

## Eastmont Youth Baseball - Cal Ripken LOCAL RULES

### Minor Division 2024 – 46/60 Fields

1. Minor League games will be six (6) innings. No new inning will begin after 1 hour, 50 minutes from the start time. Extra innings will be played in case of a tie. The tie breaker is as follows: “Kansas City Tie Breaker”. The visiting team will start with the next batter in order at bat, and the last person out in the previous inning as a base runner at 2nd base with one out. Play will resume to three (3) outs. Home-team will get their ups under the same scenario, and the outcome will be determined by that inning. If it remains in a tie, time permitting, you would do it again. Otherwise, the ballgame ends in a tie.
2. No stealing home on passed balls. Stealing home is permissible on overthrows to 3rd base. Stealing home is permissible on overthrows to pitcher.
3. All Minor league players shall be under the guidance of their coaches. The coaches shall dictate who will play in the games. If a coach feels that a player shall not play because of discipline reasons, that shall be the decision of the coach. However, equal playing time and a variety of infield and outfield positions is Eastmont Youth Baseball’s emphasis.
4. Home team shall provide two (2) game balls for the game.
5. Minor League Teams shall consist of ten players on the defensive field, but shall bat the entire roster. The goal is to have players play a minimum of four innings per game unless there is discipline action (#2 above) or time constraints.
6. Pitchers are limited to two (2) innings per game or about 50-60 pitches per game. This is for the safety of the child and it is up to the coach to use good discretion. One pitch in an inning is considered an entire inning pitched. The League’s preference is that teams cultivate many pitchers and not rely solely on your two most seasoned pitchers for every game.
7. Catching two innings maximum per game is suggested. Catching and pitching in same game is left up to coach’s discretion.
8. There will be no head first sliding in practice or the games. The runner will be declared out with no warning.
9. In the umpire’s judgment a runner will be called out and removed from the game if he intentionally crashes into a defensive player during a play at home. Also, sliding is highly encouraged at 2nd and 3rd where there is a play.
10. There will be no balks called at this time.
11. A runner may not leave or steal a base until the ball has crossed the plate.
12. No slug bunts.
13. The batter is not allowed to advance to first base on a dropped third strike.
14. The ten run rule is in effect after four complete innings, or 3-½ if home team is ahead. If time allows, the scorebooks can be “closed” and play can continue for fun, but the results stand.
15. Batting entire line-up in one inning leads to the end of the inning except for the final

inning. REFER TO CAL RIPKEN RULE BOOK FOR ALL OTHER RULES.

When your team is on Waste Management field or Pepsi field, each team must provide one parent to help with concessions. This is a direct financial advantage to all kids in the league. Please coordinate this in advance of

the season or each game.