

## **Ramsey Tiny Tim 9's – 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the various national baseball and softball organizations with which the RBA is associated will be official except where superseded by Ramsey Local Rules as published.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.

1) **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 on 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 the original recommendations to the Executive Committee for finalization.

The Rules Committee must submit any recommendations they initiate to the individual league before forwarding to the Executive Committee.

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

2) **DISCIPLINE:**

- 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.

3) **GAME RULES:**

- An official game is six (6) innings.
- When the home team is in the lead, three and a half (3 ½) innings constitute a game.
- If an official game is tied, but called, the game will be continued from the inning it was interrupted at the point of interruption.
- If a game is called prior to it becoming an official game, it shall be picked up from the point it was called. League pitching rules shall apply.
- If a game does not start within thirty (30) minutes of its scheduled starting time, it must be cancelled and rescheduled.
- If a team does not have enough players –eight (8) minimum – it may borrow a player from the opposing team.

- The tenth (10) player on each team on the field must play in the outfield. The four outfielders must play in the positions left, left-center, right-center, right. There will be no short-fielder.
- Players and / or spectators shall not be permitted behind home plate during the game.
- Each game shall run on an informal and relaxed basis.
- There can only be a maximum of 10 batters in each inning regardless of the number of outs a team has. This rule is waived in the 6<sup>th</sup> or last inning (when “last inning” is announced by umpire).
- After four (4) innings, if a team is leading by thirteen (13) runs, the game is officially over. The other two (2) innings may be played for practice at the discretion of the managers. Any runs scored in these innings shall not be added to the score.

**4) PITCHERS AND CATCHERS:**

- A player may only pitch the lesser of two (2) innings or 40 pitches per game. One (1) pitch constitutes an inning. Furthermore, during any game, only two pitchers may pitch 2 innings for each team – resulting in a 2,2,1,1 format.
- Days rest is determined by current Little League Rules.
- A pitcher may not be returned to the mound once he has been removed as a pitcher.
- At least one foot must make contact with the pitching rubber when the pitcher is delivering the ball to the plate.
- A pitcher shall be removed if he hits two (2) batters in any one (1) inning.
- Catchers must wear a catching helmet, throat protector, chest protector, athletic supporter, and shin guards while catching.
- The names of the pitchers and the number of innings pitched shall be given to the League President when the results of the games are called in.

**5) BATTING:**

- Each team must bat in order every player who shows up for the game. This order must continue unchanged for the entire game whether or not the player is playing in the field when his time at bat occurs.
- Batters must wear a batting helmet while at bat.
- There is no catcher’s interference; if there is contact, there is no pitch.
- One bunt per inning is allowed. (Counted when put in fair territory independent of runner safely reaching 1<sup>st</sup> base)

**6) PLAYING RULES:**

- All players will play in the field at least four (4) innings. These need not be consecutive innings.

7) **BASE RUNNING:**

- Base runners must wear a helmet while on base.
- There will be no leading off base or stealing other than as outlined below.
- Two successful steals of third base are permitted per inning, but in no situation may the base runner advance to home base. The base runner may not leave second base until the pitched ball reaches the catcher's mitt. If this rule is violated the base runner shall be sent back to second base if the steal is successful.
- Tagging up on fly balls is **not** permitted.
- There is no infield fly rule.
- If, on a wild throw or error on a play at first base, the ball goes out of bounds, runners are entitled to the base he was heading for, plus one additional base.
- A base runner is out if he dislodges the ball from the fielder making the play by "plowing" into the fielder. The runner must slide feet first or make an attempt to avoid contact. There is no sliding headfirst unless returning to a base.
- There is no pinch running unless there is an injury.
- *Note: The goal of the following rule is to encourage plays to be made at the bases.*  
Other than the play to first, a play is considered over when a throw reaches the fielder intending to cover a base. Once the ball reaches this fielder whether caught or not, all runners will stop at the base they were approaching at that time of the throw.

8) **FIELD:**

- The pitchers mound is forty (40) feet from home plate.
- First base is sixty (60) feet from home plate.

9) **SPECIAL RULES:**

- **Spirit of the game:** There will be no harassing of any player by spectators, coaches or members of the opposing team. For example, yelling "swing" as the ball is pitched to the batter is not allowed. Normal infield chatter (encouraging the pitcher) should not be discouraged. It will be the responsibility of the umpire and the offending team's manager to enforce this rule and the umpire will have the option of awarding the batter first base if the offenders cannot be controlled.
- **Darkness:** No new inning shall start after 8:10 PM. No play will be allowed by the umpires after 8:20 PM under any circumstances. The applicable league rules for "called games" will apply in these instances. It

is understood that an umpire may still call any game prior to these times if, in his judgment, conditions are such that play should not continue.

**10) ADDITIONAL RULES AND GUIDELINES:**

- The first 3 (practice) games will be split: the coaches pitch 3 innings and the players pitch the next 3 innings (3 pitchers, 1 IP each). The final 11 games (and playoffs) will be pitched entirely by the players.
- When the coaches pitch, there are no bases on balls allowed, and there are no called strikes.
- Umpires are not required during the innings pitched by the coaches.
- Coaches from other teams will umpire the games. Please note the umpire schedule. Managers are responsible to have a representative from their team umpire as scheduled. The umpire calling balls and strikes must do so from behind home plate. Managers / coaches shall umpire their own games only as a last resort.
- The results of the first three practice games will not count in the “standings”.
- Playoff seeding for double elimination playoffs will be random.
- Taking time between plays to give instruction to players is allowed and encouraged, when time permits.