY TAG SECOND, THIRD BASEMAN MAY TAG THIRD, THE CATCHER MAY TAG HOME. THERE WILL BE A DESIGNATED AREA 10 FEET FROM THE BACK OF HOME PLATE TO THE 6 FOOT FOUL BALL AREA THAT CAN ONLY BE TOUCHED BY THE CATCHER. IF ANOTHER PLAYER TOUCHES THE BALL, THE BALL WILL BE DEAD AND ALL RUNNERS WILL BE ALLOWED THE BASE THEY WERE ADVANCING TO. THERE SHALL BE A DOMINANT PLAYER RULE IN EFFECT WHICH SHALL BE IN THE JUDGEMENT OF THE UMPIRE.
14. TIME WIL BE CALLED WHEN THE PITCHER HAS CONTROL OF THE BALL INSIDE THE PITCHERS CIRCLE (REGARDLESS OF WHAT

POSITION MAKES THE THROW). THERE WILL BE A HALF WAY RULE IN EFFECT AND THERE WILL BE CHALK MARKINGS IN BETWEEN FIRST AND SECOND, SECOND AND THIRD, AND HOME AND THIRD. A PLAYER SHALL NOT THROW THE BALL TO THE UMPIRE UNTIL TIME HAS BEEN CALLED AND THE UMPIRE HAS ASKED FOR THE BALL.

15. ANY BATTER THROWING THEIR BAT, WHICH IN THE UMPIRES JUDGEMENT IS A SAFETY HAZARD, WILL RESULT IN A TEAM WARNING. IF ANY BATTER THROWS THE BAT A SECOND TIME THEN THE BATTER SHALL BE CALLED OUT AND ALL RUNNERS MUST RETURN TO THE PREVIOUSLY OCCUPIED BASES.
16. A CATCHER WILL BE UTILIZED. THEY WILL STAND IN AN AREA BEHIND AND TO THE OPPOSITE SIDE OF THE BATTER. THE CATCHER MUST WEAR A PROTECTIVE HELMET WITH A FACEGUARD.
17. THE RULES OF REGULAR BASEBALL APPLY IN TAGGING BASE RUNNERS.
18. OFFENSIVE COACHES WILL BE PERMITTED IN THE COACHING BOXES LOCATED ADJACENT TO FIRST AND THIRD BASE. OFFENSIVE BASE COACHES CANNOT TOUCH A RUNNER FOR THE PURPOSE OF ADVANCING THE RUNNER OR FORCING THE RUNNER TO RUN. IF A COACH TOUCHES A RUNNER THEN THE RUNNER IS OUT. ONCE THE UMPIRE CALLS TIME THEN THE COACH IS PERMITTED TO TOUCH THE RUNNER. COACHES MUST CALL TIMEOUT TO ADJUST ANY EQUIPMENT ON PLAYERS. THE OFFENSIVE BATTING COACH MAY INSTRUCT THE BATTER PRIOR TO A SWING PROVIDED THAT IN THE UMPIRES JUDGEMENT THE COACH IS NOT INTENTIONALLY DELAYING THE GAME TO ALLOW THE TIME LIMIT TO RUN OUT.
19. NOT BATS WILL BE ALLOWED OVER 2 ¼ INCHES IN DIAMETER. NO STEEL CLEATS ARE PERMITTED AND ALL BATTERS AND BASE RUNNER MUST USE PROTECTIVE HEAD GEAR.
20. THE OFFENSIVE TEAM IS ALLOWED THREE TIME OUTS PER INNING. ANY ADDITIONAL TIMEOUTS WILL RESULT IN THE COACH BEING REMOVED AND PLACED IN THE DUGOUT. THE DEFENSIVE TEAM IS ALLOWED ONE TIME OUT PER INNING AND ONLY ONE COACH AND ALL PLAYERS MAY HUDDLE.
21. ANY OTHER SITUATIONS NOT GOVERNED BY LOCAL LEAGUE RULES OR CAL RIPKEN LEAGUE RULES WILL BE IN THE JUDGEMENT OF THE UMPIRE.
22. **THERE WILL BE NO PROTESTS IN T-BALL!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!**
23. AS HEAD COACH YOU ARE RESPONSIBLE FOR YOUR TEAM SHOWING UP FOR ALL GAMES HOME AND AWAY. YOU ARE ALSO RESPONSIBLE FOR YOUR TEAMS CONCESSION SCHEDULE.
24. **DOMINATE PLAYER RULE IS IN EFFECT AT ALL TIMES!**
25. ***ANY TEAM THAT FAILS TO SHOW UP FOR A GAME OR CONCESSION DUTY WILL RESULT IN YOU (THE HEAD COACH) BEING REMOVED AS COACH OF ANY TEAM IN THE LEAGUE FOR THE REMAINDER OF THE SEASON. YOU MUST RE-APPLY TO COACH THE NEXT SEASON.***

MACHINE PITCH RULES

REVISED 03/02/2011

1. THE GAME WILL BE SIX INNINGS OR ONE HOUR AND TWENTY MINUTES WHICHEVER COMES FIRST. NO NEW INNING WILL BEGIN AFTER ONE HOUR AND TEN MINUTES. THE MAXIMUM NUMBER OF RUNS PER INNING WILL BE 7. RAINOUTS WILL BE A LEGAL GAME AFTER FOUR INNINGS OR IF THE HOME TEAM HAS SCORED MORE RUNS IN THREE AND ONE HALF INNINGS THAN THE VISITING TEAM HAS SCORED IN FOUR COMPLETE INNINGS. A NEW INNING WILL BEGIN IMMEDIATELY FOLLOWING THE THIRD OUT OF THE HOME TEAM. ONCE A NEW INNING HAS BEGUN IT WILL BE PLAYED OUT DEPENDING UPON FIELD CONDITIONS AND TIME.
2. THE LINEUP WILL CONSIST OF TEN (10) DEFENSIVE PLAYERS (FOUR MUST PLAY ON THE OUTFIELD GRASS). A GAME CAN BE PLAYED WITH 9 PLAYERS. IF AT LEAST NINE PLAYER ARE NOT PRESENT AT GAME TIME, THEN THE UMPIRE WILL GIVE FIFTEEN MINUTES STARTING AT THE OFFICIAL GAME TIME FOR MORE PLAYERS TO ARIVE. IF ONLY 9 PLAYERS ARE PRESENT, THE 10TH BATTING POSTION WILL BE AN OUT EVERY AT BAT. ANYTHING LESS THAN 9 PLAYERS WILL RESULT IN A FORFEIT.
3. ALL PLAYERS PRESENT THAT ARE LISTED ON THE TEAM ROSTER WILL BAT. THERE WILL BE NO CHANGE IN THE BATTING ORDER AFTER IT HAS BEEN GIVEN TO THE OFFICIAL SCOREKEEPER UNLESS A PLAYER SHOWS UP BEFORE THE TEAM HAS BATTED ALL PLAYERS PRESENT. ALL PLAYERS ARRIVING LATE AFTER THE START OF THE GAME WILL BE ADDED TO THE BOTTOM OF THE BATTING ORDER. THE BATTING ORDER WILL REMAIN THE SAME THROUGHOUT THE GAME. IF A BATTER REFUSES TO BAT THEN AN OUT WILL OCCUR. IF A PLAYER BECOMES INJURED OR ILL AND CANNOT BAT THEN THEY WILL BE SKIPPED AND AN OUT WILL OCCUR. IF A PLAYER HAS TO LEAVE THE GAME BEFORE THE CONCLUSION OF THE GAME THE HEAD COACH HAS TO NOTIFY THE UMPIRE AND OPPOSING COACH PRIOR TO GAME TIME AND AN OUT WILL OCCUR. ANY CHILD THAT IS BLEEDING WILL BE REMOVED FROM THE FIELD AND SHALL NOT RETURN UNTIL THE BLEEDING HAS STOPPED. THE UMPIRE WILL MAKE THIS DECISION.
4. FREE AND CONSECUTIVE SUBSTITUTION IS ALLOWED. ALL PLAYERS MUST PLAY TWO DEFENSIVE INNINGS. IF A GAME IS CALLED DUE TO TEN RUN RULE, TIME LIMIT OR WEATHER CONDITIONS THEN THIS RULE WILL NOT APPLY.
5. STEALING WILL NOT BE ALLOWED.
6. BUNTING IS ALLOWED.
7. IN-FIELD FLY RULE WILL BE IN EFFECT.

8. A RUNNER IS ALLOWED TO TAG-UP ON A FLY BALL CAUGHT IN FAIR OR FOUL TERRITORY.
9. THE PITCHER/COACH MAY NOT INTENTIONALLY INTERFERE WITH THE PLAY OF THE DEFENSIVE PITCHER AND THE PITCHER/COACH MUST MAKE EVERY EFFORT TO POSITION THEIR SELF OUT OF THE LINE OF PLAY. ANY PITCHER/COACH THAT INTENTIONALLY INTERFERES WITH THE PLAY OF THE BALL WILL BE REMOVED FROM THE FIELD OF PLAY AND PLACED IN THE DUGOUT FOR THE REMAINDER OF THE GAME. THE PITCHER/COACH CAN COMMUNICATE WITH THE BASE COACHES, BUT CANNOT LEAVE THE MOUND TO DO SO. A PITCHER/COACH MAY BE CHANGED AT ANY TIME BUT NO MORE THAN TWICE IN ONE INNING.
10. DEFENSIVE COACHES WILL BE PERMITTED IN THE DESIGNATED AREA IN FRONT OF THEIR DUGOUT. THE UMPIRE WILL REMOVE THE COACH FROM THE FIELD AND PLACE THEM IN THEIR DUGOUT IF THEY DO NOT STAY IN THEIR DESIGNATED AREA. AT NO TIME DURING THE INNING CAN A DEFENSIVE COACH GO ONTO THE PLAYING FIELD TO ADJUST OR POSITION A PLAYER; NOR CAN THEY CALL A PLAYER OVER TO THEM UNLESS THE UMPIRE HAS AWARDED THEM A TIMEOUT. FAILURE TO ADHERE TO THIS RULE WILL RESULT IN THE COACH BEING PLACED IN THEIR DUGOUT FOR THE REMAINDER OF THE GAME.
11. THERE WILL BE A MAXIMUM OF SEVEN RUNS PER INNING OR THREE OUTS WHICH EVER COMES FIRST. THE OFFENSIVE TEAM WILL BAT UNTIL SEVEN RUNS HAVE SCORED OR THREE OUTS HAVE BEEN MADE.
12. THE UMPIRE WILL CALL TIME WHEN THE LEAD RUNNER HAS BEEN STOPPED OR CAN NO LONGER ADVANCE IN THE UMPIRES JUDGEMENT. AS LONG AS THE BALL IS IN PLAY OR THE DEFENSIVE PLAYER IS ATTEMPTING TO MAKE A PLAY THE RUNNERS CAN ADVANCE. HOLDING A BALL IN THE AIR DOES NOT CONSTITUTE TIME BEING CALLED. WHEN THE UMPIRE CALLS TIME THEN THE PLAY IS DEAD.
13. TEAMS WILL MOVE QUICKLY ON AND OFF THE FIELD.
14. THE PITCHER/COACH MUST BE INSIDE THE PITCHERS CIRCLE. ONE FOOT MUST REMAIN INSIDE THE CIRCLE UPON RELEASE OF THE BALL.
15. IF A BATTED BALL STRIKES THE PITCHER/COACH OR THE MACHINE THEN THE BALL IS DEAD. IF A PITCHER/COACH CATCHES A BALL IN SELF-DEFENSE TO AVOID AN INJURY THEN THE BALL IS DEAD. THE ACT OF DEFENDING THEMSELVES WILL BE IN THE JUDGEMENT OF THE UMPIRE.
16. THERE WILL BE A MAXIMUM OF FIVE PITCHES THROWN TO A BATTER. IF A BATTER FOULS OFF THE FIVE PITCHES BEFORE THREE STRIKES OCCUR THEN THEY WILL RECEIVE ANOTHER PITCH. FOUL BALLS WILL BE CONSIDERED STRIKES AND NO BATTER WILL BE

CALLED OUT ON A FOUL BALL. IT WILL BE UMPIRE DISCRETION REGARDING ALL "NO PITCHES".

17. THE DEFENSIVE PLAYER/PITCHER MUST STAY BEHIND AND WITHIN 4 FOOT OF PITCHING MACHINE UNTIL BALL IS RELEASED.
18. A CATCHER WILL BE UTILIZED. THEY WILL ASSUME THE POSITON OF A CATCHER INSIDE THE CATCHERS BOX AS IN MINOR AND MAJOR LEAGUE BASEBALL. THE CATCHER MUST WEAR A HELMET, A CATCHER'S MASK WITH THROAT PROTECTOR, CHEST PROTECTOR, AND A CUP OR FEMALE PROTECTIVE GEAR.
19. THE RULES OF REGULAR BASEBALL APPLY IN TAGGING BASE RUNNERS.
20. OFFENSIVE COACHES WILL BE PERMITTED IN THE COACHING BOXES LOCATED ADJACENT TO FIRST AND THIRD BASE. OFFENSIVE BASE COACHES CANNOT TOUCH A RUNNER FOR THE PURPOSE OF ADVANCING THE RUNNER OR FORCING THE RUNNER TO RUN. IF A COACH TOUCHES A RUNNER THEN THE RUNNER IS OUT. A HOME RUN OVER THE FENCE IS THE ONLY EXCEPTION. ONCE THE UMPIRE CALLS TIME THEN THE COACH IS PERMITTED TO TOUCH THE RUNNER. COACHES MUST CALL TIMEOUT TO ADJUST ANY EQUIPMENT ON PLAYERS.
21. NO BATS WILL BE ALLOWED OVER 2 ¼ INCHES IN DIAMETER. NO STEEL CLEATS ARE PERMITTED AND ALL BATTERS AND BASE RUNNERS MUST USE PROTECTIVE HEAD GEAR.
22. THE OFFENSIVE TEAM IS ALLOWED THREE TIME OUTS PER INNING. ANY ADDITIONAL TIMEOUTS WILL RESULT IN THE COACH BEING REMOVED AND PLACED IN THE DUGOUT. THE DEFENSIVE TEAM IS ALLOWED ONE TIME OUT PER INNING AND ONLY ONE COACH AND ALL PLAYERS MAY HUDDLE.
23. ANY OTHER SITUATIONS NOT GOVERNED BY LOCAL LEAGUE RULES OR CAL RIPKEN LEAGUE RULES WILL BE IN THE JUDGEMENT OF THE UMPIRE.
24. **THERE WILL BE NO PROTESTS IN COACH PITCH!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!**
25. AS HEAD COACH YOU ARE RESPONSIBLE FOR YOUR TEAM SHOWING UP FOR ALL GAMES HOME AND AWAY. YOU ARE ALSO RESPONSIBLE FOR YOUR TEAMS CONCESSION SCHEDULE.
26. ***ANY TEAM THAT FAILS TO SHOW UP FOR A GAME OR CONCESSION DUTY WILL RESULT IN YOU (THE HEAD COACH) BEING REMOVED AS COACH OF ANY TEAM IN THE LEAGUE FOR THE REMAINDER OF THE SEASON. YOU MUST RE-APPLY TO COACH THE NEXT SEASON.***

9 AND 10 YR. OLD RULES

REVISED 03/02/2011

CORRECTED RULE #5 3/4/2011

1. EITHER THE STARTING PITCHER IN THE FIRST INNING OR ANY NEW PITCHER ENTERING THE GAME WILL BE ALLOWED 8 WARM-UP PITCHES. ANY CONTINUING PITCHER FROM THE PRIOR INNING WILL ONLY BE ALLOWED 5 WARM-UP PITCHES.
2. (9 & 10 yr. old) THERE WILL BE A MAXIMUM OF SIX RUNS PER INNING OR THREE OUTS WHICH EVER COMES FIRST. THE OFFENSIVE TEAM WILL BAT UNTIL SIX RUNS HAVE SCORED OR THREE OUTS HAVE BEEN MADE.
3. THERE IS NO **SLAP BUNTING!!!!!!!** ANY PLAYER PERFORMING A SLAP BUNT WILL BE AN AUTOMATIC OUT AND THE PLAYER WILL BE EJECTED FROM THE GAME.
4. ALL OTHER RULES OF THE GAME ARE SUBJECT TO BABE RUTH RULE BOOK.
5. NO LEADS MAY BE TAKEN BY BASE RUNNERS. RUNNERS MAY NOT LEAVE THEIR BASE PRIOR TO A BATTED BALL. ANY RUNNERS VIOLATING THIS RULE WILL BE SUBJECT TO THE OPPOSING COACH HAVING THE OPTION OF REPLAYING THE PLAY OR TAKING THE PLAY. THIS MEANS THAT A RUNNER CANNOT LEAVE THE BASE UNTIL THE BALL IS HIT. A RUNNER IS ALLOWED TO TAG-UP ON A FLY BALL CAUGHT IN FAIR OR FOUL TERRITORY.

11 AND 12 YR. OLD RULES

REVISED 03/02/11

1. EITHER THE STARTING PITCHER IN THE FIRST INNING OR ANY NEW PITCHER ENTERING THE GAME WILL BE ALLOWED 8 WARM-UP PITCHES. ANY CONTINUING PITCHER FROM THE PRIOR INNING WILL ONLY BE ALLOWED 5 WARM-UP PITCHES.
2. THERE IS NO **SLAP BUNTING!!!!!!!** ANY PLAYER PERFORMING A SLAP BUNT WILL BE AN AUTOMATIC OUT AND THE PLAYER AND WILL BE EJECTED FROM THE GAME.
3. ALL OTHER RULES OF THE GAME ARE SUBJECT TO BABE RUTH RULE BOOK.