



Subject to Change-Updated 5/20/19

General League Rules

Including Official Babe Ruth Baseball/Softball Rules and Exceptions:

- Recreational Leagues:** K-3rd Grade Pitching Machine (Rookie), 3rd-4th Grade Baseball (Minor B), 11/12 Year Old Baseball (Major B)
- Time Limit:** Teams must have 8 players to play the game within 10 minutes of the scheduled start time for it to not be a forfeit.
Pitching Machine: 1 hour and 15 minutes (unless no game follows first)
Minor B and Major B: No new inning starts after 1 hour and 45 minutes
- Innings:** Pitching Machine: Each will play with time limit listed above
All other leagues: 6 Innings is a complete game. An extra inning may be played if it is tied and if it begins before the time limit (unless both coaches and umpire agree to stay after time limit). 3 ½ innings is the minimum number of innings to record an official game.
- Playing Time:** No player may sit out consecutive innings and it is encouraged to have players play multiple positions during the season. However, every player will still be in the batting order.
- Ground Rules:** Out of play lines are in effect, one base on an overthrow. Balls leaving the field of play while in play will be ruled by the umpire (ground rule double, triple, homerun) based on how and where the ball left the field.
- Defense:**
Pitching Machine and Minor B: 6 infielders and 4 outfielders
Major B: 6 infielders and 3 outfielders
- Warm-Up:** **All warm-ups shall be done in the outfield. Please do not tear up groomed infield prior to the game beginning. Grounders may be taken in foul territory next to the dugouts.**
- Base Length:** Each league will play with 60' base paths
- Pitching Distance:** Pitching Machine and Minor B: 40'
Major B: 46'
- Game Balls:** The Boys & Girls Club will provide 1 new and 1 used ball for each game. Home team may want to have additional game balls on hand.
Pitching Machine: dimpled pitching machine balls will be used.
Baseball: regulation full grain leather
- Bats:** Baseball: The Cal Ripken Division of Babe Ruth League, Inc. have approved the use of the 2 5/8 inch barrel bats for local league play and tournament play beginning in January 2018 and coinciding with the new USA Bat standard. 2 5/8 inch barrels are the maximum allowed size. **All bats must have USA Baseball stamp. NO BBCOR BATS.**
- Shoes:** Shoes with metal cleats or spikes are not permitted to be worn by any player, coach, or manager.
- Jewelry:** Jewelry is prohibited. Players shall not wear jewelry. Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so as to remain visible. Wireless communication devices are not allowed.
- Player Safety:** All players while baserunning, batting, or base coaching must wear a helmet. All on-deck batters must stand behind the batter. All other players will remain in the dugout
- Base Running:** If a play is being made on the runner, the runner must slide OR avoid all contact. If the runner does not slide and runs into the fielder or intentionally interferes with the thrown ball, the runner will be out. All slides should be feet first with the exception of dives back to the base.
- Hit By Pitch:** Batter is awarded first base if hit by pitch outside of the strike zone and attempts to get out of the way (umpire judgment). A ball or strike will be called on a pitch hitting a batter that does not make an attempt to get out of the way. When the batter is touched by a pitched ball which does not entitle him/her to first base, the ball is dead and no runner may advance. Ball hitting the ground is live until hitting a batter attempting to get out of the way.
- Bunting:** Allowed in all leagues except pitching machine.

General League Rules Continued

- Fake Bunt:** Slash Bunt: -A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting (slap-hitting) the ball. Penalty: Batter is out, the ball is dead, and no runners may advance.
- Intentional Walks:** A Team may not give an intentional walk by telling the umpire. All pitches need to be thrown.
- Pitchers Warm-Up:** Pitchers are allowed 5 warm-up pitches between each inning or when a new pitcher comes in.
- Pitching Rule:** Delivering one pitch in an inning constitutes having pitched an inning. Starting pitcher may re-enter as a pitcher later in the game. See specific league rules for other regulations.
- Catcher Rule:** Flagrantly running into the catcher results in an automatic out, player ejection, and dead ball. This is the umpire's judgment call.
- Infield Fly:** No infield fly rule.
- Third Strike:** All leagues do NOT require the catcher to catch the third strike.
- Sportsmanship:** -Offer praise and encouraging words for all athletes, including the opponents. Never openly berate, tease, or demean any child athlete, coach, or referee while attending a B&GC sporting event and do not let kids do the same to each other.
-The B&GC will not hesitate to act if the standards of the B&GC are compromised.
- Field Conduct:** -Good citizenship at the schools, parks, and all field locations is crucial to the success of the program. Please pick-up all your garbage and no tobacco or alcohol is allowed at any program site. Please do not bring pets to fields including NW Baseball/Soccer Fields. Thanks you for your cooperation.
- Umpires:** -There will be 1-2 umpire for each game for leagues that are kid pitch. Pitching Machine does not require umpires and each coach is to make calls for their own team. Thank you for always supporting them.
- Schedule:** -The schedules will be made available on the website at www.whatcomclubs.org as soon as they become available..
- Score:** No official score/record is kept for Pitching Machine. The home team must provide the official scorebook for all other leagues that have official score/records. Minor B and higher keep official score.
- Standings:** Standings will be updated weekly based on scores that have been reported.
- Score Reporting:** Standings will not be kept for any divisions of summer league. You do not need to report scores.
- Rainout Policy:** Parents/Players should report to the scheduled game unless they hear from their coach. Each field will be decided by that respective areas director or coach. If the weather is questionable, only the coach is encouraged to check with that person. Decisions on weeknight rainouts will be made after 4:00pm. If weather make the call obvious, we will notify coaches as early in the day as possible. If a coach knows a game is rained out, it is encouraged that the first call is to the opposing coach. Please Note: some fields may be rained out on a day where other fields are not. The B&GC will make every attempt to post rainout info on the B&GC Athletics Facebook page.
- Make-Up Games:** Teams are scheduled to play 12 games. Games will be rescheduled to make sure each team plays a minimum of 10 of those 10 scheduled games. Any required makeup games will be held at the conclusion of the regular schedule.

Specific League Rules:

Pitching Machine Specific League Rules:

- Players must take full swings, no bunting allowed
- Teams bat through the order once per inning regardless of the number of players
- No leading off or stealing. Players can only run when the ball is hit
- Batter may watch the first pitch of each at bat. After that, they become strikes. After the first two weeks the batter does not get to watch the first pitch.
- Ball hitting the machine is a base hit and runners will advance one base
- The hitting team provides someone to feed the machine. Players get 3 strikes and do not strike out on a foul ball (the pitching machine will occasionally throw a bad pitch and this will not count as a strike)
- After two weeks teams may play with three out ONLY if both coaches agree. Otherwise, each player bats in every inning

Minor B Specific League Rules:

- Stealing: There is no leading off and runners may steal only 2nd and 3rd base as soon as the ball crosses home plate. There is no stealing home and once the runner reaches third the player may only score on a batted ball or force walk.
- Run Rule: If a team is ahead by 15 or more runs after 4 innings (3 ½ if home team) the game is completed. Once a team reaches the run rule the opposing team has a chance to get within the run limit. Teams may continue play if both teams and umpire agree to stay.
- Runs Per Inning: Teams will bat their entire order or until 3 outs have been made. Teams with fewer players may bat the same number of players as the opposing team in an inning.
- Pitching Rule: A pitcher may pitch a maximum of 3 innings a game and no more than 6 innings a week (including rescheduled or makeup games). A calendar week is Monday-Sunday. A pitcher must have (2) calendar days rest between pitching assignments if pitched in more than 2 innings in any one game.

Major B Specific League Rules:

- Stealing: There is no leading off and runners may steal as soon as the ball crosses home plate.
- Run Rule: If a team is ahead by 10 or more runs after 4 innings (3 ½ if home team) the game is completed. Once a team reaches the run rule the opposing team has a chance to get within the run limit. Teams may continue play if both teams and umpire agree to stay.
- Runs Per Inning: Teams will bat their entire order or until 3 outs have been made. Teams with fewer players may bat the same number of players as the opposing team in an inning.
- Pitching Rule: A pitcher may pitch a maximum of 3 innings a game and no more than 6 innings a week (including rescheduled or makeup games). A calendar week is Monday-Sunday. A pitcher must have (2) calendar days rest between pitching assignments if pitched in more than 2 innings in any one game.