

# **2025 Hollis Brookline Cal Ripken - Majors/Minors Rules**

The Babe Ruth League “Baseball Rules and Regulations and Official Playing Rules” handbook supersedes rules not explicitly covered herein. All Coaches should have a copy from their league president.

## **Section 1.0 - General**

---

1. Coaches and manager of the home team prepare (bases, rake, and line) the fields before each game. Enlist parents to help. Visiting teams are welcome to help.
2. Managers must decide on game cancellations. Cancellations require the following actions:
  - a. Contact the Umpire or Umpire Coordinator at least 90 minutes prior to the scheduled game time to advise of cancellation.
  - b. Contact your team using SportsEngine.
  - c. Home team Manager schedules a make-up game with the visiting team Manager. Use the Fields Calendar on hbcalsripken.org to ensure fields are open– not just the team schedules.
  - d. Division Coordinator and Umpires need to be informed of date and time of make-up game.
3. **Game Times:** No inning shall start after **1 hour and 45 minutes** from the first pitch (games are still expected to be completed as close to 2 hours as possible). The new inning starts immediately at the completion of the previous inning. It is suggested that coaches begin to plan at the 1 ½ hour mark to determine the remaining number of innings, do not wait until **1:44** to determine the final inning. (Examples: if the 4th inning is completed at the **1:44** mark, the 5th inning is the unlimited and final inning; if the 4th inning is completed at the 1:30 mark, the 5th inning should be a regular inning and the 6th will be played as the final inning.)
4. Evening Games: Coaches and Umpires need to consider darkness in planning when the last inning will be played; we gain daylight as the season progresses. Adults should make a reasonable decision, especially when the umpires are youths, keeping SAFETY as the first concern.
5. Innings 1 through 5 run limits: Minors = 4 and Majors = 5.
  - a. Note: If the bases are loaded, 3 runs have scored and someone hits a triple, finish the play, but only score the 4th run for Minors or the 5th run for Majors (the “continuation” play”).
6. There is no run limit in the last inning. This goes for both teams, not just the trailing team.
7. If the umpire notifies both coaches the game will be less than 6 innings, unlimited runs are allowed in the last inning.
8. A 10 run lead after 4 complete innings, or 3½ if the home team is leading, constitutes a full game. You may continue to play. You will not continue to score the game but # of pitches count. The umpires may leave.
9. Limit your dugout to players and coaches.
10. Keep the players in the dugout during games.
11. Meals are not allowed in the dugout and teams clean their dugout after each game.
12. Home team must provide at least 2 brand new “wrapped” game balls.
13. Scorebooks must be kept for every game by both teams. In the event of a disagreement, home teams book will be official. GameChanger is acceptable in lieu of a physical scorebook.
14. Home team Managers are responsible for entering game results within SportsEngine. Both teams shall enter pitch counts within SportsEngine as soon as possible but no later than prior to the next game.

## **Section 2.0 - Offense**

---

15. Everyone hits. A 12 player roster means you’ll have a 12 player batting order.
16. Any player on the roster that arrives late will be inserted at the end of the batting order and minimum play time will be waived. Late is considered after the #1 batter is up for the 2nd time. Players that arrive late will not be allowed to pitch in that game.
17. There is no pinch-hitting in a lineup. If a player leaves the game early or is injured, skip that spot in the batting order.
18. You may pinch run only in the case of an injury. The designated pinch runner shall be the player who made the last out.
19. Bunting is allowed (but not stressed in the Minors).
20. “Slash Bunting” is strictly prohibited at all levels .
21. Coaches will act as the 1st and 3rd base coaches.
22. On-deck hitter must warm up beyond first or third base but not in line with throws to first or third. Use judgement and be careful and stress to the kids that only 1 player can be in that area at a time.
23. Sliding is not required, but is strongly recommended when there will be a close play, including at home plate. The batter must vacate the batter’s box.

## **Section 3.0 – Baserunning**

---

# 2025 Hollis Brookline Cal Ripken - Majors/Minors Rules

## Base Running - Majors

24. Base runners may lead or steal at any time in accordance with Cal Ripken rules.

## Base Running - Minors

25. Base runners must remain in contact with the base until the ball crosses home plate.

26. If a player leaves the base before the ball crosses home plate, as determined by the umpire:

- a. If the runner successfully reaches the next base, he/she will be sent back to the original base with no penalty.
- b. If a play is made and the runner is called out, the out will stand.

27. Stealing of 2nd and 3rd is permitted at anytime.

28. If a runner steals 2nd or 3rd and the ball is overthrown to the base they are attempting to steal, **runners may not advance.**

29. Stealing of home is allowed ONLY on passed balls with 2 strikes.

## Section 4.0 - Pitching:

30. **Pitch counts must be kept by each head coach.** Depending on pitches thrown, pitchers must rest in accordance with the table below and in accordance with Cal Ripken tournament rules. If a 10-year old throws 50 pitches on Saturday, he/she must rest on Sunday and may not pitch again until Monday. If a 10-year old throws 50 pitches in a Saturday morning game, and 20 pitches in a Saturday evening game, he/she must rest on Sunday and Monday and may not pitch again until Tuesday.

AGE	DAILY MAXIMUM (PITCHES IN GAME and/or DAY)	REST PERIOD		
		0 Days	1 Day	2 Days
7-8	50	1-20	21-35	36+
9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+

### ❖ **Majors:**

31. Pitchers may **not** return to the game and pitch again after stopping pitching. This includes the starting pitcher.

32. Balks will be called in Majors. An umpire will warn a pitcher and explain the infraction on a first violation. Subsequent violations will be enforced according to the official baseball Balk rules. Note that we encourage umpires to have a little leniency.

33. Dropped third strike is in effect

### ❖ **Minors:**

34. Pitchers may **not** return to the game and pitch again after stopping pitching. This includes the starting pitcher.

35. A pitcher who hits 4 batters in the same inning may be replaced at the umpire's discretion.

### ❖ **Playoff Pitching Rules:**

36. Pitch count restrictions shown above remain true for playoffs.

## Section 5.0 - Defense:

37. Minors' managers are encouraged to assign players to as many defensive positions as possible during the season. The primary factor when assigning positions is safety. It isn't possible to satisfy every request but with practice kids often surprise coaches.

38. We have FREE substitution in the field. Every kid MUST play at least 2 innings in the field, but we strongly encourage that you get them at least 4 per game. A good rule of thumb is that no player spends more than 2 innings cumulative per game in the dugout.

39. MINORS RULE: a team should field 10 players. The coach may place that extra player in the short field position or have four equally placed outfielders. You may not place the extra player in the infield.

40. MINORS RULE: One coach may stand in the outfield with their players to provide instructions. The coach may not stand in the infield.

## Section 6.0 - Umpires:

41. Teach players respect for the umpire – lead by example.

42. There should be 1 home plate and 1 field umpire at each game. In some cases, due to conflicts and/or lack

## **2025 Hollis Brookline Cal Ripken - Majors/Minors Rules**

of availability, there will only be 1 home plate umpire at a game.

43. The umpires are off duty once a game is official. Example: a game is official after 4 innings (due to the mercy rule) and you'd like to play another inning. You may play but the umpire is not obligated to stay.
44. The infield fly rule is in effect for Majors. Whether the pop fly is routinely playable is an umpire's judgment.
45. Coaches may not argue any call with the umps. You may call time to discuss a ruling with the umpire, and you may discuss issues with HBCR board members after the game.
46. Both coaches are required to meet the umpire at home plate together prior to the start of the game to determine the official start time and review local rules (i.e. ball under fence calls, etc.).
47. Any time a coach requires clarification about rules, he should request time out from the umpire, and invite the other coach to meet with the umpire at home plate.
48. You must ask for (and receive) time before visiting a pitcher on the mound.

### **Section 7.0 – Recommendations**

---

49. You need a minimum of 3 pitchers to survive the average 6 inning game. Pitchers typically show a noticeable drop-off after 2 innings. Ideally, you use your pitchers 2+2+2 or 2+1+1+2 and it is rare that a pitcher can go 3 innings at the Minors level. Returning a starting pitcher is not allowed in majors or minors.
50. You will want to develop a minimum of 3 catchers. In Minors, catchers may tire easily.
51. Minimize game delays of any kind.
52. Keep in mind that our #1 goal is to teach the kids baseball. It's only natural for these games to become competitive but winning games is not the primary goal.
53. Managers are encouraged to work together and to be respectful of game situations. See examples below:
  - a. You have an 8-0 lead...this is a good time to give one of your weaker pitchers an inning or two. It's difficult to please every kid, but these are great opportunities to try kids in different positions. Tony really wants to catch but you're not sure he's ready...now is a good time.
  - b. You have a 12-2 lead...this is a bad time to bunt or steal bases. If you have a runner on 3rd and there's a passed ball hold the runner. This teaches the kids sportsmanship and respect. It's also a good opportunity for the batter to drive in a run with a hit.

### **Section 8.0 – Quad Town Tournament**

---

54. The Quad Town Tournament is to be scheduled by the host town following the end of the Spring Season.
55. Each year the host town shall rotate in the following order: HBCR, Amherst, Wilton, Milford. A town may elect to skip any given year and the host town will continue through the order above.
56. Each town may send one Majors team and one Minors team from their spring season to represent. If a town cannot send a team any given year the host team may send an additional team. If the host team cannot send an additional team the host town order may be used to determine next town to send additional team.
57. The Quad Town Tournament games will be scheduled Monday through Thursday. This is to ensure full participation by all towns to avoid future forfeits due to travel ball conflicts that typically occur during the same time of year as this tournament.
58. Teams may make use of Section 9.0 Fill In Player Policy in order to supplement their team if they are unable to roster at least 9 players. Use of Section 9.0 shall result in a team fielding a maximum of 9 players. See Section 9.0 for other terms and conditions.

# 2025 Hollis Brookline Cal Ripken - Majors/Minors Rules

## Section 9.0 – Fill In Player Policy

---

### **Improving a team's roster is not the intent of this policy.**

- ❖ **Purpose:** Allow teams with 7 or 8 players available for a given game to “Fill In” players, per the Applicability Rules below, to avoid forfeits or reschedules due to the known absence of rostered players for scheduled games. Teams with 6 or less players available for a given game shall forfeit the game in question however they may play the game as a scrimmage.
- ❖ **Applicability**
  - i. Applies to the Spring Season, Quad Town Tournament and Fall Season.
  - ii. MAJORS: Players eligible to “Fill In” for a given team shall be those from the Minors division.
  - iii. MINORS: Players eligible to “Fill In” for a given team shall be those from the Minors division. Use of players from the Rookies division is permissible however it is at the discretion of the Head Coach to determine if the player is a safety risk.
  - iv. Case 1: Applies to a team with 7 available rostered players for the date in question. That team may “Fill In” a maximum of 2 players from another team.
  - v. Case 2: Applies to a team with 8 available rostered players for the date in question. That team may “Fill In” a maximum of 1 player.
  - vi. Under no circumstances will “Fill In” players result in a team fielding more than 9 players.
- ❖ **Obligations**
  - i. Fill In players must attend their regularly scheduled team practice or game, unless released by the regular team Head Coach.
  - ii. Head Coach of any team requiring Fill In player(s) shall notify their town's respective League President of the player(s) and the affected game. The intent is to track the player usage and provide some balance to all eligible Fill In players.
  - iii. Head Coach of any team requiring Fill In player(s) shall notify the opposing team's Head Coach prior to the start of the game.
  - iv. Head Coaches shall notify Fill In player(s) and parent(s) as soon as possible if they will not be needed after they have been asked to attend a game.
- ❖ **Games**
  - i. Teams shall not field a team of more than 9 players when utilizing Fill In players.
  - ii. Fill In players shall be prohibited from playing the positions of pitcher or catcher
  - iii. Fill In players shall be placed at the bottom of the batting order.
  - iv. Fill In players shall not limit rostered players opportunities to play more desirable positions.
  - v. Teams with 6 or less players available for a given game shall forfeit the game in question and for league standings purposes the game will be considered a 6-0 Win in favor of the team opposing the forfeiting team. Those teams may choose to play the game as a scrimmage but it will not count towards league standings. Pitch count rules for the scrimmage still apply.
  - vi. Teams found in violation of the Fill Player Policy described herein shall forfeit the game in question and for league standings purposes the game will be considered a 6-0 Win in favor of the team opposing the forfeiting team.

*“Work together, share ideas, have fun!”*

REVIEWED/FINALIZED BY HBCR AFTER COACHES MEETING ON MARCH 28<sup>TH</sup> 2025 IN HOLLIS.  
AMHERST, MILFORD WERE IN ATTENDANCE.