

2026 Rock Ridge Youth Baseball - Minors Level Rules

1. The Minors level includes players 9 or 10 years old. A player may not turn 11 before May 1st.
2. Minors games will be six (6) innings. Games will be played with a 90 minute time limitation. A new inning will not begin after 90 minutes of play.
 - a. In the event of a game being suspended due to weather, the game will be picked up where left off, unless 3 1/2 innings have been completed with the home team ahead, or 4 innings completed with the visiting team ahead in which case we would have an official game.
3. There will be nine (9) batters per inning or three (3) outs – whichever comes first.
 - a. If the inning is to end on the ninth batter, coaches should teach the players to get the ball ahead of the lead runner to prevent additional base advancement (example, if the lead runner is rounding second base, the throw should go to third base). Runners should not advance extra bases just because it is the “last batter”. Coaches should be making good, realistic baseball decisions in the “last batter” situation.
 - b. Intentional walks are not allowed. Coaches should discourage pitchers from trying to “pitch around” the last few hitters just to get to the end of the inning. The more strikes and/or balls in play, the better our players will get.
4. There is NOT a “maximum run per inning” rule in effect.
5. If there is a 10-run differential after the visitor or home half of the 4th inning, the 10-run rule will come into effect and the game will be over.
6. **Home team** bats last and should use the 1st base dugout.
7. **Home team** is designated to run the scoreboard for **all** games.
8. Coaches are expected to shuffle players around during the game.
9. Bats that are permitted are USA and USSSA bats.
10. Metal spikes are not permitted.
11. Ten (10) players will be playing in the field at one time (pitcher, catcher, 4 infielders and 4 outfielders).
12. Teams will use a continuous batting order (i.e., batting lineup will include all players, no pinch hitting or hitting substitutions).
13. A minimum of eight (8) players is needed to participate in a game. If a team has less than 8 players, that team will forfeit the game for the purposes of the standings. However,

teams should still play the game in a scrimmage fashion and utilize players from both teams to equal out the numbers.

- a. If a team only has 8 players, their 9th (absent) batter will **NOT** be considered an automatic out every time through the batting order.
 - b. Player single game move-up policy. If a team is in a position to have to forfeit a game, they may utilize non-rostered players as long as both of following statements are true: 1) the non-rostered player is registered on a RRYB team and 2) the non-rostered player is rostered on a RRYB team at a lower level (i.e., minis).
 - i. Minors coaches will be given contact information for head coaches at the minis level at the beginning of the season for purposes of gathering information on player skill level and availability.
 1. Minis players are NOT allowed to play in a Minors game if they have a scheduled Minis game at the same time.
 - ii. Minors teams shall only move-up enough players to get to a total of nine (9) players.
 - iii. Players that are moved up shall play in the outfield only (unless for some reason there are more than four move-ups required).
 - iv. Players that are moved up shall be placed at the end of the batting lineup.
14. A pitcher is limited to three (3) innings per game and six (6) innings per week.
Tournament play: A pitcher may pitch six (6) innings per week. All this includes travel ball tournaments too.. Coaches (travel and league) should communicate during the week about innings pitched and respect One pitch constitutes an inning. Violation of the pitching rules will result in the following: 1st offense – warning. 2nd offense – forfeit the game. **Coaches must document the innings pitched each week. (Scorebook)**.
- a. Once a pitcher is removed from a game, they cannot re-enter as a pitcher later in the game.
 - b. If a pitcher hits 2 batters in 1 inning or 3 per game, he/she must be removed from pitching for the remainder of the game. Player can still play other positions.
15. No intentional walks will be allowed.
16. No balks will be called.
17. Catchers are expected to wear full gear that is approved by RRYB including mask, chest protector and shin guards. Additional athletic pelvic protection is recommended (jock/jill cup).
18. To eliminate walks, coaches will come in and pitch to their respective teams when a batter has reached ball 4. The batter remains at bat until he/she strikes out, or puts a ball in play (no walks or hit by pitch with coaches pitch). We will do this for the first round of games (play each team once using this method, early in the season). After the first round of games, only kids will pitch, and walks will be called.

19. Minors will have an expanded strike zone (shoulders to shins). Coaches are required to meet with umpires before each game to understand the strike zone. Umpires calls are final.
20. Dropped third strike is just strike three. Players are not allowed to go to unoccupied first base.
21. Base runners may not advance on a throwback (or an overthrow) to the pitcher from the catcher after a pitch.
22. Base runners are allowed to advance ONE base on a pitched passed ball, except to home.
 - a. Passed balls clearly need to get past and behind the catcher.
 - b. Passed balls will be determined by the umpire and will be immediately signaled accordingly.
 - c. If a play is made on the advancing runner and there is an overthrow, the runner may continue to advance under the same premise as the base overthrow rules.
 - d. Under no circumstances are runners allowed to advance to home on overthrows generated from a play following a passed ball.
 - e. Player may not advance on a passed ball with coaches pitching.
23. In a situation where there are two (2) outs and the catcher is on base, coaches are encouraged to use a courtesy runner for the catcher to allow the catcher to return to the dugout and get gear on. The courtesy runner must be the last batter in the lineup to record an out.
24. To expedite game play, and allow for more innings to be played, it is recommended for coaches to stand behind the home plate umpire, and help retrieve passed balls, when their team is pitching. If there are runners on base, coaches must return to the dugout and let the catchers retrieve the ball.
25. Players are allowed to advance on overthrown (or underthrown) balls in the field. Coaches are encouraged to keep this within reason (especially at the beginning of the season) as the kids at this level are still inexperienced and learning to make plays.
26. Players are allowed to tag up. Again, Coaches are encouraged to use some common sense and good judgment when tagging runners up. For example, if it's a situation where tagups would normally occur in a baseball game then have runners tag up when appropriate. But if it's a situation that would not normally warrant a tagup in a normal baseball game, players should not be tagging up (for example on a fly ball to the infield, even if the player that may catch the ball really doesn't have a good arm and the player on second base can't catch it even if there is a good throw).

27. No head first slides are permitted into any base or home plate. The first offense will result in a team warning. Any offense thereafter will result in an automatic out. This will be enforced on a per team per game basis.
28. A runner hit by a batted ball in play is out.
29. Only 1 on deck hitter permitted and must be behind the batter.
30. Bunting is allowed.
31. Hitters and base runners must leave their helmets on the entire time they are on the field.
32. Players cannot wear jewelry of any kind (except medical bracelets).
33. Players are not allowed to leave the playing field/dugout to go to the concession stand.
34. Parents are not allowed on the field of play/dugout during a game – except in an injury situation. This includes picture taking.
35. Severe Weather Policy: Lightening rule- if lightening is seen at the field you must wait 30 minutes from the last strike, all kids off the field. If you are going to be delayed more than 45 minutes then game will be called. Severe weather- watch your Team Reach for updates. If any sirens are going off then game is cancelled and will be rescheduled per rules. Coaches have discretion to cancel practice weather permitting.