



MD Ripken Sunday Travel Baseball

2015 Summary of Playing Rules



For the Spring 2015 Sunday Travel baseball season, MD Ripken Travel Baseball will utilize the Cal Ripken Baseball Rules with a few rule modifications as noted below.

All Playing Levels:

- **No metal spikes (cleats)**
- **No big barrel bats (must be 2 ¼") and must be stamped with "Approved for play in Cal Ripken Baseball or Babe Ruth Baseball and BPF 1.15"**
- **Free substitution is permitted unless you bat 9 or have an EH (see below)**
- **Batting helmets are required for all batters**
- **Coaches are encouraged to meet prior to the game to discuss rules**

9U & 10U Minors

- Use of 46ft pitching rubber and 60ft bases.
- Pitchers are limited to 2 innings. One pitch is considered an inning.
- 2 mound visits per pitcher, upon the 2nd mound visit, the pitcher must be removed.
- Bunting is allowed, however, no 'slash' bunting is allowed.
- No Infield fly rule and No "dropped third strike" rule.
- No leading but base runner can steal once the ball crosses home plate.
- 9 players on the field.
- Teams may play with 8 players; however, an out must be taken at the end of the lineup.
- If a player needs to leave a game because of injury, sickness, or school related function...no penalty is assessed to the player's team. The player's spot in the line-up is simply skipped over, the player's team is not assessed an automatic out unless it takes the player count to 8 players.
- All players are included in the batting lineup (running batting order with free subs).
 - o Bat 10 using the EH. EH is consider a free sub anywhere in the field
 - o Bat 9 with the sub and starter tied together each starter and sub can reenter once
- No player is allowed re-entry as a pitcher if they have already pitched an inning previously in the game.
- Required field playing time is ½ of the game, coaches need to aware of player playing time with regards to games ending due to mercy rule.
- Pinch run for catcher with 2 outs so catcher may get "geared-up", pinch runner must be player who made the last out or not in the lineup.
- No "must slide" rule but any intentional malicious contact will result in mandatory ejection.
- Mercy rule is 12 runs after 4 innings. 10 after 5 innings.
- 6 inning games with no new inning starting after 2 hour and 15 minutes hours and "drop dead" after 2 hour and 30 minutes .
- If the game is started and then postponed due to weather the following will apply; the game will revert back to the last complete inning, if that inning is the 4th inning (or 3 ½ innings if the home team is winning) or later, it is a complete game, if it is not, the game will be resumed at a later date at the point the game was postponed.

11U & 12U Majors

- Use of 50ft pitching rubber and 70ft bases.
- Pitchers are limited to 3 innings per game or 70 pitches, whichever occurs 1st. 1 pitch is considered an inning.
- One balk warning per pitcher per game.
- 2 mound visits per pitcher per game, upon the 2nd mound visit, the pitcher must be removed.
- Bunting is allowed, however, no 'slash' bunting is allowed.
- Leading and stealing are allowed.
- Infield fly rule and dropped 3rd strike.
- Umpire can call balks on pitcher (usually get one warning).
- 9 players on the field.
- Teams may play with 8 players however; an out must be taken at the end of the lineup.
- If a player needs to leave a game because of injury, sickness, or school related function...no penalty is assessed to the player's team. The player's spot in the line-up is simply skipped over, the player's team is not assessed an automatic out unless it takes the player count to 8 players.
- **Batting Options**
- All players are included in the batting lineup (running batting order with free subs).
 - o Bat 10 using the EH. EH is consider a free sub anywhere in the field
 - o Bat 9 with the sub and starter tied together each starter and sub can reenter once
- No player is allowed re-entry as a pitcher if they have already pitched an inning previously in the game.
- There is no required field playing time per player.
- Pinch run for catcher with 2 outs so catcher may get "geared-up", pinch runner must be player who made the last out or a player who is not in the lineup.
- No run limit per inning.
- Mercy rule is 12 runs after 4 innings and 10 after 5 innings
- 6 inning games with no new inning starting after 2 hours and 15 minutes "drop dead" after 2 hour 30 minutes.
- If the game is started and then postponed due to weather the following will apply; the game will revert back to the last complete inning, if that inning is the 4th inning (or 3 ½ innings if the home team is winning) or later, it is a complete game, if it is not, the game will be resumed at a later date at the point the game was postponed.