



WESTERN NORTH CAROLINA BABE RUTH – STATE TOURNAMENT COACH PITCH RULES

Official Baseball rules will be observed except as provided in the official Cal Ripken Baseball rule book and in the following local league modifications.

1. General Rules

A. Time Limit

- All games will be a maximum of 6 Innings or 1 hour and 30 minutes
- No new inning shall start after time limit is reached, but current inning may be completed
- Mercy Rule – 10 Runs after 4 complete innings or 3-1/2 innings if home team is leading

B. Scoring

- Teams may score a maximum of (5) runs per inning for the first five innings. During the sixth inning and any additional innings thereafter, runs are unlimited.

2. Batting / Offense

- 12 to 15 player rosters with 10 players batting in order (11 with Extra Player (EP)). Must have 9 players to start and finish a game (Rule 4.16)
- The EP can be used as an 11th batter. If a team elects this option, it must start with the EP and end with the EP or forfeit the game. **NOTE:** It is not required that both teams use this option. All other rostered players will follow normal substitution rules per Babe Ruth Rule Book.
- Each batter is allowed (5) pitches or 3 strikes. If the 5th pitch is fouled off, the batter will continue until they strike out or put the ball in play. The umpire can only call the 5th pitch “unhittable” unless the batter swings. This a judgement call by the umpire and cannot be protested.
- There are no walks or bases awarded for hit batters.
- Unlimited bunting is allowed throughout the entire game. However, slash bunting is illegal. Slash bunting is a batter showing bunt then pulls back and swings at the same pitch. If this occurs, no matter if the batter puts the ball in play, hits the ball foul, or misses the ball entirely, the ball is immediately dead, and the batter is out. No runners can advance or score.
- Infield fly rule is **NOT** in effect.
- Runners may not leave their bases until the ball is put into play. No stealing allowed. A runner who leaves early will be declared “out” and the pitch called a “NO PITCH”. The ball is immediately dead. No runners can advance or score.
- Courtesy Runners are only allowed for the catcher of record only and shall be the last recorded out.
- Base Coaches may not have any contact with the base runners while the ball is live and in play.
 - **Penalty:** The Runner will be called out.
- On a double play ball, the runner going to second or third **MUST SLIDE** or **PEEL out of the way**. If the runner continues to run straight across the base, the umpires have the right to call a double play.
- The offensive team is allowed to place a coach at the backstop to help retrieve passed balls. This rule is only put in place to help speed up the game.
- Time will be called whenever the following occurs in the umpire’s judgement:
 - When the lead runner has been stopped on a base by a defensive player who is in possession of the ball and in such position to cause the runner to be out if he/she attempts to advance (natural stoppage) or when the lead runner has given up his/her forward progress towards the next base.



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- M. There are no halfway lines between the bases, trailing runners will be sent back to the last base touched when the umpire has called time. Runners either make the bag or they don't. If a coach is trying to have their runner(s) "dance" around the base to draw a throw, this is **NOT** considered trying to advance.

3. Pitching / Adult Pitcher

- A. The Adult Pitcher must pitch from 35 feet and have one foot in contact with the rubber when the ball is pitched.
- B. There will be a 16FT round circle that is 8FT from the pitching rubber. The player playing the position of pitcher must have one foot inside the pitching circle and be positioned behind the adult pitcher. The pitcher is not allowed to come out of the circle until the ball is batted. If the batter is bunting, all players may charge at the time the batter shows bunt.
- C. The Adult Pitcher must throw overhanded but can be on one knee if they choose to do so.
- D. The Adult Pitcher must throw a "flat pitch" – no lobs to the player's bat.
- E. The Adult Pitcher can only instruct the batter while in the box, they **CANNOT** instruct the base runners once the ball is put into play.
 - **Penalty:** The Adult Pitcher will be restricted to the dugout and cannot return as the adult pitcher for the remainder of that game.
- F. The same adult must pitch to the players for the entire inning. Teams may only switch adult pitchers at the start of a new inning.
- G. Once the ball is put into play, the adult pitcher must avoid interference by moving to the nearest sideline until all play is dead. In the event of a bunting situation, the adult must take a knee in the pitcher's circle. Interference / Obstruction may be called for violation of these two rules. Continued violations will result in the coach being restricted to the dugout.
- H. A batted ball that hits the adult pitcher is "DEAD" and the umpire shall rule "NO PITCH". All runners will return to the base at the time of the pitch.

4. Defense

- A. A team will field 10 defensive players at a time. This consists of (6) infielders and (4) outfielders. Catchers must be in full gear.
- B. Outfielders must start at least 15FT behind the baselines.
- C. Substitutions are at the coach's discretion. There are "NO must play rules".
- D. A defensive coach may be positioned on each foul line in foul territory behind the outfielders. They can only coach the outfielders from this position and not the infielders. Violation will result in restriction to the dugout.

Unless addressed here within, play shall be by Babe Ruth Rules, then official baseball rules as published by the National Baseball Congress, INC.

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