

FOLEY PARKS & RECREATION BASEBALL 2026 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)
 - 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. Helmets with Mask or Jaw Guard/C-Flap or Face Shield are required at all ages, up to 15U.

8U Boys

Age Group Specific Rules

1. Runs Per Inning: Limited to 7 runs per inning.
2. Batter receives a maximum of six (6) pitches or three (3) swinging strikes. 2nd foul after the 6th pitch – batter is out. 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 pitching position.

Local Addendum

1. Game length: 1 hour 15 minutes or 6 innings. No new inning after 1:10.
2. Teams may play with 9 players (no penalty for vacant 10th). If reduced to 8 players, vacant 9th batter is out and 10th skipped.
3. Minimum play rule: bat entire roster.
4. Ejected player/coach must sit out next game; subject to further disciplinary action.
5. Each player must play three (3) consecutive outs on defense and/or six (6) total outs if game goes full 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. Game length: 1 hour 20 minutes or 6 innings. No new inning after 1:15.
2. Teams may play with 8 players (no penalty for vacant 9th). If reduced to 7 players, vacant 9th batter is out and 8th skipped.
3. 6/9 run rule applies per inning (see official rule text for detailed scenario).

4. Ejected player/coach must sit out next game; subject to further disciplinary action.
5. Runners may not leave base until pitch reaches home plate; detailed live-ball rule applies.
6. Runners may steal only one base per pitch.
7. Each player must play three (3) consecutive outs on defense and/or six (6) total outs if game goes full 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. Game length: 1 hour 25 minutes or 6 innings. No new inning after 1:20.
2. Teams may play with 8 players (no penalty for vacant 9th). If reduced to 7 players, vacant 9th batter is out and 8th skipped.
3. Ejected player/coach must sit out next game; subject to further disciplinary action.
4. Each player must play three (3) consecutive outs on defense and/or six (6) total outs if game goes full distance.

15U 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. Game length: 1 hour 30 minutes or 7 innings. No new inning after 1:25.
2. Teams may play with 8 players (no penalty for vacant 9th). If reduced to 7 players, vacant 9th batter is out and 8th skipped.
3. Ejected player/coach must sit out next game; subject to further disciplinary action.
4. Each player must play three (3) consecutive outs on defense and/or six (6) total outs if game goes full distance.