



JBBA Minors Local Rules & Regulations

Game:

- For any and all rules not addressed in the JBBA local rules and regulations, the Official Cal Ripken League Baseball Rules and Regulations will regulate play.
- Home Team is responsible for official scorebook, dragging the field after the game (Fridays & Saturdays Only), and covering and raking home plate
- Visiting Team is responsible for the removing and plugging the bases as well as raking and covering the mound
- Each team should make sure their respective gates are locked after the game
- Both teams must use GameChanger to score the game. Failure to accurately report your games can result in suspension from coaching.
- All coaches on the field must have an up-to-date background check through Babe Ruth

Game Play:

- No new inning will start after 1 hour and 40 minutes (1:40).
- Umpire will keep official time.
- Each half inning consists of 5 runs or 3 outs, whichever comes first. Play shall be considered dead once the 5th run is scored.
- A regulation game will be whichever comes first:
 - 6 innings, or 5 ½ if home team is ahead
 - Time limit is reached (1:40)
 - The following run rules are in effect:
 - 10 After 4 complete Innings
 - 6 After 5 complete innings
- No cell phone conversations allowed on field during game.

Playing Field:

- Distance between bases is 60 feet.
- Pitcher's rubber is 46 feet from home plate.
- Batter's box is 3 feet wide and 6 feet long.

Pitching

- All pitchers must adhere to Cal Ripken pitch limits of **75 pitches per game/day** and rest periods outlined below:

Age 9-10	Required Rest Days (Number of Pitches)		
	0 Days	1 Day	2 Days
	1-40 Pitches	41-65 Pitches	66+ pitches

- Games using an ineligible pitcher: Upon the discovery of exceeding the pitching limits, the illegal pitcher must sit out the remaining part of the half inning and a new pitcher must enter the game.
- Coaches allowing a player to pitch past the maximum pitches above will be subject to review and may be suspended from coaching for a time deemed appropriate by the JBBA Board of Directors.
- At any time, the umpire has the right to remove a pitcher he believes is unsafe. A pitcher who hits three (3) batters during a game shall be removed immediately.
- A pitcher will be immediately removed if he intentionally hits a batter and is subject to permanent expulsion from the league.
- There will be no balks in Minor League play.

Playing Offense:

- Batting lineups must be exchanged between coaches before the game.
- Only USA Bats may be used during gameplay
- The offensive team will have a 1st base coach and a 3rd base coach. All coaches on the field must have an up-to-date background check through Babe Ruth
- Throwing the bat will result in the batter being given a warning. A batter who throws the bat after having already received a warning will be called out and all base runners return to the base previously occupied.
- Once a batter squares to bunt, the batter may not take a full swing on the same pitch (no slashing).
- Continuous batting order. The entire roster of a team will be entered into the batting order.
- If a player is unable to take his at-bat due to injury during a game, that player's spot in the batting order will be skipped without penalty. If an injured player is able to resume play later in the game, he/she may re-enter the game provided he/she occupies the same batting position as he/she occupied when starting the game.
- If a player leaves because of schedule conflicts, parents taking the player, then the next at bat will be counted as an out. Weather related issues (lightning) can be used as an exception to the rule.

Playing Defense:

- There are 9 defensive positions: 4 regular infielders, a pitcher, a catcher and 3 outfielders. A team can play a game with less than 9 players in the field. You may borrow the last recorded out from the other team to play outfield only if you have less than 9 players
- Each player must play a minimum of 1 inning in the infield. Infield includes catcher.
- Players shall be positioned as follows:
 - Outfielders must start play in the outfield grass.
 - The catcher must be positioned behind the batter's box as to not interfere with the batter. Catchers must be equipped to play position.
 - No infielder may start play closer to the batter than ten feet in front of the first to second or second to third baseline.
- Play is stopped when one of the following occurs:
 - All base runners have ceased trying to advance a base
 - 'Time' is called by the umpire. Time will be called when the baseball play has stopped at the umpire's discretion.
 - Note: Trying to advance means a runner is actively moving towards the next base. Standing or 'dancing' in the base path is not considered trying to advance.
- A foul ball caught by a catcher must be over the batter's head to be counted as an out. Exception: A foul ball caught by a catcher on the third strike will be counted as an out.

- Defensive Obstruction
 - Base runners are generally permitted to run from base to base without being physically blocked or hindered by a fielder.
 - The only time that a fielder is not obligated to "get out of the way" of a base runner is when the fielder is fielding, in the act of fielding, or in possession of the ball.
 - No defensive player may intentionally or unintentionally occupy a base or base path with the intent to deceive or prevent a runner from continuing to the next unoccupied base.
 - At the umpire's discretion, the interfered base runner shall be awarded the next unoccupied base.
- There is no infield fly rule.
- All other normal rules of baseball apply.

Base Running:

- Minors is a closed-bases division therefore runners may not lead off. Runners must remain in contact with the base until the ball has been hit or it crosses home plate
- Stealing is allowed once the ball crosses the front part of home plate
- Tagging up on a fly ball is allowed.
- Overthrows are live and base runners advance at their own risk until the defensive team can stop play as defined above. If the ball leaves the field of play, hits any equipment, enters the dugout or hits any player or coach out of the dugout, play is dead and base runners will be awarded one base.
- For safety, players must leave helmets on until they are in the dugout.
- A coach physically aiding a runner is prohibited. If a base coach touches a runner, play is halted and the runner is out. All base runners will return to previously occupied base.
- If a base runner runs outside a baseline (three feet on each side of a direct line between the bases) to avoid a tag, the base runner is out.
- Offensive Interference – If a base runner, intentionally or unintentionally, hinders a defensive player attempting to field the ball, that base runner is out. If a defensive player is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball.

Time Outs:

- At the umpire's discretion, play may be stopped if in their judgment there is an injury to a player or any other unsafe condition. The umpire would then award runners/batters bases accordingly and to the best of their judgment.
- A pitcher must be removed on 2nd mound visit in the same inning