



# EAST BOISE YOUTH BASEBALL LOCAL PLAYING RULES MAJORS 70'S DIVISION

v1.3

The following local league rules and options have been adopted by the East Boise Youth Baseball and Softball Executive Board for the East Boise Babe Ruth and Cal Ripken youth baseball programs.

The following items will apply to all playing rules, ground rules, and field conditions, superseding all other rules. In all instances not covered by these rules, the Official Babe Ruth, Cal Ripken Division, Rules and Regulations will apply.

Reviewed *April 2017*



## EBYBS Majors 70's Division

*This division is for our most experienced and oldest players, with players 11 and 12 years old. Play on the standard regulation Cal Ripken field with 70 foot base paths and a pitching distance of 50 feet. This division is a transition to the big field by teaching skills like leads, pick-offs and balks. This division is also significantly more competitive than the Majors 60's division.*

### Mandatory Playing Time

Every player at the game must play a minimum of six consecutive outs on defense and get one at bat during each game. Any player not meeting the mandatory minimum playing time during a game, shall start the next game, and must complete the remaining mandatory play from the previous game **and** meet the mandatory minimum playing time for the current game before being removed from the game. Managers are strongly encouraged to exceed the mandatory minimum playing time requirement at every opportunity. Repeatedly playing the same player(s) the mandatory minimum without a legitimate reason (i.e. player missing practices, player messing around at practice rather than working with the rest of the team, etc.) will not be tolerated and may result in sanctions against the manager and or coaching staff, up to and including removal as manager and/or coach. Any manager who wishes to not play a player for the minimum playing time must first get approval from the Vice President of Majors 70's (before the day of the game), and notify the parents in advance.

Teams may play with a minimum of eight (8) players. A team with fewer than eight (8) players must forfeit the game.

- Borrowing a player from another team or the opposing team is encouraged to create a full roster.
  - During **Regular Season**, the manager must first receive approval from the opposing manager or the Vice President of Majors 70's of the proposed replacement player.
  - During the **Post Season**, the manager must first receive approval from the Vice President of Majors 70's (*before the day of the game*). The VP will evaluate the replacement player to ensure that the skill level is equivalent to the player that is being replaced. If the VP is not available, then approval from either the VP of Baseball or the League President will be needed.
    - *The replacement player will not be allowed to assume the following positions during the course of the game; a pitcher or a catcher.*

### Pitching

Pitching affidavits are to be available at the start of each game and in the possession of the Official Scorekeeper during the game. If the affidavit is not available at the start of the game, and is not made available by the end of the third inning, the game shall not continue. Pitching affidavits shall be completed **in ink** following each game and **must** be signed by the Official Scorekeeper, the Plate Umpire, or an opposing coach following each game.

**NOTE: Any manager who fails to produce a pitching affidavit at any time during the year shall be reported to the League President for follow-up and possible corrective action.**

The maximum pitches per day varies on the age of the player. Mandatory rest based on the number of pitches per outing will also be enforced (example: 3 days rest means that if a pitcher throws on Monday, then he's not eligible to pitch again until Friday).

- If the pitcher reaches the maximum pitch count while facing a batter, he may continue to pitch until the completion of that at-bat.
- Players are not allowed to play catcher and throw 40 or more pitches in the same game.

**NOTE:** The pitch count max serves as our league maximum. Adjust down accordingly once you are familiar with the strength of your pitchers. Before pitching, ask your player if his throwing elbow or shoulder hurts. If the answer is yes, then this player should be considered ineligible for pitching that day.



PITCHING AND REST REQUIREMENTS					
LEAGUE AGE	DAILY MAX (PITCHES IN GAME/DAY)	MANDATORY REST PERIOD			
		0 DAYS	1 DAY	2 DAYS	3 DAYS
9-10	75	1-20	21-35	36-55	56+
11-12	85	1-20	21-40	41-65	66+

- Because of the free substitution rule, a pitcher who starts the game can leave the field and return as a pitcher once during a game, so long as the pitcher was removed during the first mound visit or between innings. If the pitcher is removed from the game because of a second trip to the mound in the same inning, he may re-enter the game, but not as a pitcher.

All other pitching regulations will be in accordance with Rule 0.06 and Rules 8.000 – 8.06 of the 2017 Babe Ruth League Baseball Rules and Regulations and Official Playing Rules Cal Ripken Division.

**Balks** are technical in nature and will be called by the umpires during the game. A balk is basically any movement by the pitcher which is intended to deceive the runner or in some cases the batter.

- All major balks will be called and enforced.
  - Pitcher not coming set. (to a stop, not a pause)
  - Pitcher drops the ball (if slips while thrown and it crosses the chalk line into foul territory, this is a ball and not a balk)
  - Pitcher can fake that he is on the rubber.
  - Pitcher fakes a throw to an unoccupied base.
  - Pitcher steps from the mound to first base without completing the throw.
  - While on the pitching rubber, pitcher throws to a base before or without stepping toward that base. Note that the pitcher can step off of the pitching rubber and throw anywhere.
  - With runners on base, pitcher makes a pitch before the batter has had sufficient time to get set in the batter's box. This would be a 'ball' if there were no runners on base.
  - Pitcher makes a pitch while he is not facing the batter.
- Helpful hints to prevent a balk:
  - Always come set, don't rush your pitch.
  - Always step off the mound with the throwing hand foot.
  - Once set on the rubber, it is oka to move the head, but not the shoulders.

**Dropped third strike is in play:** When the catcher does not catch the pitched ball on a third strike whether the pitch is a wild pitch, passed ball, or simply dropped by the catcher, the batter may run to first if (1) unoccupied by another runner, or (2) first base is occupied with two outs. The catcher will have the opportunity to retrieve the ball and throw the runner out at first. The first baseman needs only to have his foot on the base when catching the ball to get the runner out.

- *Rule 6.09(b) Comment: A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate.*

All other pitching regulations will be in accordance with **Rule 0.06 and Rules 8.000 – 8.06** of the 2017 Babe Ruth League Baseball Rules and Regulations and Official Playing Rules Cal Ripken Division



### Batting Order

A continuous batting order will be used with **ALL** players in the line-up. Players who arrive late to a game will be added at the end of the established batting order. If a player has to leave during a game, the corresponding spot in the order will be skipped without penalty to the team.

- A player who is removed from the batting order for any reason may only be reinserted in the same batting position. A player may be removed because of injury, illness or at the request of a parent or guardian with the approval of the umpire and an out will not be recorded in the batting order occupied by the injured, ill, or excused player.

### Fake Bunt – Slash Bunt

A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting (slap-hitting) the ball. Penalty: Batter is out, the ball is dead, and no runners may advance.

### Approved Bats

The bat may not exceed 33" in length, and the bat barrel may not exceed 2-1/4" in diameter. Only 2-1/4" barrel non-wood bats marked BPF 1.15 will be allowed. Wood 2-1/4" barrel bats are allowed. If any bat cannot be clearly identified for its make and model to determine the barrel composition, then the bat should be removed from the game.

**NOTE:** Click on the link for more information on approved bats.

- (<https://www.baberuthleague.org/bat-rules.aspx>).
- **PENALTY**
  - If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.
  - A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
  - Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

### Time Limit

Games are to be no more than six (6) innings long. No new inning may be started after two (2) hours of play have been completed from the start of a game. Innings in progress which start prior to two (2) hours from the start of the game may be completed but no new inning shall be started following the completion of such inning.

- A start of an inning is defined as the legal completion of the third out in the bottom of the previous inning.
  - **NOTE: The Umpire-in-Chief shall be responsible for the official start time and shall notify the Manager/Coach of each team of the official start time.**
    1. If the game ends in a tie after the time limit, (extra innings are to be played if within the time limit) then a tie will be declared for each team and will be recorded for the purpose of the official standings.
    2. Games must stop once there is not enough sunlight to be deemed safe. The score will revert to the score at the last completed inning.

### Run Rule

A ten (10) run rule will be in effect after the completion of a minimum of 3-1/2 innings. The home team will be given an opportunity to bat in the bottom of any inning should visiting team's advantage become ten (10) or more runs in the top half of the inning.



### **Season Length**

The Majors 70's division shall have each team play a 14 game season followed by a single-elimination tournament. Rain-outs will only be made up if time and field availability exists before the end-of-season tournament.

### **Seeding Criteria for End-of Season Tournament (to be used by the division VP)**

1. Winning Percentage (wins divided by number of games played, half-win for each tie)
2. Overall Record
3. Head to Head Competition
4. Coin Flip

### **Umpires**

The home team (home plate) umpire will be considered the Head Umpire for each game and will make the final decision regarding any discrepancies in playing rules.

### **Additional Items**

- The Infield Fly Rule is in effect.
- Both teams provide a new baseball to the umpire for the game and good quality used balls will be used in case of lost balls.
- Home team takes 3<sup>rd</sup> base dugout and away team takes 1<sup>st</sup> base dugout.
- Home team shall take infield first, from 25 minutes to 15 minutes prior to the game.
- Visiting team shall take infield from 15 minutes to 5 minutes prior to game.
- Home team shall prepare the field (bases, chalk, etc.) prior to the game and the Visiting team puts it to bed.
- Home team shall provide the plate umpire and the visiting team shall provide the field umpire UNLESS otherwise agreed to by the managers. An additional field umpire may be used, but again, only with the approval of both managers.
- The home team shall keep the official book.
- Prior to any game, the teams playing on fields 5 and 8 have priority for Cage 8. Teams playing on fields 3 and 4 have priority for Cage 4.

