

## FOLEY RECREATION BASEBALL

# 2022 Local League Rules Guide

1. All rules will follow this order:
  - a. Addendums below,
  - b. By-Laws set forth by Cal Ripken/Babe Ruth League  
[www.baberuthleague.org](http://www.baberuthleague.org)
  - c. Local Addendum for each age group.
2. Minimum play rule: each team shall bat the entire roster.
3. Mercy Rule: 15 runs after 3 innings, 10 after 4 innings.
4. Please clean dugouts after each game
5. Jerseys cannot be altered.
6. No metal spikes will be worn on temporary/removable mounds.
7. Due to health concerns fist-bumps (no handshakes)

## 8U Boys

### Age Group Specific Rules

1. Runs Per Inning: Teams will be limited to 7 runs per inning. Upon scoring the limited number of runs, the umpire will declare side out.
2. The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. The at-bat will continue on foul balls. See local addendum 5. NO INTENTIONAL WALKS.
3. The pitching coach shall keep one foot on or straddle the pitcher's line.
4. The pitching coach shall not verbally or physically coach while in the pitching position. The pitching coach may instruct the batter while in the box, but may not after the ball is put in play.

### Local Addendum

1. The game shall be one hour and 15 minutes or 6 innings with no new inning starting after one hour and 10 minutes.
2. Teams shall make an effort to not forfeit a game. A team may play with 9 players and not be penalized for the vacant 10<sup>th</sup> batter. However, if a team falls to 8 players, the vacant 9<sup>th</sup> batter will be called out and the 10<sup>th</sup> batter is skipped.
3. Minimum play rule: each team shall bat the entire roster.
4. Any player or coach who is ejected from the game will have to sit out the next game and may be subject to further disciplinary action from Foley Coordinators
5. 2<sup>nd</sup> foul after the 6<sup>th</sup> pitch-the batter is out. See age specific rule 2.
6. Each Player must play three (3) consecutive outs on defense per game and/or six (6) total outs if the game goes the complete distance.

# 10U Boys

## Age Group Specific Rules

1. Pitch Counts: 1-40: 0 Days Rest: 41-65: 1 Day Rest: 66-75: 2 Days Rest.
2. 75 pitch limit per outing.

### Local Addendum

1. The game shall be one hour and 20 minutes or 6 innings with no new inning starting after one hour and 15 minutes.
2. Teams shall make an effort to not forfeit a game. A team may play with 8 players and not be penalized for the vacant 9<sup>th</sup> batter. However, if a team falls to 7 players, the vacant 9<sup>th</sup> batter will be called out and the 8<sup>th</sup> batter is skipped.
3. The 6/9 run rule is in effect each inning. A team can score a maximum of 6 runs in an inning, UNLESS there are multiple runners on base. In that situation a team may continue to score until the lead runner has been stopped or the 3<sup>rd</sup> out has been made. If the bases are loaded and 5 runs have already scored in the inning a walk to the batter will result in each base runner being awarded 2 bases.
4. Any player or coach who is ejected from the game will have to sit out the next game and may be subject to further disciplinary action from Foley Coordinators.
5. Any player that leaves a base prior to the pitch leaving the pitchers hand shall be deemed a dead ball and the team will be assessed a team warning. Runner or runners must return to original base. The 2<sup>nd</sup> infraction the runner/runners will be called out.
6. Runners shall be permitted to steal only one base at a time.
7. Each Player must play three (3) consecutive outs on defense per game and/or six (6) total outs if the game goes the complete distance.

# 12U Boys

## Age Group Specific Rules

1. Pitch Counts: 1-40: 0 Days Rest: 41-65: 1 Day Rest: 66-85: 2 Days Rest.
2. 85 Pitch limit per outing.

### Local Addendum

1. The game shall be one hour and 25 minutes or 6 innings with no new inning starting after one hour and 20 minutes.
2. Teams shall make an effort to not forfeit a game. A team may play with 8 players and not be penalized for the vacant 9<sup>th</sup> batter. However, if a team falls to 7 players, the vacant 9<sup>th</sup> batter will be called out and the 8<sup>th</sup> batter is skipped.
3. Metal cleats are only permitted at the Foley Sportsplex.
4. Any player or coach who is ejected from the game will have to sit out the next game and may be subject to further disciplinary action from Foley, coordinators.
5. Each Player must play three (3) consecutive outs on defense per game and/or six (6) total outs if the game goes the complete distance.

# 14U Boys

## Age Group Specific Rules

1. Pitch Counts: 1-45: 0 Days Rest: 46-75: 1 Day Rest: 76-95: 2 Days Rest.
2. 95 Pitch Limit per outing.

## Local Addendum

1. The game shall be one hour and 30 minutes or 7 innings with no new inning starting after one hour and 25 minutes.
2. Teams shall make an effort to not forfeit a game. A team may play with 8 players and not be penalized for the vacant 9<sup>th</sup> batter. However, if a team falls to 7 players, the vacant 9<sup>th</sup> batter will be called out and the 8<sup>th</sup> batter is skipped.
3. The 6/9 run rule is in effect each inning. A team can score a maximum of 6 runs in an inning, UNLESS there are multiple runners on base. In that situation a team may continue to score until the lead runner has been stopped or the 3<sup>rd</sup> out has been made. If the bases are loaded and 5 runs have already scored in the inning a walk to the batter will result in each base runner being awarded 2 bases.
4. Any player or coach who is ejected from the game will have to sit out the next game and may be subject to further disciplinary action from Foley Coordinators.
5. Any player that leaves a base prior to the pitch leaving the pitchers hand shall be deemed a dead ball and the team will be assessed a team warning. Runner or runners must return to original base. The 2<sup>nd</sup> infraction the runner/runners will be called out.
6. Each Player must play three (3) consecutive outs on defense per game and/or six (6) total outs if the game goes the complete distance.