RAPPAHANNOCK-CULPEPER BASEBALL HOUSE RULES 2025:

All Divisions:

These are in-house league rules that are in addition to the official Babe Ruth Baseball rulebook.

 Games are 6 innings. 5 run limit per inning. Unlimited runs in the last inning. Final inning must be declared by umpire prior to the start of the inning for the unlimited run rule to be in effect. In the event there is no Umpire, Head Coaches may agree upon declaring final inning.

 Umpires will be used in the Babe Ruth 13-15, Major and Minor divisions. Rookies upon the discretion of the Board Members.

 It is an official game either at the end of 5 innings or if the Umpire calls the game. In case of game being called for darkness, the score goes back to the last completed inning.

 No new inning can start after 2 hours. You can only complete the inning after the set time limit.

 Our league follows the pitch count rules as outlined in the Babe Ruth Rule book 2020. Pitch count guidelines will be posted in the dugouts.

 A game may be started and played with eight (8) players. However, the ninth (9th) player position at bat will result in an automatic out each time in the batting rotation. If a team has less than 8 players, the team forfeits the game. This rule is only in effect during spring season. Fall Season is instructional; this rule will not be in effect.

 A team with 8 players can borrow a player from another team. This must be acknowledged by both Managers and the Umpire before the game begins. The borrowed player cannot pitch.

 The entire line-up must bat. An injured player will not be counted out in the batting order if the player is removed from the game due to the injury.

 Free substitution is in place. Players cannot sit for more than 1 consecutive inning per game and no more than 2 innings per game total.

 No coaches or parents shall be in the field coaching/assisting the defensive team.

RAPPAHANNOCK-CULPEPER BASEBALL HOUSE RULES 2020:

Rookies

These are house league rules that are in addition to the official

Babe Ruth Baseball rulebook.

- 4 pitch limit per player at bat. If the 4th pitch is a foul ball, the batter continues.
- Pitching machines will be set at “8” for the first 2 weeks of the season and then on “9” thereafter.
- Adjustments made to the pitching machine should be done in-between innings. If the machine needs adjustment during an inning, it is up to the discretion of both Managers to allow this.
- Catcher shall always remain behind the plate.
- Bunting is allowed. However, no fake bunting is allowed. If the batter offers to bunt then he must bunt the ball or pull the bat back to take the pitch. If the batter offers to bunt, pulls the bat back and then swings at the pitch, the bunter will automatically be declared out.
- Pitching machines must remain at Stuart Field. Pitching machines will not be allowed to go home.
- Each team shall field 10 players (if available) and place 4 players in the outfield.
- Base stealing is not permitted.
- The Pitcher shall be positioned on either side of the pitching machine, not in front or behind.
- Play is dead after the lead runner stops or fails to advance himself.
- The entire line-up must bat.
- Coaches can be in the field coaching/assisting the defensive team for each teams first 4 games. No coaches will be permitted inside the gates after this point.
- Should a ball hit the pitching machine or pitching coach the play is a “ground rule double”.

Smart Pitch Guidelines as directed by Babe Ruth Rule Book

AGE	DAILY MAX PITCHES IN GAME	0 DAYS	1 DAY	2 DAYS
7-8	50	1-20	21-35	36-50
9-10	75	1-40	41-65	66-75
11-12	85	1-40	41-65	66-85
13-15	95	1-45	46-75	76-95
15-16	105	1-45	46-75	76-105