



# Readington Tewksbury Junior Baseball League (RTJBL)

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## *Local League Playing Rules*

**Effective March 1, 2026**

### **Governing Rules**

RTJBL follows the Cal Ripken/Babe Ruth Baseball rules (most current edition). These local rules supplement those rules pursuant to RTJBL By-Laws Article XVIII, Section 2.

### **Suspended Games**

Applies to all regular season games in Minors, Major 60, Major 70, and Babe Ruth divisions. (Exception: an official Babe Ruth game is 5 innings, or 4 1/2 if the home team is winning.) RTJBL's intent is to play games to completion whenever possible. Coaches must not exploit suspended-game rules to gain an advantage (e.g., stalling).

1. A regulation game is 3 1/2 innings if the home team is ahead, or 4 innings if the visitors are ahead.
2. If a game is suspended after becoming a regulation game, the score reverts to the last completed inning and the game is final as a regulation game, regardless of innings played. (See Championship Games below.)
3. If a game is suspended before becoming a regulation game but after at least one full inning, it will be resumed from the exact point of suspension (including ball/strike count, if applicable) at a later date/time agreed upon by both teams. The league may schedule make-up dates/times that are binding on both teams.
4. If a game does not reach one full completed inning, the game will start over when rescheduled.
5. Pitchers on resumption: any player who pitched before suspension may not pitch again, except the pitcher(s) who were in the game at the time of suspension. All pitchers used to finish the game must also remain eligible under RTJBL pitching rules.
6. Batting order on resumption: the batting order must remain the same. Players absent for the resumption are scratched. Players absent from the original game are added to the end of the order, regardless of where the team is in the order at the time of suspension.
7. If a runner on base at suspension is absent for the resumption, substitute the last out who is present as the runner. The substitute continues to bat in their original spot in the order.

8. If needed near season end, teams may play two short doubleheaders the next time the teams meet to complete a suspended game.

## Championship Games

If a league championship game is suspended due to weather or darkness (including a weather delay that later forces the game to end due to darkness), the game will be resumed at a later date using the resumption rules above.

Round-robin games follow the regular-season suspended game rules.

## DIVISION RULES

### A. BABE RUTH 13-15

#### 1. General Rules

- 1.1. Each team supplies one new baseball.
  - a. If more than two balls are needed, teams alternate providing balls, starting with the visiting team.
  - b. The team(s) supplying balls are entitled to have their balls returned after the game. If fewer balls remain than were supplied, remaining balls are split equally. If one ball remains, it goes to the visiting team.
- 1.2. Nine (9) players in the field (3 outfielders).
- 1.3. Free defensive substitution is allowed.
  - a. Each player must play at least four (4) innings in the field (assuming a 7-inning game).
  - b. A pitcher who leaves the game may re-enter defensively anywhere except as a pitcher.
- 1.4. A game may start and be played with 8 fielders if both teams agree.
  - a. Late players may be added using the late rule.
  - b. If the other team does not agree, the short team may use its first right of refusal and have the game rescheduled.
- 1.5. If needed, alternate players may be borrowed from the opposing team: use the player(s) who made the last out(s); borrowed players must play outfield.
- 1.6. Courtesy runner:
  - a. May be used for a pitcher or catcher at any time if that player will play pitcher or catcher the next inning.
  - b. Runner must be the player who made the last out, unless that player is the pitcher or catcher.
- 1.7. Substitutes (regular season):
  - a. Up to two players from any other team may be used to field a 9-player team.
  - b. A team using substitutes may not have more than 9 active players for the game.
  - c. Regular rostered players have priority over substitutes; no substitutes may play if it would result in 10 or more active players.
  - d. Substitutes must bat at the bottom of the order and play outfield.
- 1.8. Substitutes are not permitted in playoffs unless the games are vs. other towns.
- 1.9. Umpires and coaches must keep the game moving; the umpire determines and addresses unnecessary delays.

## 2. Game Length and Time

- 2.1. Game length: 7 innings. Extra innings will be played if time permits.
- 2.2. A complete game is 5 innings (or 4 1/2 if the home team is winning).
- 2.3. No new inning:
  - a. No inning may start within 15 minutes of the next scheduled game.
  - b. If no game follows, there is no time restriction.
  - c. If the game starts late, subtract the delay from the 15-minute restriction; record the start time in the scorebook.
- 2.4. RTJBL 10-Run Modified Rule:
  - a. After 4 1/2 innings, or 5 innings if the home team is losing, if a team leads by 10+ runs, the losing coach may end the game.
  - b. The losing coach must inform the plate umpire and the winning coach at the start of the inning that it will be the last inning, unless the losing team reduces the lead to under 10 runs, in which case the game continues.

## 3. Pitching

- 3.1. Pitch count and inning limits: see League-Wide Pitch Count Rules.
- 3.2. One pitch constitutes one inning.
- 3.3. If a pitcher hits 2 batters in one inning or 3 batters in one game, the pitcher must be removed from pitching.
- 3.4. A pitcher who leaves the game may re-enter defensively anywhere except as a pitcher.
- 3.5. Balks: each pitcher receives one warning; the umpire explains the balk. After the warning, balks are enforced.
- 3.6. When determining pitching eligibility, unofficially include innings pitched and pitch counts from other teams (e.g., middle school).
- 3.7. Intentional Walk:
  - a. The defensive team may award an intentional base on balls by having the catcher or coach request the umpire to award first base.
  - b. May be requested before pitching to the batter or on any ball/strike count; the ball is dead before the award.
  - c. Intentional walks should not be used as a regular part of the regular season.

## 4. Batting

- 4.1. All players present will be in the batting order.
- 4.2. Players not in the original batting order are added to the end of the order upon arrival.
- 4.3. An injured player may be skipped with no out recorded, the next batter hits. If able, the player may return to bat on their next turn.
- 4.4. If a player leaves the game, they may be skipped with no penalty.
- 4.5. Bat requirements: All non-wood bats must have the USA Bat marking or BBCOR .50 with a 2 5/8-inch barrel.
- 4.6. Non-compliant bat penalties:
  - a. If discovered before the batter completes the at-bat, remove the bat and continue the at-bat.
  - b. If a player uses an illegal bat or non-conforming barrel dimension and hits a fair ball: the batter is out; no runners may advance; any outs during the play stand. (Appeal play.)
  - c. The at-bat becomes legal once a pitch is thrown to the next batter.

- d. Any non-conforming bat discovered before the game must be removed and may not be used.

## 5. Safety

- 5.1. Runners must slide at 2nd, 3rd, and home or avoid contact; otherwise, the runner is out. If the defense blocks a base without the ball or the ball on its way, call interference.
- 5.2. Mandatory cup: any male player without a cup may not take the field.
- 5.3. Only one player may be in the on-deck circle; all others must remain in the dugout. No practice swings outside the on-deck cage.

## 6. Conduct

- 6.1. No arguing with the umpire. You may request clarification and may discuss rule interpretation (with specific rule citations) as long as it is expeditious. The umpire has final authority.
- 6.2. No video replay may be used.
- 6.3. No protests. Issues may be brought to the Executive Board after the game for discussion.
- 6.4. Zero tolerance: abusive behavior by any player, coach, or fan toward any umpire, player, coach, or fan is subject to Executive Board discipline.

## 7. Make-Up Games

- 7.1. The home team has 4 days to contact the opposing manager and copy the league director to reschedule rainouts or partial games; failure to do so results in a loss.
- 7.2. Each team has one right of refusal. The team that cannot make the third proposed date/time receives a loss.
- 7.3. If neither team can make the third proposed date/time, both teams receive losses and the game is not played.
- 7.4. If the season is nearing the end, consider a doubleheader and play two 5-inning games.
- 7.5. If a team cancels a regularly scheduled game, it has used its one right of refusal.

# B. MAJOR 70

## 1. General Rules

- 1.1. Each team supplies one new baseball.
  - a. If more than two balls are needed, teams alternate providing balls, starting with the visiting team.
  - b. The team(s) supplying balls are entitled to have their balls returned after the game. If fewer balls remain than were supplied, remaining balls are split equally. If one ball remains, it goes to the visiting team.
- 1.2. Nine (9) players in the field (3 outfielders).
- 1.3. Free defensive substitution is allowed.
  - a. A player may not sit a second inning until every player on the team has sat one inning.
  - b. Every player must play one full inning (3 outs) in the infield before the start of the 5th inning. Pitcher and catcher are infield positions.
  - c. Every player must play at least one full inning (3 outs) in the outfield.
- 1.4. A game may start and be played with 8 fielders if both teams agree.
  - a. Late players may be added using the late rule.
  - b. If the other team does not agree, the short team may use its first right of refusal and have the game rescheduled or play a player short.

- c. Managers have 10 minutes after the scheduled start time to decide.
- 1.5. If needed, alternate players may be borrowed from the opposing team: use the player(s) who made the last out(s); borrowed players must play outfield.
- 1.6. Courtesy runner:
  - a. May be used for a pitcher or catcher at any time if that player will play pitcher or catcher the next inning.
  - b. Runner must be the player who made the last out, unless that player is the pitcher or catcher.
- 1.7. Substitutions: see RTJBL substitution policy.
- 1.8. Umpires and coaches must keep the game moving; the umpire determines and addresses unnecessary delays.

## 2. Game Length and Time

- 2.1. Game length: 6 innings. If time permits, an extra inning may be played if the game is tied after 6.
- 2.2. A complete game is 4 innings (or 3 1/2 if the home team is winning).
- 2.3. No new inning:
  - a. No inning may start within 20 minutes of the next scheduled game.
  - b. If no game follows, there is no time restriction.
  - c. If the game starts late, subtract the delay from the 20-minute restriction; record the start time in the scorebook.
- 2.4. RTJBL 12-Run Modified Rule:
  - a. After 3 1/2 innings, or 4 innings if the home team is losing, if a team leads by 12+ runs, the losing coach may end the game.
  - b. The losing coach must inform the plate umpire and the winning coach at the start of the inning that it will be the last inning, unless the losing team reduces the lead to under 10 runs, in which case the game continues.

## 3. Pitching

- 3.1. Pitch count and inning limits: see League-Wide Pitch Count Rules.
- 3.2. If a pitcher hits 2 batters in one inning or 3 batters in one game, the pitcher must be removed from pitching.
- 3.3. No curveballs:
  - a. First occurrence: warning; no pitch is recorded.
  - b. Second occurrence: pitcher is removed from pitching.
- 3.4. A pitcher who leaves the game may re-enter defensively anywhere except as a pitcher.
- 3.5. Balks:
  - a. First half of season (through mid-May): no balks called.
  - b. Second half: each pitcher receives two warnings; the umpire explains each balk. After the second warning, a balk awards the runner a base.
- 3.6. When determining pitching eligibility, unofficially include innings pitched and pitch counts from other teams (e.g., middle school).
- 3.7. Intentional Walk:
  - a. The defensive team may award an intentional base on balls by having the catcher or coach request the umpire to award first base.
  - b. May be requested before pitching to the batter or on any ball/strike count; the ball is dead before the award.

- c. Intentional walks should not be used as a regular part of the regular season.

#### **4. Batting**

- 4.1. All players present will be in the batting order.
- 4.2. Players not in the original batting order are added to the end of the order upon arrival.
- 4.3. An injured player may be skipped with no out recorded; the next batter hits. If able, the player may return to bat on their next turn.
- 4.4. If a player leaves the game, they may be skipped with no penalty.
- 4.5. Bat requirements:
  - a. All non-wood bats must have the USA Bat marking.
  - b. Maximum barrel diameter: 2 5/8 inches.
  - c. BBCOR bats are not permitted in Cal Ripken divisions.
- 4.6. Non-compliant bat penalties:
  - a. If discovered before the batter completes the at-bat, remove the bat and continue the at-bat.
  - b. If a player uses an illegal bat or non-conforming barrel dimension and hits a fair ball: the batter is out; no runners may advance; any outs during the play stand. (Appeal play.)
  - c. The at-bat becomes legal once a pitch is thrown to the next batter.
  - d. Any non-conforming bat discovered before the game must be removed and may not be used.

#### **5. Base Running and Stealing**

- 5.1. Leading is allowed while the pitcher has the ball; otherwise stealing is unlimited and stealing home is permitted.
- 5.2. If a team leads by 10+ runs, that team may not steal until the lead is under 10 runs. The trailing team may continue to steal regardless of score.

#### **6. Safety**

- 6.1. Runners must slide at 2nd, 3rd, and home or avoid contact; otherwise, the runner is out. If the defense blocks a base without the ball or the ball is on its way, call interference.
- 6.2. Mandatory cup: any male player without a cup may not take the field.
- 6.3. Only one player may be in the on-deck circle; all others must remain in the dugout. No practice swings outside the on-deck cage.
- 6.4. No suicide squeeze steals to home plate.
- 6.5. No slash swings following a fake bunt.

#### **7. Conduct**

- 7.1. No arguing with the umpire. You may request clarification and may discuss rule interpretation (with specific rule citations) as long as it is expeditious. The umpire has final authority.
- 7.2. No video replay may be used.
- 7.3. No protests. Issues may be brought to the Executive Board after the game for discussion.
- 7.4. Zero tolerance: abusive behavior by any player, coach, or fan toward any umpire, player, coach, or fan is subject to Executive Board discipline.

#### **8. Make-Up Games and Reporting**

- 8.1. The home team has 4 days to contact the opposing manager and the league director to reschedule rainouts or partial games; failure to do so results in a loss.

- 8.2. Each team has one right of refusal. The team that cannot make the third proposed date/time receives a loss.
- 8.3. If neither team can make the third proposed date/time, both teams receive losses and the game is not played.
- 8.4. If the season is nearing the end, consider a doubleheader and play two 4-inning games.
- 8.5. If a team cancels a regularly scheduled game, it has used its one right of refusal.
- 8.6. The winning coach is responsible for entering the game score on the website. Round-robin play at season end determines playoff seeding.

## C. MAJOR 60

### 1. General Rules

- 1.1. Each team supplies one new baseball.
  - a. If more than two balls are needed, teams alternate providing balls, starting with the visiting team.
  - b. The team(s) supplying balls are entitled to have their balls returned after the game. If fewer balls remain than were supplied, remaining balls are split equally. If one ball remains, it goes to the visiting team.
- 1.2. Ten (10) players in the field (4 outfielders). Minimum to play: 8 players.
- 1.3. If needed, alternate players may be borrowed from the opposing team: use the player(s) who made the last out(s); borrowed players must play outfield.
- 1.4. If you have 9 players, play with 9 (do not borrow to make 10). If the other team has 10+ players, they may still play 10 in the field.
- 1.5. Courtesy runner:
  - a. May be used for a pitcher or catcher at any time if that player will play pitcher or catcher the next inning.
  - b. Runner must be the player who made the last out, unless that player is the pitcher or catcher.
- 1.6. Free defensive substitution is allowed.
  - a. A player may not sit a second inning until every player on the team has sat one inning.
  - b. Every player must play one full inning (3 outs) in the infield before the start of the 5th inning. Pitcher and catcher are infield positions.
  - c. Every player must play at least one full inning (3 outs) in the outfield.
- 1.7. Maximum runs per inning during regular season and round robin games is six (6). Sides change after six (6) runs. This rule does not apply in playoffs (no max runs per inning in playoffs).

### 2. Game Length and Time

- 2.1. Game length: 6 innings. If time permits, an extra inning may be played if the game is tied after 6.
- 2.2. A complete game is 4 innings (or 3 1/2 if the home team is winning).
- 2.3. No new inning:
  - a. No inning may start within 20 minutes of the next scheduled game.
  - b. If no game follows, there is no time restriction.
  - c. If the game starts late, subtract the delay from the 20-minute restriction; record the start time in the scorebook.

### 3. Pitching

- 3.1. Pitch count and inning limits: see League-Wide Pitch Count Rules.
- 3.2. If a pitcher hits 2 batters in one inning or 3 batters in one game, the pitcher must be removed from pitching.
- 3.3. No curveballs:
  - a. First occurrence: warning; no pitch is recorded.
  - b. Second occurrence: pitcher is removed from pitching.
- 3.4. A pitcher who leaves the game may re-enter defensively anywhere except as a pitcher.
- 3.5. Intentional Walk:
  - a. The defensive team may award an intentional base on balls by having the catcher or coach request the umpire to award first base.
  - b. May be requested before pitching to the batter or on any ball/strike count; the ball is dead before the award.
  - c. Intentional walks should not be used as a regular part of the regular season.

### 4. Batting

- 4.1. All players present will be in the batting order.
- 4.2. Players not in the original batting order are added to the end of the order upon arrival.
- 4.3. An injured player may be skipped with no out recorded; the next batter hits. If able, the player may return to bat on their next turn.
- 4.4. If a player leaves the game, they may be skipped with no penalty.
- 4.5. Bat requirements:
  - a. All non-wood bats must have the USA Bat marking.
  - b. Maximum barrel diameter: 2 5/8 inches.
  - c. BBCOR bats are not permitted in Cal Ripken divisions.
- 4.6. Non-compliant bat penalties:
  - a. If discovered before the batter completes the at-bat, remove the bat and continue the at-bat.
  - b. If a player uses an illegal bat or non-conforming barrel dimension and hits a fair ball: the batter is out; no runners may advance; any outs during the play stand. (Appeal play.)
  - c. The at-bat becomes legal once a pitch is thrown to the next batter.
  - d. Any non-conforming bat discovered before the game must be removed and may not be used.

### 5. Base Running and Stealing

- 5.1. For a stolen base attempt, the ball must cross the front of home plate before the runner may leave the base. If the runner leaves early, the runner is returned to the base.
- 5.2. Otherwise, stealing is unlimited and stealing home is permitted.
- 5.3. If a team leads by 10+ runs, that team may not steal until the lead is under 10 runs. The trailing team may continue to steal regardless of score.

### 6. Safety

- 6.1. Runners must slide at 2nd, 3rd, and home or avoid contact; otherwise, the runner is out. If the defense blocks a base without the ball or the ball on its way, call interference.
- 6.2. Mandatory cup: any male player without a cup may not take the field.
- 6.3. Only one player may be in the on-deck circle; all others must remain in the dugout. No practice swings outside the on-deck cage.

6.4. No slash swings following a fake bunt.

## 7. Conduct

7.1. No arguing with the umpire. You may request clarification and may discuss rule interpretation (with specific rule citations) as long as it is expeditious. The umpire has final authority.

7.2. No video replay may be used.

7.3. No protests. Issues may be brought to the Executive Board after the game for discussion.

7.4. Zero tolerance: abusive behavior by any player, coach, or fan toward any umpire, player, coach, or fan is subject to Executive Board discipline.

## 8. Make-Up Games and Reporting

8.1. The home team has 4 days to contact the opposing manager and the league director to reschedule rainouts or partial games; failure to do so results in a loss.

8.2. Each team has one right of refusal. The team that cannot make the third proposed date/time receives a loss.

8.3. If neither team can make the third proposed date/time, both teams receive losses and the game is not played.

8.4. If the season is nearing the end, consider a doubleheader and play two 4-inning games.

8.5. If a team cancels a regularly scheduled game, it has used its one right of refusal.

8.6. The winning coach is responsible for entering the game score on the website. Round-robin play at season end determines playoff seeding.

## D. MINORS

### 1. General Rules

1.1. Each team supplies one new baseball.

a. If more than two balls are needed, teams alternate providing balls, starting with the visiting team.

b. The team(s) supplying balls are entitled to have their balls returned after the game. If fewer balls remain than were supplied, remaining balls are split equally. If one ball remains, it goes to the visiting team.

1.2. Ten (10) players in the field (4 outfielders). Minimum to play: 8 players.

1.3. If needed, alternate players may be borrowed from the opposing team: use the player(s) who made the last out(s); borrowed players must play outfield.

1.4. If you have 9 players, play with 9 (do not borrow to make 10). If the other team has 10+ players, they may still play 10 in the field.

1.5. Free defensive substitution is allowed.

a. A player may not sit a second inning until every player on the team has sat one inning.

b. Each player will play a minimum of two innings per game in the infield. Pitcher and catcher are infield positions.

1.6. Courtesy runner:

a. May be used for a pitcher or catcher at any time if that player will play pitcher or catcher the next inning.

b. Runner must be the player who made the last out, unless that player is the pitcher or catcher.

- 1.7. Maximum runs per inning: 5. Sides change after 5 runs. This rule also applies in playoffs.
- 1.8. If a game becomes lopsided, coaches may reset the score and/or turn off the scoreboard.
- 1.9. Tagging up is allowed.
- 1.10. Infield fly rule is not enforced.
- 1.11. Bunting is permitted.
- 1.12. Overthrows:
  - a. One base on all overthrows.
  - b. Example: if a throw to 2nd goes to the outfield, the runner may advance only one base.
  - c. If a subsequent overthrow occurs on the same play, the runner may advance one additional base.

## 2. Game Length and Time

- 2.1. Game length: 6 innings. If time permits, an extra inning may be played if the game is tied after 6.
- 2.2. A complete game is 4 innings (or 3 1/2 if the home team is winning).
- 2.3. No new inning:
  - a. No inning may start within 30 minutes of the next scheduled game.
  - b. If no game follows, there is no time restriction.
  - c. If the game starts late, subtract the delay from the 30-minute restriction; record the start time in the scorebook.

## 3. Pitching

- 3.1. Pitch count and inning limits: see League-Wide Pitch Count Rules.
- 3.2. If a pitcher hits 2 batters in one inning or 3 batters in one game, the pitcher must be removed from pitching.
- 3.3. No curveballs:
  - a. First occurrence: warning; no pitch is recorded.
  - b. Second occurrence: pitcher is removed from pitching.
- 3.4. A pitcher who leaves the game may re-enter defensively anywhere except as a pitcher.
- 3.5. After 4 consecutive walks in an inning, the pitcher must be replaced.
- 3.6. Intentional Walk:
  - a. The defensive team may award an intentional base on balls by having the catcher or coach request the umpire to award first base.
  - b. May be requested before pitching to the batter or on any ball/strike count; the ball is dead before the award.
  - c. Intentional walks should not be used as a regular part of the regular season.

## 4. Batting

- 4.1. All players present will be in the batting order.
- 4.2. Players not in the original batting order are added to the end of the order upon arrival.
- 4.3. An injured player may be skipped with no out recorded; the next batter hits. If able, the player may return to bat on their next turn.
- 4.4. If a player leaves the game, they may be skipped with no penalty.
- 4.5. Bat requirements:
  - a. All non-wood bats must have the USA Bat marking.
  - b. Maximum barrel diameter: 2 5/8 inches.

- c. BBCOR bats are not permitted in Cal Ripken divisions.
- 4.6. Non-compliant bat penalties:
- a. If discovered before the batter completes the at-bat, remove the bat and continue the at-bat.
  - b. If a player uses an illegal bat or non-conforming barrel dimension and hits a fair ball: the batter is out; no runners may advance; any outs during the play stand. (Appeal play.)
  - c. The at-bat becomes legal once a pitch is thrown to the next batter.
  - d. Any non-conforming bat discovered before the game must be removed and may not be used.

## 5. Base Running and Stealing

- 5.1. For a stolen base attempt, the ball must cross the front of home plate before the runner may leave the base. If the runner leaves early, the runner is returned to the base.
- 5.2. Stealing of 2nd base and home is not permitted. A runner may only steal 3rd base.
- 5.3. Because stealing home is not permitted, a runner stealing 3rd may not advance home on an overthrow.
- 5.4. A batter may not advance beyond first base on a walk (e.g., if the catcher retains the ball).
- 5.5. If a team leads by 10+ runs, that team may not steal until the lead is under 10 runs. The trailing team may continue to steal regardless of score.

## 6. Safety

- 6.1. Runners must slide at 2nd, 3rd, and home or avoid contact; otherwise, the runner is out. If the defense blocks a base without the ball or the ball on its way, call interference.
- 6.2. Mandatory cup: any male player without a cup may not take the field.
- 6.3. Only one player may be in the on-deck circle; all others must remain in the dugout. No practice swings outside the on-deck cage.
- 6.4. No slash swings following a fake bunt.

## 7. Conduct

- 7.1. No arguing with the umpire. You may request clarification and may discuss rule interpretation (with specific rule citations) as long as it is expeditious. The umpire has final authority.
- 7.2. No video replay may be used.
- 7.3. No protests. Issues may be brought to the Executive Board after the game for discussion.
- 7.4. Zero tolerance: abusive behavior by any player, coach, or fan toward any umpire, player, coach, or fan is subject to Executive Board discipline.

## 8. Make-Up Games and Reporting

- 8.1. The home team has 4 days to contact the opposing manager and copy the league director to reschedule rainouts or partial games; failure to do so results in a loss.
- 8.2. Each team has one right of refusal. The team that cannot make the third proposed date/time receives a loss.
- 8.3. If neither team can make the third proposed date/time, both teams receive losses and the game is not played.
- 8.4. If the season is nearing the end, consider a doubleheader and play two 4-inning games.
- 8.5. If a team cancels a regularly scheduled game, it has used its one right of refusal.
- 8.6. The winning coach is responsible for entering the game score on the website. Round-robin play at season end determines playoff seeding.

## E. ROOKIE-2

### 1. Game Format and Pre-Game (Warm-Up and Drills)

- 1.1. Before games, teams warm up and run drills for approximately 20-30 minutes, then play a 3-inning game.
- 1.2. Pre-game practice may be shortened if weather forecasts are unfavorable.
- 1.3. If the 3-inning game moves quickly and both coaches agree players remain engaged, a 4th inning may be played.
- 1.4. Coaches should arrive about 10 minutes before game time to set up (including the pitching machine, if used).
- 1.5. Drills may include: batting, throwing, pitching, fielding, and sliding.
- 1.6. Batting practice and warm-up flow:
  - a. One team begins batting practice as players arrive. Keep at least one hitter on deck and another preparing; other players may be in the infield.
  - b. Target a ~10-minute batting practice session, giving each player approximately 6-12 pitches.
  - c. The non-batting team warms up in the outfield (with safe spacing), focusing on proper throwing technique; then may do additional throwing drills or ground-ball/pop-up drills.
  - d. When the batting team finishes, switch roles.
  - e. Designate a coach to work with pitchers. Start by the second practice and continue pre-game; players working on pitching may miss other drills.

### 2. General Rules

- 2.1. Ten (10) players in the field (including left center and right center). If fewer than 10, play with fewer outfielders.
- 2.2. If necessary and agreed by both coaches, an outfielder may be borrowed from the opposing team (last batted out).
- 2.3. Use outfielders in proper positions.
- 2.4. Catcher use and game flow:
  - a. Catchers should be used.
  - b. A coach behind the catcher collecting missed balls is helpful.
  - c. Using a bucket at the mound and behind the catcher helps the game move along.
- 2.5. All players must rotate positions; no player may play more than two innings at the same position in a game. Track positions from game to game.
- 2.6. Infield participation:
  - a. Depending on team size and game length, all players must play at least 1 inning in the infield.
  - b. No player may play a 3rd inning in the infield if some players have not played 2 innings in the infield.
- 2.7. Sitting out:
  - a. If necessary, a player may sit out one inning.
  - b. A player may not sit out a second inning until all players have sat out one inning.
- 2.8. Three outs per half-inning; then sides change.
- 2.9. Maximum of 5 runs per half-inning; then sides change.
- 2.10. No scoreboard; no winners or losers.

- 2.11. If needed, alternate players may be borrowed from the opposing team: use the player(s) who made the last out(s); borrowed players must play outfield.
- 2.12. Stealing is not permitted.
- 2.13. Tagging up is not permitted.
- 2.14. Infield fly rule is not enforced.
- 2.15. Bunting is not permitted.

### 3. Pitching

- 3.1. Before the second week in May, pitching is from a Louisville Slugger spring-loaded pitching machine or overhand coach pitch from a bucket or from knees. If used, set the pitching machine in front of the mound.
- 3.2. Coach pitch includes a maximum of five pitches per batter. Batter is out after three swinging strikes (batter continues to bat on foul tips).
- 3.3. On or around the Saturday closest to May 15, players begin pitching.
- 3.4. Pitching distance is 46 feet.
- 3.5. A portable rubber may be placed in front of the mound at the discretion of the player and coach. If there is an obvious, mutually agreed safety issue, pitching distance must be changed.
- 3.6. A pitcher may pitch a maximum of 2 innings per game.
- 3.7. If a pitcher pitches 2 innings in a game, the pitcher must rest 1 day before pitching again.
- 3.8. If a pitcher walks three batters in an inning, the pitcher is removed for the inning and a coach pitches to their own team for the remainder of the inning. Coach pitch includes a maximum of five pitches per batter.
- 3.9. If a pitcher hits two batters in an inning, the pitcher is removed for the inning and a coach pitches to their own team for the remainder of the inning. Coach pitch includes a maximum of five pitches per batter.
- 3.10. If a pitcher hits three batters in a game, the pitcher is replaced by the coach. Coach pitch includes a maximum of five pitches per batter.
- 3.11. Pitch count limits: see League-Wide Pitch Count Rules.
- 3.12. When a child is pitching, the batting team's coach calls balls and strikes from behind the pitcher.
- 3.13. Batters cannot walk during player pitch. After ball four is called, coach pitch finishes the at bat with a maximum of five pitches.

### 4. Batting and Base Running

- 4.1. All players present will be in the batting order.
- 4.2. Late players are added to the end of the order upon arrival.
- 4.3. An injured player may be skipped with no out recorded; the next batter hits. If able, the player may return to bat on their next turn.
- 4.4. If a player leaves the game, they may be skipped with no penalty.
- 4.5. A runner may advance extra bases as long as the ball is hit into the outfield; the runner must stop advancing once the ball is returned to the infield.
- 4.6. Bat requirements:
  - a. All non-wood bats must have the USA Bat marking.
  - b. Maximum barrel diameter: 2 5/8 inches.
  - c. BBCOR bats are not permitted in Cal Ripken divisions.

## 5. Safety

- 5.1. Do not place a player in a position where you believe the player could be injured.
- 5.2. Recommended: all male players wear a cup. Mandatory: any male player playing catcher must wear a cup.
- 5.3. Only one player may be in the on-deck circle; all others must remain in the dugout. No practice swings outside the on-deck cage.
- 5.4. Teach players to slide at 2nd, 3rd, and home.

## 6. Conduct

- 6.1. Zero tolerance: abusive behavior by any player, coach, or fan toward any umpire, player, coach, or fan is subject to Executive Board discipline.

## 7. Make-Up Games

- 7.1. Every effort should be made to make up as many canceled games as possible.

## F. ROOKIE-1

### 1. Game Format and Pre-Game (Warm-Up and Drills)

- 1.1. Before games, teams warm up and run drills for approximately 30-40 minutes, then play a 2-inning game.
- 1.2. Pre-game practice may be shortened if weather forecasts are unfavorable.
- 1.3. If the 2-inning game moves quickly and both coaches agree players remain engaged, a 3rd inning may be played.
- 1.4. Coaches should arrive about 10 minutes before game time to set up (including the pitching machine, if used).
- 1.5. Drills may include: batting, throwing, and fielding.
- 1.6. Batting practice and warm-up flow:
  - a. One team begins batting practice as players arrive.
  - b. Batting practice alternates: tee during the week; coach/machine pitch on Saturdays.
  - c. Keep at least one hitter on deck and another preparing; other players may be in the infield.
  - d. Target a 10-15 minute session, giving each player about 12 swings.
  - e. The non-batting team warms up in the outfield (with safe spacing), focusing on proper throwing technique; then may do additional throwing drills or ground-ball/pop-up drills. Sliding may also be practiced.
  - f. When the batting team finishes, switch roles.
  - g. The last 5-10 minutes before the game should include a base running drill. During the week, practice sliding; split groups to keep players active.
  - h. On Saturdays, base running focus includes: practice swing (helmet on), drop the bat while running to first, and run through first base. As the season progresses, practice the banana curl to prepare to advance, as well as sliding at other bases.

### 2. General Rules

- 2.1. Ten (10) players in the field (including left center and right center). If fewer than 10, play with fewer outfielders.

- 2.2. If necessary and agreed by both coaches, an outfielder may be borrowed from the opposing team (last batted out).
- 2.3. Use outfielders in proper positions.
- 2.4. Catcher use and game flow:
  - a. Catchers start whenever coaches can get kids in the position, but...
  - b. A catcher is not necessary.
  - c. A coach behind the batter collecting missed balls is helpful.
  - d. Using a bucket at the mound helps the game move along.
  - e. Coaches should not squat in a catching position.
- 2.5. All players must rotate positions; no player may play more than two innings at the same position in a game. Track positions from game to game.
- 2.6. Infield participation:
  - a. Depending on team size and game length, all players must play at least 1 inning in the infield.
  - b. No player may play a 2nd inning in the infield if some players have not played 1 inning in the infield.
- 2.7. Sitting out:
  - a. If necessary, a player may sit out one inning.
  - b. A player may not sit out a second inning until all players have sat out one inning.
- 2.8. If needed, alternate players may be borrowed from the opposing team: use the player(s) who made the last out(s); borrowed players must play outfield.
- 2.9. Stealing is not permitted.
- 2.10. Tagging up is not permitted.
- 2.11. Infield fly rule is not enforced.
- 2.12. Bunting is not permitted.
- 2.13. Players may run home, but no score is kept by either team.

### **3. Pitching**

- 3.1. Pitching is from a Louisville Slugger spring-loaded pitching machine or adult soft overhand/underhand pitch from a bucket or from knees. If used, set the pitching machine in front of the mound.
- 3.2. After five pitches from the coach, use the tee.
- 3.3. Player pitch, last inning only, can begin in May as determined by individual team managers/coaches.
- 3.4. Player pitching distance is 40 feet.
- 3.5. Batting team's coach calls balls and strikes from behind the pitcher.
- 3.6. Batters cannot walk during player pitch. After ball four is called, coach pitch finishes the at bat with a maximum of five pitches.

### **4. Batting and Base Running**

- 4.1. All players present will be in the batting order.
- 4.2. Late players are added to the end of the order upon arrival.
- 4.3. All players bat each inning.
- 4.4. Batters/base runners who are out at a base return to dugout.
- 4.5. Three outs clears all bases, then batting order continues with no outs. Repeat until all players bat once each inning.
- 4.6. Final hitter hits and all runners advance normally (no automatic home run clearing bases).

- 4.7. A runner may advance extra bases as long as the ball is hit into the outfield; the runner must stop advancing once the ball is returned to the infield.
- 4.8. Bat requirements:
  - a. All non-wood bats must have the USA Bat marking.
  - b. Maximum barrel diameter: 2 5/8 inches.
  - c. BBCOR bats are not permitted in Cal Ripken divisions.

## 5. Safety

- 5.1. Do not place a player in a position where you believe the player could be injured.
- 5.2. Recommended: all male players wear a cup. Mandatory: any male player playing catcher must wear a cup.
- 5.3. Only one player may be in the on-deck circle; all others must remain in the dugout. No practice swings outside the on-deck cage.
- 5.4. Teach players to slide at 2nd, 3rd, and home.

## 6. Conduct

- 6.1. Zero tolerance: abusive behavior by any player, coach, or fan toward any umpire, player, coach, or fan is subject to Executive Board discipline.

## 7. Make-Up Games

- 7.1. Every effort should be made to make up as many canceled games as possible.

## G. LITTLE SLUGGERS DIVISION(S)

1. Little Sluggers is an instructional program. Teaching and fun are the top priorities, and competition is not introduced.
2. Managers and coaches are responsible for communicating the instructional goals and spirit of this division to players and parents.
3. Program components:
  - 3.1. Organized weekly clinics (typically during the week): an organizer designs and runs drills to develop fundamentals; all coaches must assist.
  - 3.2. Saturday sessions: teams build on clinic training by applying skills to field conditions while instructing basic rules of play.
  - 3.3. Fun exercise: before the end of each session, coaches organize a fun activity to foster camaraderie (e.g., relay races or 'defend the line').

## League-Wide Pitch Count Rules

Division	Daily max pitches	Rest 0 days	Rest 1 day	Rest 2 days	Rest 3 days	Rest 4 days	Max innings/game
Rookie 2	40	N/A	1-20	21-40	N/A	N/A	2
Minors	60	1-20	21-35	36-45	46-60	N/A	3
Major 60	65	1-20	21-35	36-50	51-65	N/A	3
Major 70	75	1-25	26-40	41-54	55-65	66+	3
Babe Ruth 13-15	85	1-25	26-40	41-54	55-70	70+	5
Babe Ruth 16-18	100	1-30	31-45	46-60	61-75	76+	N/A

1. For the first two weeks of the season, Minors, Major 60, and Major 70 have a maximum of 2 innings per game.
2. Days of rest means no pitching on those days. Example: if a pitcher pitches on Monday and requires 2 days rest, the pitcher may not pitch again until Thursday.
3. If a pitcher reaches the maximum pitch count during an inning, the pitcher may finish the current batter but must be replaced before the next at-bat.
4. Forfeited game pitch count (Cal Ripken/Babe Ruth): all pitches count toward pitch count regardless of whether the game was forfeited before or after becoming a regulation game.

## RTJBL Substitution Policy

Substitute players are permitted as follows:

1. Play-up substitutes:
  - a. Each league (Rookie-2, Minors, and Major 60) will roster players selected by coaches and the league director (based on skill level and age) to play in the league above (e.g., Major 60 rosters players available to Major 70).
  - b. Play-up substitutes may be used for any missing player regardless of the missing player's skill level.
  - c. Play-up substitutes are used only if no suitable substitutes are available from within the league needing substitutes.
  - d. Play-up substitutes are limited to outfield positions only.
  
2. Inter-league substitutes:
  - a. All players from the existing league are available for substitution if they do not have a conflicting game in their own league.
  - b. Inter-league substitutes are the first choice for substitutions.
  - c. Coaches should select similarly skilled substitutes and seek agreement from the opposing coach that substitutions are fair; the league director handles disputes.
  - d. Inter-league substitutes may play anywhere in the field except pitcher.
  
3. General substitution limits:
  - a. Substitutes may be used only to assemble a 9-player team.
  - b. If a team has fewer than 7 players, the game must be rescheduled (not forfeited).
  - c. If substitutes are not available (inter-league or play-up), the game must be rescheduled. Substitutes may not be taken from the league above (e.g., Major 70 to Major 60).
  - d. Any canceled games must be approved by the VP of League Operations.
  - e. League directors must be informed of all substitutions and must be copied on emails between coaches discussing substitutions.
  - f. All substitutes bat at the end of the batting order.
  - g. Substitutes may be used in playoff games only with prior approval of the league director and VP of League Operations.
  - h. Coaches must use best judgment when positioning substitutes vs. current players, with fairness to rostered players as the primary concern.

All rules not addressed in RTJBL local rules are governed by the Cal Ripken/Babe Ruth Baseball rules (most current edition).