

RAMMS NATIONAL LEAGUE BASEBALL RULES
(revised 3/17/2021)

1.0 PURPOSE

- 1.1 The intent of the program is to provide clean, wholesome recreation for a maximum number of youngsters. Adults who are involved have the opportunity, through their words and actions, to assist young people in learning to win, as well as lose, while preparing the youngsters for further baseball opportunities during their careers.

2.0 GAME RULES

- 2.1 Games are played according to the Official Rules of Baseball, except as modified below. The RAMMS Code of Conduct is incorporated herein.

3.0 PARTICIPATION

- 3.1 *It is the policy of RAMMS that all players have the opportunity to play at least three of the first five innings of every game in the field.* All players must play at least every other inning in the field on defense, disciplinary action notwithstanding.

4.0 BATTING:

- 4.1 Batting will be on a bat-a-round basis. All players on the roster who appear for the game and who are not injured will be listed in the batting order and will be given the opportunity to bat in their turn.
- 4.2 If a player arrives late, their name will be added to the bottom of the batting order.
- 4.3 If a player is injured and cannot continue, their position in the batting order will be skipped without penalty to the offensive team. The player may re-enter the game but must resume the place in the batting order he occupied before the injury.
- 4.4 Players are allowed to bunt.
- 4.5 All wood bats are permitted. Non-wood bats are permitted and may have a barrel size up to two and five-eighth inches (2 5/8") provided any non-wood bats must be stamped under current USA Bat or BBCOR bat standards.

5.0 FIELDING:

- 5.1 Teams will field nine (9) players defensively.
- 5.2 Base paths and pitching mounds are located as follows:

Base: 70 feet

Pitching Mound: 50 feet

6.0 PITCHING:

6.1 Pitch Counts:

Tier one pitch count:

A player who throws 1 – 55 game pitches requires 1 calendar day of rest (For example, if a pitcher throws 45 pitches on Monday, he cannot pitch again until Wednesday. He has to rest Tuesday. One calendar day does not equal 24 hours from his last pitch of his last game to the first pitch of his next game.). If a player catches and then pitches in the same game, he may not throw more than 55 pitches. If a pitcher throws 55 pitches or less, he can catch in the same game. If, however, the pitcher throws more than 55 pitches, he cannot catch in the same game.

Tier two pitch count:

A player who throws 56 – 75 (maximum) pitches requires 3 calendar days of rest (For example: pitcher throws 75 pitches on Monday, he cannot pitch again until Friday. He has to rest on Tuesday, Wednesday and Thursday). If a player falls into this category, he may not catch in the same game.

Maximum pitch counts

A player may not throw more than 110 pitches in seven (7) consecutive calendar days.

*notes: 1) Pitch counts do not reset prior to the playoffs. 2) Pitch counts are still counted during the playoffs.

6.2 Each player's pitch count must be recorded in the official score book. Pitch counts will also be recorded with the commissioner at the time the score is sent in.

6.3 No breaking balls may be thrown in this league. At the discretion of the umpire, if a pitcher has thrown a breaking ball the pitcher will be given a warning and the coach notified. If another breaking ball is thrown the pitcher will be removed from the pitching position for the remainder of the game.

6.4 The members of the coaching staff can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the contest. A player removed as a pitcher may not pitch again in the same game.

6.5 Intentional walks are not permitted. At the discretion of the umpire: first offense results in a warning and the second offense results in the pitcher being removed from the pitcher's position and the count to the batter reset.

6.6 Balks may be called at the discretion of the umpires.

7.0 BASE RUNNING:

7.1 The base runners may take leads.

7.2 The infield fly rule will be in effect.

- 7.3 If an offensive player deliberately runs into a defensive player in an attempt to cause the defensive player to drop the ball, the offensive player causing the interference will be called out, and the remaining runners returned to their previous bases.
- 7.4 If a defensive player blocks the base or impedes the base runner without possession of the ball or while not in the process of receiving the ball the runner will be awarded the base to which the runner was proceeding.
- 7.5 The catcher may not block home plate without the ball in his possession.
- 7.6 A runner who makes a head first slide will be called out, except if the slide is made to return to a base the runner has reached safely.
- 7.7 Whenever a defensive player is about to receive the ball or has the ball and is waiting to make a tag at a base, all base runners must slide to avoid physical contact. Any runner violating this rule would be called out on the play.
- 7.8 A base runner may advance to any base including home before a pitched ball crosses home plate.
- 7.9 Play will be dead when the umpire(s) calls or signals timeout.
- 7.10 A base runner may not advance safely to first base when a catcher drops a 3rd strike pitch.

8.0 SUBSTITUTIONS:

- 8.1 It is the intent of RAMMS to avoid loss of play caused by lack of players.
- 8.2 Any team fielding less than six (6) of its regular players at game time will forfeit the game. A team must field a team with a minimum of eight (8) players.
- 8.3 A team may fill their roster with substitute RAMMS American League players for regular season games and playoff games.
- 8.4 Substitute RAMMS players will play in the outfield and bat last. If a roster player appears and more than the required players are available, a substitute player will be replaced by the roster player and the substitute player will be immediately removed from the game. The roster player will take the substitute player's spot in the batting order. A substitute player may be called up by a particular team only once per season and is subject to the Commissioner's approval.

9.0 GAME TIME LIMIT:

- 9.1 A game shall consist of six (6) innings and no extra innings will be played (except for playoffs).
- 9.2 A new inning will not start if one and one-half (1 1/2) hours has expired.

- 9.3 An inning starts immediately after the third out of the preceding inning.
- 9.4 All innings started prior to one and one-half hours (1 1/2) will be completed. There is no drop-dead time. In the event, the game is concluded due to no lights, then and only then the score will revert back to the last completed inning (no makeup innings in this event).
- 9.5 During the playoffs, at least six (6) innings shall be played regardless of time.
- 9.6 The umpire will maintain an official game clock and the *home team's official scorekeeper should record the time of the first pitch in the official scorebook.*
- 9.7 Any intentional "delays" or "speed-ups" of the game to circumvent the time limit rules may result in forfeiture by the offending team at the discretion of the umpire.
- 9.8 All play must stop no later than 8:45 p.m. (M-TR) and 9:45p.m. (Fri-Sat). As noted above in rule 9.4, this is due to lights and in this event, the score will revert to the last completed inning (no makeup innings in this event).

10.0 TEAMS AND EQUIPMENT:

- 10.1 The Home Team will maintain the official scorebook and official pitch counts. The Home Team will occupy the third base dugout.
- 10.2 The Home Team may take the field thirty (30) minutes before the game start time for a fifteen (15) minute infield and outfield warm-up. The Visiting Team may take the field fifteen (15) minutes before the game start time for a fifteen (15) minute infield and outfield warm-up. No live batting practice will be allowed on the field.
- 10.3 Each coach must maintain a copy of the rules at every game. Each team will contribute one (1) new ball and one back-up ball to the umpire as the game balls. The Home Team will enter the final score of the game in their scorebook and report the final score to the League Commissioner within forty-eight (48) hours.

11.0 SIX RUN RULE:

11.1 The offensive team is permitted to score six (6) runs in any inning or enough runs to take a six (6) run lead if trailing at the start of their offensive half of the inning. For the sake of clarification, if the score is tied or if the offensive team is ahead in score, they may only score six (6) runs per inning. If the offensive team is behind in score, then they may score as many runs as needed to take a six (6) run lead. If the offensive team has 1 or more runners on base and the conclusion of a play from a batted ball, in accordance with Section 7.0, results in the offense scoring more than six (6) runs or taking more than a six (6) run lead, all runs will count.

12.0 PLAYOFFS

12.1 Playoffs will be conducted pursuant to RAMMS Board Policy.

13.0 RAMMS BOARD POLICY:

13.1 A child shall only play in one league.

13.2 A player may play up or down in the next higher or lower league in the National League, American League, and Ranch League. In order for a player to play down in a lower league (i.e., outside of his assigned class group), the player must obtain the approval of the lower League Commissioner. If a player plays up, the player need not seek the lower League Commissioner's approval, but the coaches and League Commissioner of the upper league will decide at the draft whether the player is of sufficient talent to play in the upper league safely. If not, the player will not be drafted and can then play in the lower league.

13.3 A player wanting to play in an upper league must attend the tryouts for BOTH the lower league and the upper league. League Commissioners have the discretion to reassign a player to a league if the player does not attend BOTH the lower league tryouts and the upper league tryouts. League Commissioners may grant special exemption to this tryout requirement due to special circumstances.