

# Ramsey Baseball Association Minor League Rules

The following rules have been adopted by the executive Board of the Ramsey Baseball Association. All rules of the various national baseball and softball organizations with which the RBA is associated will be official except where superseded by Ramsey Local Rules as published. Local rules for in-town play only.

Unless otherwise stated below, the Ramsey Baseball Association's Major League (also known as Little League Baseball) follows the Official Regulations and Playing Rules as outlined by Little League Baseball, Inc. Intentional violation of the rules will result in a forfeit.

## **GENERAL PROCEDURE GOVERNING CHANGES IN LOCAL RULES:**

Changes in rules will normally originate within the individual leagues. The League President and managers meet and recommend changes to the rules. These recommendations are passed to the Rules Committee in writing prior to February 1<sup>st</sup> in order to be acted on for the current season. The League President meets with the Rules Committee for the discussion of the recommendations. The Rules Committee shall present its opinion and original recommendations to the Executive Committee for finalization.

The various leagues should meet at the end of the season to discuss rules and recommend changes if needed.

### **1. Minimum Play –**

1.1 Every player present at a game will be in the batting order.

1.2 Any player arriving after the first pitch of the game must bat last in the batting order.

1.3 Players MUST play a minimum of 4 innings in the field

1.3.1 Exception: Player on visiting team takes the field for the first time in the bottom of the third and there is no bottom of the sixth played due to a home team win after 5 ½. This is not a violation.

1.4 Three outs per inning or bat through the lineup once

1.4.1 If one team has more players present, the number of players to bat per inning is determined by the team with the most players.

### **2. Minimum Players in Game -** A team may begin a game with eight (8) players.

Additional players may be added as they arrive. A team with fewer than (8) players forfeits the game.

### **3. Mercy Rule -** Applies after 4 complete innings if one team is leading by 15 runs.

Game may proceed as "practice" unless field is needed for next game. Score will be recorded as the score after 4 complete innings.

3.1 Mercy Rule does not apply in playoff games.

**Base Coaches** - Teams have the option of having either a player or an adult coach first base. (A player-coach must wear a batting helmet)

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4. **Dugout Use** - The Home team shall use the first base dugout at Finch #1, #2 and the third base dugout at MacFarran. The home team is responsible for pre-game field preparation. The Visiting team has post-game responsibilities.
5. **Pre-game**- Pre-game warm-ups begin one hour before the game starting time. The home team has the field for the first ½ hour and the visiting team has the field for the next ½ hour.
6. **Game Balls** – The Home Team is responsible to provide all game balls, regardless of the number required to complete a game. At the start of the game, the plate umpire should be presented with two game balls.
7. **Rain-outs/Postponed Games** – As per Little League Rules the umpire has final say once the game has begun. Managers are to make decision to play one hour before game time. Home team manager calls umpires to cancel. Please try to get a hold of your league president before you cancel a game. Please make every effort to get your field ready to play. If you are the home team and rain is in the forecast please have someone from your team at the field early to rake and groom it.
  - 7.1 This does not imply that we want to play in unsafe conditions. It does mean Ramsey has a significant shortage of fields. The rescheduling of games can often be difficult.
  - 7.2 In case of lightning stop play immediately and take shelter. Wait 15 minutes to see if storm passes. Please make sure that the umpire does not leave immediately. If it is safe after 15 minutes, restart the game.
8. **Managers/Coaches** - Each team is allowed a Manager and 3 Coaches in the dugout. If the Manager is not at a game, one of the Coaches should be designated as a Manager for that game. Only the Manager is allowed to give the lineup, make changes, review ground rules, and speak with the Umpire. The Coaches are allowed to coach 1<sup>st</sup> and 3<sup>rd</sup> base while their team is at bat. They must remain in the dugout at all other times under Rule 4.05. This will be strictly enforced.
9. **Discipline** -
  - 9.1 The manager must control the conduct of the team. The opposing manager must be advised before the start of a game if a player is being disciplined
  - 9.2 If a Manager, Coach, or Player is ejected from a game by the Umpire, the incident must be reported to the League President within 24 hours by the Manager of the team involved. The League President will review each situation and make a decision on disciplinary action, as he deems appropriate. He will take into account Rule 4.07. There will be no appeal of his ruling.
10. **Pitchers** –
  - 10.1 During week One, pitchers will be limited to 50 pitches/game; 100 pitches/week During week Two, pitchers will be limited to 65 pitches/game; 130 pitches/week (Little League days rest rules also apply) Week Three and on: See Little League Regulation VI
  - 10.2 There are no intentional walks
  - 10.3 Pitchers shall get 8 (eight) warm up pitches prior to each inning.
  - 10.4 A pitcher is removed from the game after hitting 2 (two) batters in one inning or 3 (three) batters in one game.

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10.5 In the case of a batter being hit by a pitched ball that bounces before it hits the batter, the batter is awarded 1<sup>st</sup> base, but the pitcher is not penalized under the "hit batter" rule.

### 11. Batters -

11.1 One bunt per inning per team

### 12. Base Runners –

12.1 There is no "special pinch runner".

12.2 There will be one warning per team given for a base runner leaving the base early. The result(s) for the warning and subsequently for a runner being called out will be as per Little League Rule 7.13.

12.3 Only one base may be stolen by each base runner on any given play

12.3.1 Home cannot be stolen, nor advanced to on an overthrow by the catcher, when he has attempted to throw out a base runner stealing 2<sup>nd</sup> or 3<sup>rd</sup>.

12.3.2 A runner at third base may, at his own risk, come home if the defensive team tries to make a play on him at third base. In other words, the defensive team unfreezes the runner when they try to pick him off. This does not mean that the runner at third can steal home.

### 13. Umpires – We use paid umpires.

a. Umpires will be sent our local rules and will enforce them strictly, including unsportsmanlike behavior.

b. Each manager will be issued a check at the start of the season to cover the umpires' fees. The home team will pay the umpire before each game with cash or a personal check.

14. **Complete Games** – A game is considered complete after 4 innings (3 ½ with home team leading). Tie games after 4 innings that are called because of darkness are suspended games and will be completed at a later date.

15. **Infield Fly Rule** – Instruct umpires to make call using discretion as to what is a "routine play" at the minor league level. Any ball that will fall on the outfield grass should not constitute an infield fly call. Also, when the Infield Fly Rule is invoked, the batter is out and no runners may advance, even if the ball is dropped.

16. **Mandatory speed up rule for catchers.** With two outs, the team at bat must remove their scheduled catcher for the next inning from running the bases and replace him with a pinch runner. The pinch runner must be a player that recorded the last out while at bat.

17. Individual teams will monitor league rules with infractions reported to the league president.

18. When a league rule is violated, the league president will take necessary action.

19. If an ambiguous situation arises, there will be a league vote with the RBA Rules Chairman breaking ties.

### 20. Home Team responsibilities

20.1 Setting out bases

20.2 Lining field

20.3 Wet down field if necessary (hose is available)

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20.4 Lights at MacFarren turned on

20.5 Must supply two regulation baseballs

20.6 Take the first base dugout at Finch Park fields. Take the third base dugout at MacFarren Field

### **21. Visiting Team responsibilities**

21.1 Put bases away

21.2 Rake field

21.3 Put all tools away and lock equipment room doors

21.4 Lights at MacFarren turned off

21.5 Take the third base dugout at Finch Park fields. Take the first base dugout at MacFarren Field

**22.** All players MUST wear complete uniform while on the field. This consists of: Shirt, with tails tucked in. Pants, baseball socks and team hat. Athletic cup is recommended. Only rubber cleats may be worn.

16.1 For safety reasons, catchers must wear athletic cups

**23.** Pre-game warm-ups and field time. Both teams should evenly split on field pre-game warm-up time. If possible, the visiting team should take the field 40 minutes before game time. The home team should take the field 20 minutes before game time. If less time is available, the coaches for both teams should agree on a schedule. The home team manager should report the final game score on the RBSA web site or via email to the league president.

### **24. Playoffs**

24.1 The playoffs will be random seed double elimination

24.2 Home team for all playoff games will be determined by a coin toss

**25. Playoff Game Suspension** - If a playoff game is suspended for any reason, play resumes the next night, from the same point that the game was stopped.