



Upper Rogue Cal Ripken

"Playing Ball the Ripken Way"

Minor Division Guidelines/Rules

1. **Pitching**-No player can throw more than 6 innings in one calendar week. Calendar is Sunday-Saturday. If a player pitches in more than two innings on the same day he must have 2 days rest before pitching again. It is considered an inning if one pitch is thrown in any inning. Example: Player A pitches 3 innings on Monday, he can not pitch on Tuesday or Wednesday, but has 3 innings left for any games on Thursday-Saturday. Example 2: Player A pitches 2 innings on Monday, on Tuesday he pitches 3 innings. He must rest Wednesday and Thursday, but would have 1 inning left for a Friday or Saturday game. Example 3: Player A pitches 2 innings on Monday, Tuesday and Thursday. He is allowed to do this, but has reached his 6 inning max and can't pitch until the following Monday.
2. **Playing Time**-All players must play at least 6 consecutive defensive out (2 innings) and receive one at bat every game. If a game ends early due to the mercy rule, any player who did not receive mandatory playing time must start the next scheduled game.
3. **Mercy Rule**-In minors only 8 runs are allowed to be scored per half inning. As soon as they 8th run scored any live play is considered dead and no subsequent runs would count. A game is final and official if after 4 innings if any team is winning by 10 or more runs. Exception to the 8 run rule: If in the 4th inning a team is down by more than 10 runs, they may continue to score until gotten out to avoid the 10 run rule; however once they are down by 9 runs the rule goes back into effect and that half inning is over.
4. **Stealing**-No leading off. Players must wait until the ball crosses the plate before attempting to steal. If a player leaves early and the ball is put in play, the ball is dead and it is considered a "no pitch". Players leaving early will be sent back to the base they were previously on. This rule is umpires discretion.
5. **Hit Batters**-There is no rule for maximum number of hit batters by any pitcher in a game; however if a player has hit several batters and can't control his pitches he should be removed. This is a decision for the pitcher's manager.
6. **Sliding**-Players must slide feet first anytime there is a play. The umpire may call a player out for not sliding. Any player that purposely runs into (purposely lowering shoulder) the defensive player shall be ejected from the game. The umpire should use discretion and be sure it was intentional before doing so. Players may slide head first back into a base they previously occupied.
7. **Visits to Mound/Coaching**-The manager may visit the mound once per half inning. Any subsequent visit to the same pitcher in the same half inning requires that the pitcher be removed from pitching. No arguing with umpires. Arguing is grounds

for ejection. Managers and coaches are responsible for the sportsmanship of their team. Any manager exhibiting poor sportsmanship or using inappropriate language will be suspended or removed. Any player exhibiting poor sportsmanship should be removed from the game if it can not be controlled.

8. **All other rules are covered in depth in the Official Rule Book.**