

# ACREAGE ATHLETIC LEAGUE (AAL) BASEBALL RULES AND REGULATIONS

The following Recreational Park Baseball Rules have been adopted by AAL Baseball Board of Directors and are an addendum to the current Cal Ripken and Babe Ruth Regulations and Official Baseball rules. These rules consist of the following:

Section I: Policy and Procedure; and  
Section II: Game Playing Rules:

The League Rules and Regulations may only be modified by amendment approved by the Board of Directors.

# TABLE OF CONTENTS

## ➤ Section I: Policy and Procedure

- Mission Statement Page 3
- Registration Page 3
- Equipment Page 5
- Uniforms Page 5
- Selection of Managers/Coaches Page 5
- Player Evaluation Page 6
- Player Draft Page 7
- Responsibilities of Managers/Coaches Page 9
- Responsibilities of Players & Parents Page 11
- Playoffs Page 12
- Disciplinary Procedures Page 13
- All-Star Teams Page 15
- Tournament Teams Page 16
- Travel Teams Page 16
- Park Safety Page 17

## ➤ Section II: Game Playing Rules

- General League Rules Page 18
- Specific Division Rules Page 23

# Section I: POLICY AND PROCEDURES

## MISSION STATEMENT

The AAL Baseball league was organized to provide young men and women the opportunity to participate in a team organized program. The Acreage Athletic League aspires to be an outstanding educational-athletic organization that provides a high-quality experience, in which every athlete is coached using the principles and fundamentals of our league:

- Has fun playing the game
- Feels like an important part of the team regardless of performance
- Learns “life lessons” that have value beyond the playing field
- Learns the skills, tactics and strategies of the game and improves as a player.

An opportunity for all participants to enjoy athletics and provide their parents, friends and peers the enjoyment of seeing them compete. For coaches to always realize the importance of their role as teacher, not only of sports, but of conduct and deportment in the field at all times, good sportsmanship regardless of the game’s outcome and show appreciation and respect for opponents as individuals of equal value.

We are committed to creating a culture in which coaches, parents, fans, umpires and athletes work together to achieve our mission.

## REGISTRATION

### A) Recreational Seasons

- The League will offer 2 recreational seasons per year:
  1. Fall Season: “Instructional” season primarily based around teaching our youth the fundamentals of baseball. The season runs from August to November.
  2. Spring Season: “Competitive” season primarily based around the fair and equal competition for all of our youth. The season runs from January to May.

### B) Divisions

- *Cal Ripken T-Ball*: All Players must be the age of 4, and may not turn 7, by May 1 of the next available Spring Season.
- *Cal Ripken Rookie 8U (Pitching Sling)*: All Players must be the age of 7 by April 30 and may not turn 9 by May 1 of the next available Spring Season.
- *Cal Ripken Minor 10U (Kid Pitch)*: All Players must be the age of 9 by April 30 and may not turn 11 by May 1 of the next available Spring Season
- *Cal Ripken Major 12U (Major/70)*: All Players must be the age of 11 by April 30 and may not turn 13 by May 1 of the next available Spring Season
- *Babe Ruth 15U*: All Players must be the age of 13 by April 30 and may not turn 16 by May 1 of the next available Spring Season

### **C) Eligibility**

- Registration is open to all children ages 4 through 16.
- Age determines the Player's eligibility for a particular division of play.
- League "age" is the age attained by a Player prior to May 1 of the current year.
- During the Fall Season, all Players will play in the division they will play during the upcoming Spring Season.
- Players can play up an age division ONLY with the approval of the Board of Directors.

### **D) Requirements**

- Registration form supplied by League must be completed and signed by a Parent/guardian.
- Each Parent/guardian must be able to provide a copy of the Player's birth certificate should the League request.
- All applicable registration fees must be paid at registration.

### **E) Dates**

- There will be a minimum of 3 open registration sessions per season.
- To the best of its ability, League will advertise the dates of registration sessions on its website and through use of ads, flyers, e-mail, text messages, and direct mailings to past Players.

### **F) Fees**

- Registration fees for each division each season vary depending on costs and the League's financial position.
- Any registration that is made after the last advertised date may be assessed a late fee of \$10.00.
- For those families registering more than one child, a \$5.00 sibling discount is provided for each additional child after the first registered child.
- Registration fees may be paid via cash, personal check, or credit card, though credit card transactions are subject to a variable service fee.
- A check returned unpaid by a bank for any reason will incur a service fee of \$25.00. Checks returned will not be re-deposited. Re-payment will be required in the form of cash, cashier's check, or money order.

### **G) Refunds**

- Refunds requested prior to Player Evaluations will be paid in full.
- Refunds requested after Player Evaluations will be paid in full less a \$10.00 service fee.
- Refunds requested after Player Draft will be paid in full less a \$25.00 service fee.
- Refunds requested after practice/season has begun may be paid depending on circumstances. However, all refunds will be prorated and cost of uniforms will be deducted from any refund.
- If a Player is withdrawn due to a medical condition, the League will require written verification from the attending physician before any refund is considered.
- ALL requests for refunds shall be submitted at the League's website: [BaseballRPB.com](http://BaseballRPB.com). Upon approval of the Board of Directors, refunds will be issued by the League Treasurer.

### **H) Scholarships**

- The League will not deny a child the opportunity to participate in its baseball program due to financial hardship and will do all it can do to provide qualifying Players the opportunity to secure financial aid, which may include: Reduced registration fees, payment plans, Player sponsorships, full or partial scholarships, or increased fundraising opportunities.
- In many instances, the qualifying Player and/or his Parent/Guardian will be required to volunteer his/her time to the League in exchange for the League provided financial aid.

- Scholarships will be prescribed by the League.
- Potential recipients should contact the League to obtain documentation to apply.

### I) Hardship Cases

- The Board of Directors will consider hardship requests with regard to the placement of Players with a particular Manager or with another Player.
- Hardship requests must be made to the League no later than Evaluation date.
- The Board of Directors considers the situation involved in each hardship request on a case by-case basis, though all are subject to the League’s goal of equal competition amongst all teams. Where such goal is adversely impacted by the hardship request, such request will likely be denied.
- At the discretion of the Board of Directors, a hearing may be called to gather further specific information regarding a hardship request.
- Hardships must be EXTREME. For example, “carpooling” standing alone constitutes an insufficient hardship.

## EQUIPMENT

- League issued equipment is available to each team’s Manager upon receipt of a signed personal check from the team’s Manager in the amount of \$250.00 made out to “AAL Baseball”
- The equipment includes an equipment bag, batting tee, Pitcher’s helmet with Mask (for Tball and Rookie) and Catcher’s gear (helmet with mask, shin guards, chest protector, and mitt).
- All offensive players must wear a double ear flapped helmet while on the playing field.
- The Catcher must wear a helmet with full ear protection, body protector, protective cup (male Players), shin guards, and a face mask with a throat protector. The throat protector, which is part of or attached to the mask, must adequately protect the Catcher.
- Bats must be made of an approved material, and they must be smooth and round. They must have a approved USA stamp. Please see further requirements per the Babe Ruth League, Inc. Baseball Rules & Regulations.

## UNIFORMS

- The League provides each Player with a baseball cap, shirt, socks and belt.
- The League provides each team’s Manager and 2 Coaches with a baseball cap and shirt.
- Each team is responsible for selecting and purchasing its own baseball pants.
- Metal cleat shoes are not permitted in any of the Cal Ripken Divisions (Tee-Ball through Major 12u).

## SELECTION OF MANAGERS/COACHES

### A) Eligibility

- Any person interested in Managing or Coaching a team must:
  - ✓ Complete a Volunteer Information/Release of Liability form
  - ✓ Pass all background checks required by the Village of Royal Palm Beach and/or Babe Ruth League, Inc., which are performed to ensure the safety of our children.
  - ✓ Be certified by either the National Youth Sports Coaches Association (NYSCA) or Babe Ruth Baseball, Inc.
- Be in good standing with the League by addressing any oral or written complaints against him/her to the satisfaction of the League.
- Reminder: Managing and Coaching is a privilege, not a right.

## **B) Selection of Managers**

- Prior to the commencement of any season, the League Registrar will provide the Board of Directors with a list of all individuals who are interested and eligible to manage.
- After review of all Managerial applicants by the Baseball Commissioner in conjunction with the appropriate Divisional Coordinator, the Board of Directors shall approve all appointments of Managers based on the best interests of the Players and the League.
- The following factors are considered by the Board of Directors to assist in approving the appointment of Managers:
  1. Personal behavior
  2. Coaching acumen
  3. Organizational skills
  4. Schedule flexibility

## **C) Selection Process for Assistant Coaches**

- Each Manager may select eligible Coaches to assist the team.
- The Board of Directors shall approve all appointments of Coaches based on the best interests of the Players and the League.

# **PLAYER EVALUATION**

## **A) General**

- Evaluation of Players shall take place in all divisions.
- Every Player must be evaluated in order to attempt to create teams of balanced skill level.

## **B) Evaluation Date/Time**

- Each Division shall have a scheduled evaluation date and start time, which is subject to change per the discretion of the Board of Directors based on weather and other factors. Any changes will be communicated by the League via the League's website and other communications.
- The League will schedule a supplemental Player Evaluation date(s) for those unable to attend the scheduled Player Evaluation or for Player's who registered thereafter.

## **C) Evaluation Process**

- Subject to the approval of the Board of Directors, the Baseball Commissioner, in conjunction with the Divisional Coordinators, is responsible for creating a specific evaluation process for each division to determine the Players' skill level in batting, throwing, catching, base running, etc.
- All potential Managers must attend their respective Division's Player Evaluation in order to assist in their preparation for the Player Draft.
- All potential Coaches should attend their respective Division's Player Evaluation in order to assist the Baseball Commissioner and Divisional Coordinator with the evaluation process.
- Each Player will be assigned a registration number and will wear it on his/her shirt. This number corresponds to the number that is placed on the Player's registration form, and will identify the Player throughout the Player Evaluation and Player Draft.
- Each of the Players will be evaluated in a number of selected categories by the Managers/Coaches and divisional director from the division above (example: 10u Managers/Coaches will evaluate 8u players).
- Players will be evaluated in selected categories on a scale of 1-5 (1 representing a more advanced skill level, 3 representing the all-around average Player and 5 representing an unskilled Player).

## D) Evaluation Rating Sheet

- After all Players have been evaluated, the Board of Directors shall average the evaluation scores for each Player in order to create a single Player rating score.
- The Players for each division will be ranked according to their rating scores from best to worst in order to create a Ratings Sheet to be used at the Player Draft.
- The Ratings Sheet for each division will be reviewed by each respective Divisional Coordinator, in conjunction with the Baseball Commissioner, to determine if any necessary Revisions must be made in order to ensure that the best interests of the Players are served.
- Players not evaluated:
  - Any Player who has registered with the League, but did not attend the Player Evaluation, should be evaluated at a supplemental evaluation prior to that Division's Player Draft.
  - If such a supplemental evaluation is not possible, the respective Divisional Coordinator and Baseball Commissioner will determine where to place the Player on the Ratings Sheet prior to the Division's Player Draft based on an assessment of the Player's skill level from all available information.
  - The determination will be made to both ensure the best interests of the Players are served and to preserve the goal of fair and equal competition.

## PLAYER DRAFT

### A) General

- Each Division's Player Draft will be supervised by the respective Divisional Coordinator and a minimum of two members of the Board of Directors.
- During the Player Draft for each Division, the Managers should be present to represent each team. In the event a Manager cannot attend, one of the team's Coaches may be the team representative. In the event a Manager has not been selected, the respective Divisional Coordinator and/or a member of the Board of Directors shall serve as the team representative and draft a "ghost team." A Manager will then be selected at a later date.

### B) Order of Selection

- The order of selection for each Division's respective Player Draft is determined randomly by blindly pulling numbers out of a hat.
- The team that pulls number "1" has the first overall pick, the team that pulls number "2" has the second overall pick, etc.
- Each Division's Player Draft uses a "snake draft" process, so that the order of selection is reversed after each round.
  - ❖ The first round concludes when last team selects.
  - ❖ The second round begins with the team with the final pick of the first round making a selection and continues in the reverse order of selection back to the team with the first overall pick.
  - ❖ Draft will continue in that fashion until last player is selected.
    - For example, in a Player Draft with 4 teams:  
First round – 1, 2, 3, 4  
Second round – 4, 3, 2, 1  
Third round – 1, 2, 3, 4

### C) Procedure

- The results of the Evaluation Ratings Sheet will be disclosed for all team representatives to clearly. The players are designated by their respective registration/evaluation number in order from the final approved Ratings Sheet.
- Each team will select same number players of each evaluation grade.
- Final rosters will be averaged out to same, or as close to, final total Team grade.
- Freezes/Hardships:
  - ❖ Freezes: At the Player Draft, each team freezes the children of the Manager, who are automatically on that team. In addition, each team may also freeze the children of 1-2 Coaches, depending upon the amount set for each respective Division by the Board of Directors based on Player enrollment and amount of eligible Coaches.
  - ❖ Hardships: All Players that have a hardship request approved by the Board of Directors are automatically placed on the specific requested team.
  - ❖ All Players that are frozen or hardshipped to a team cannot be drafted by any other team.
- Siblings:
  - ❖ All siblings playing in the same division will be selected on the same team for convenience purposes.
  - ❖ If a team selects one sibling in the Player Draft, the team is forced to select the other sibling.
- Inclusion of Travel Teams during Spring Season for 8u, 10u, and 12u Divisions:
  - ❖ During the Spring season, all League affiliated Travel teams are required to have 80% of their roster enroll and participate in their respective age Division (see "Travel Teams" section below).
  - ❖ The participating Players from each Travel team will be evaluated per the above rules and regulations.
  - ❖ However, the participating Players from each Travel team in the 8u, 10u, and 12u Divisions are not subject to the Player Draft, but are divided evenly amongst division teams.
- If a team has multiple frozen or hardshipped Players of highest grade, that team will not be able to draft another player in that grade level until ALL other teams have same number of players in that same grade.

### D) Trading of Players

- Once all Players have been selected, team representatives will be provided a brief amount of time to discuss any potential trades.
- All trades must be approved by the two teams' representatives, the respective Divisional Coordinator and the Baseball Commissioner.
- All trade requests will only be approved if they are reasonable based on the skill levels of the players.

### E) Post-Draft

- At the conclusion of each Division's Player Draft, each Manager will be provided each of the following:
  - An emailed spreadsheet containing all pertinent information for each Player, including contact information, Parent names, etc.
  - All documentation required by the League to be filled out by the Manager, Players, and/or Parents (to be submitted to the League).
  - Lineup forms to be used for each game
  - Scorebook
  - Incident report forms
  - If possible, an initial practice schedule.

## F) Late Registrations

- Any Player who is not registered with the League until after the Player Draft will remain in a pool of late-registered Players. The League will accept late-registered Players until a date determined by the Board of Directors, which is based on ensuring the League's mission statement.
- The respective Divisional Coordinator and Baseball Commissioner will determine the team to which each late-registered Player will be added based on an assessment of both each team's needs and each Player's skill level from all information available.
- The determination will be made to both ensure the best interests of the Players are served and to preserve the goal of fair and equal competition.
- In situations where it is determined the teams are of equal need for an additional Player, then in the interests of equity, the Player will be placed on a team based on a blind draw.

## RESPONSIBILITIES OF MANAGERS/COACHES

### A) General

- Managers must always conduct themselves in a manner that reflects good sportsmanship and leadership. The Manager must also ensure the team's Coaches conduct themselves in the same fashion.
- Managers and Coaches must never discourage any Player from participation in the League.
- Managers and Coaches must never display any behavior, or be involved in any activities, considered detrimental or damaging to the League or its Players.
  - ❖ The welfare of the Players is the primary concern of the League, and any Manager or Coach who repetitively fails to conduct himself in an exemplary manner risks his good standing with the League, and may be subject to being banned from the League.
  - ❖ If during a game, any Manager or Coach is involved in a physical altercation or engages in the use of abusive or foul language, they shall be immediately ejected from the game and subject to further disciplinary action at the discretion of the Board of Directors.
- All Managers and Coaches are prohibited from using any illegal drugs or alcohol products while involved in any League sponsored activities, no matter the location of the activity. This includes before, during, and after practice and games.
  - ❖ Any Manager or Coach seen using or thought to be under the influence of illegal drugs or alcohol during a practice or game will be required to leave the field and will immediately receive a 1 game suspension to be served during his team's next scheduled game. Any continued violation of this rule risks the Manager or Coach's good standing with the League, and may subject the Manager or Coach to being banned from the League.
- Ensure that cigarette smoking is only permitted in the pavilions and parking lots.

### B) Pre-Season

- All Managers will receive a list of "Manager Expectations" at their specific Division's Player Draft, which they must sign in order to acknowledge receipt and understanding of their responsibilities pursuant to these League Rules and Regulations.
- Managers/Coaches meeting: All Managers and Coaches are required to attend a meeting held by the League to discuss the upcoming season, and provide Managers with information regarding upcoming Player baseball clinics, Opening Day activities, rule changes, etc.
- Coaching clinic: All Managers and Coaches are required to attend any Divisional coaching clinic scheduled by the League. If such a clinic is scheduled, attendance is mandatory and any Manager/Coach not in attendance without authorization from the Divisional Coordinator will automatically forfeit their position with their team.

- Team meeting: All Managers are required to meet with their team once following the Player Draft to introduce themselves to the Players and Parents, and to discuss League and team rules and policies. If requested, the League will attempt to have a representative attend a team's meeting.
- League documentation: All Managers are required to submit all required League documentation by the deadline scheduled by the League. Required League documentation includes, but is not necessarily limited, to the following:
  - ✓ A form listing any day/times that the Manager requests no games and/or practices are to be scheduled.
  - ✓ Proof of certification from either the National Youth Sports Coaches Association (NYSCA) or Babe Ruth Baseball, Inc.
- Equipment: Managers may request and be furnished with League issued equipment per the "Equipment" section above.
- Uniforms: Managers may purchase additional caps/shirts, beyond those provided by the League for the Manager and 2 Coaches, at a cost of \$30 each.

### C) Season

- Must ensure that their team, including Coaches, Players, and Parents, abide by all League Regulations.
- Must ensure that their team full participates in all League functions, including, but not limited to, the following:
  - ✓ Opening Day ceremony.
  - ✓ Picture Day: During each season, the League will provide a photographer who will photograph all teams and individual Players. There will be a scheduled make-up day for those Players and/or teams who were unable to attend their schedule appointment. It is mandatory that all teams make themselves available for team pictures.
  - ✓ Concession stand duty: Each team will be asked to provide volunteers to work the concession stand at least once per Season, as scheduled by the League. No later than 72 hours prior to the team's scheduled Concession stand duty, the Manager is responsible for informing the Concession Manager of the names of volunteers who are expected to perform this service.
  - ✓ Any other League-organized event or ceremony, such as "Roger Dean Day" and any scheduled end-of-season ceremony.
- Managers must follow the practice/game schedule set by the League, including any re-scheduled practices/games.
  - ❖ Though the League will attempt to accommodate any scheduling requests, these cannot be guaranteed. This includes any requests made by a Manager who manages/coaches multiple teams.
  - ❖ Whenever the Manager has a scheduling conflict, they are expected to have one of their team's coaches run the practice/game in their place.
- Incident Reports: Managers must complete an Incident Report with respect to an injury to a Player, Coach, or Manager and submit to their respective Divisional Coordinator within 24 hours. Extra Incident Reports may be found in the office of the Main Concession stand.
- Equipment: Managers are responsible for the care of all League-furnished equipment and the return of same equipment at the end of the season.
  - ❖ Each Manager is required to return the equipment the day of final game to the Equipment Director.
  - ❖ Failure to do return the equipment will result in the forfeiture of the Manager's deposit, and could lead to the forfeiture of future coaching privileges, per the discretion of the Board of Directors.

## D) Games

- Line-up sheets: Managers must complete a Line-up sheet prior to every game, including the name and shirt number of each Player. A copy of the Line-up sheet is to be provided to the opposing team's Manager and umpire.
- Official Score sheets: The Umpire and Home Team Manager are required to properly fill out the Official Score sheet, which must include the following (where applicable per Division rules):
  - ❖ Detail the number of runs scored by each team each inning.
  - ❖ Detail the names and numbers of each Pitcher and Catcher for both teams, along with the number of pitches they threw/caught each inning.
  - ❖ Both Managers and Umpire sign the sheet at the conclusion of the game.

## RESPONSIBILITIES OF PLAYERS & PARENTS

### A) Players

- Players must always conduct themselves in a manner that reflects good sportsmanship, display best personal behavior, and refrain from activities considered detrimental or damaging to himself, the League, or any of its Players.
- If during a game, any Player is involved in a physical altercation or engages in the use of abusive or foul language, they shall be immediately ejected from the game and subject to further disciplinary action at the discretion of the Board of Directors.

### B) Parents/Spectators

- Parents and spectators must always conduct themselves in a manner that reflects good sportsmanship, display best personal behavior, and refrain from activities considered detrimental or damaging to the League, or any of its Players.
- If during a game, any Parent or spectator is involved in a physical altercation or engages in the use of abusive or foul language, they shall be directed to immediately leave the playing field. Play of the game shall not resume until such person leaves. Such individuals will be subject to further disciplinary action at the discretion of the Board of Directors.
- It is every Parent's responsibility to ensure that their child attends every scheduled practice and game, if possible.
- Parents are required to remain present at all practices and games. If a Player will be absent for any reason, it is the Parent's responsibility to make sure that the Manager and/or Coaches have been given reasonable notice.
- It is every Parent's responsibility to ensure that their child is in the proper uniform and has the proper equipment, per the League Regulations.
- The League recommends that Parents provide their child with a drink and food, when appropriate.
- Concession stand duty: A volunteer on behalf of each Player is expected to assist with the team's
- Concession stand duty, as scheduled by the League. Volunteers must be at least 16 years of age to work inside the concession stand, and at least 18 years of age to work at the grill. Concession fees will be only refunded to those Parents who either volunteer, or have someone volunteer on their behalf, for concession stand duty.

### C) Questions/Concerns/Problems

- The League welcomes the opportunity to assist any Player or Parent that has a question, concern or problem.
- The following chain of command should be used to report questions/concerns/problems:
  1. Contact the team's Manager.
  2. If unable to assist, the Manager should contact the Divisional Coordinator.

3. If unable to assist, the Divisional Coordinator should contact the Baseball Commissioner.
  4. If unable to assist, the Baseball Commissioner should contact the other members of the Board of Directors.
- If a question/concern/problem arises during a game, the Field Director should be contacted. If unable to assist, the field director should contact the Baseball Commissioner. The above chain of command continues from that point.
  - Any Parent has the right to contact the League, while remaining anonymous, if they feel their child is experiencing inappropriate coaching.
  - The Parent should contact the respective Divisional Coordinator, who will initiate the review and report their findings to the Board of Directors.
  - The Board of Directors will research and review the details of the Parent's complaint and the findings of the Divisional Coordinator.
  - If warranted, the Board of Directors will ensure the Manager/Coach is assisted in an attempt to address the inappropriate coaching.
  - Per the discretion of the Board of Directors, a Manager/Coach that receives repeated complaints may have his League coaching privileges suspended or revoked.

## PLAYOFFS

### A) General

- All Divisions shall participate in Playoffs each season, should numbers permit.
- Each team makes the Playoffs.
- During the Spring season, Playoffs are ordinarily double-elimination.
- During the Fall season, Playoffs are ordinarily single-elimination.

### B) Seedings

- Playoff seedings are based on regular season win/loss record. The teams are seeded in order from best to worst win/loss record.
- If a Division has any interleague games, they do not count towards the team's regular season win/loss record with regard to Playoff seedings.
- In the event of a tie, the following tiebreakers shall be used:
  1. Best head-to-head record (if more than 2 teams are involved, then best combined head-to-head record)
  2. Least runs allowed
  3. Best run differential
- When 3 or more teams are tied, but only 2 remain tied after any tiebreaking step, those 2 revert to the first tiebreaker (head-to-head record) to determine which team receives the higher seed.
- When any tie involving 3 or more teams is broken using the above tiebreakers, the teams that remain tied revert to the first tiebreaker (head-to-head record) to determine which team receives the higher seed.

### C) Games

- All Playoff games are to be scheduled by the League using the appropriate bracket-style system depending on the number of teams involved in the Division.
- In every Playoff game, with one exception, the higher seeded team is always the home team.
- In the championship game, the team from the winner's bracket is the home team. If a second championship game is required, the home team shall be selected by a coin toss.
- Time limits: All games shall be played using regular season time limits, except the Championship game(s), which have no time limit and are played for maximum number of innings per the rules for the Division with the exception of Tball where time limit is involved.
- Tie games: All Playoff games that end in a tie shall continue using the "Kansas City Tiebreaker" rules, which are as follows:
  - Each half inning starts with each team being assessed 1 out and the Player who made the last recorded out from the inning prior being placed as a runner at second base. The batting order continues from the previous inning.

### D) Awards/Trophies

- All Players in the Cal Ripken T-Ball and Cal Ripken Rookie 8U Divisions shall receive participation awards/trophies at the end of each season. All other Divisions will only receive participation awards/trophies per the discretion of the Board of Directors.
- Awards/trophies will be awarded to the Players on the teams who finish in 1<sup>st</sup> and 2<sup>nd</sup> place at the conclusion of each Division's Playoffs. If Playoffs are not conducted for whatever reason, the final regular season standings will be used instead.

## DISCIPLINARY PROCEDURES

### A) General

- The Board of Directors has the authority to discipline any Player, Manager, Coach, Umpire, or other person whose conduct is in violation of these League Rules and Regulations, or whose conduct is considered detrimental to the best interests of the League.
- Recognizing the difficulty of establishing specific penalties for a variety of violations of unacceptable conduct, the Board of Directors may impose the type of discipline, based on their best judgment, that appears to match the severity of the offense.

### B) Types of Discipline

- *Warning* – The offending person is to be advised, verbally or in writing, of the offense and further advised that repetition of the offense shall result in a more severe penalty.
- *Probation* – The offending person is to be advised, in writing, that he has been placed on probation for a specific period of time.
- *Suspension* – The offending person is to be advised, in writing, that he has been suspended from all League activity for a specific number of games or days.
- *Dismissal* – The offending person is to be advised, in writing, that he has been dismissed from the League for the remainder of the current season.
- *Barred* – The offending person is to be advised, in writing, that he has been barred from present and future participation in the League, either permanently or for a specific number of years.

### C) Guidelines for Suspension/Dismissal

- Among the conduct that subjects a League member to dismissal or suspension include, but are not limited to, the following:
  1. Behaving in an unsportsmanlike manner.
  2. Make any verbal or physical attack on any League participant or member before, during, or after a League-sponsored event.
  3. Any Player competing under an assumed name, or who submitted an illegal birth certificate or ID card, could result in suspension or permanent dismissal. This rule also applies to the Player's Parents and any Managers and/or Coaches who have previous knowledge of such infraction.
- Players who must serve a suspension may attend their game as a spectator only, and are not allowed in the dugout or on the playing field.
- Managers and Coaches who must serve a suspension may attend their game as a spectator only, and are not allowed in the dugout, on the playing field, or to provide any direction and/or instruction to their team.
- Any suspended member of the League is not allowed to participate in any League sponsored-event until such suspension is lifted.
- This applies to Players, Umpires, Managers, Coaches, Divisional Coordinators or other League Leaders, and members of the Board of Directors.
- The Board of Directors are responsible for the determination on the lifting of all suspensions of League members.
- All records of suspension must be submitted to all parties involved in a timely manner.

### D) Hearings

- All League members subject to discipline have the right to request a hearing before the Board of Directors to appeal the proposed discipline before it is officially imposed. Responsibility for requesting such a hearing is solely on the League member.
- Hearings may be requested by contacting the respective Divisional Coordinator, or if unavailable, the Baseball Commissioner or other member of the Board of Directors, within 48 hours of being informed of the proposed discipline.
- All disciplinary Hearings shall be held within 5 days of being requested.
- Any imposed discipline that is subject to approval or revision at a requested hearing shall be deferred until after the hearing.
- All League members who are proposed to be suspended or dismissed have the right to present evidence and information on the reported infraction on their behalf. This evidence must be promptly reviewed by the Board of Directors.
- For all Players or other League members under the age 18 who are subject to discipline, the individual's Parent is invited to attend any requested hearing.

# ALL-STAR TEAMS

## A) General

- At the end of each Spring Season, the League will sponsor Teams to provide outstanding Players in each Division the opportunity to compete at a higher level in local tournaments, and represent the League in all Cal Ripken/Babe Ruth sanctioned tournaments.

## B) Manager/Coaches Election

- Only Managers from the current Spring Season are eligible to apply for the position of All-Star Manager.
- Interested Managers should provide their respective Divisional Coordinator with written notice of such interest, and are free to provide the credentials that warrant their selection.
- All-Star Managers are to be elected by the Board of Directors.
- All-Star Managers may select their Coaching staff, subject to the approval of the Board of Directors.
- However, only Managers or Coaches from the current Spring Season are eligible to act as All-Star Coaches.

## C) Player Nominations

- Each Manager in a Division must submit a list of at least 5 Players from their team who are nominated to participate in evaluations for their Division's All-Star team(s).
- The Division's respective Divisional Coordinator, and all members of the Board of Directors, may also nominate any Player from his/her division who they feel was overlooked for any reason, or truly deserves to be considered for selection.
- All-Star nominees should be selected based not only on their athletic ability, but also based on having a good attitude, good sportsmanship, and encompass the overall image of an "All-Star" Player.
- Player nominations are to be made according to the deadline set by the Board of Directors or their delegated All-Star Coordinator.

## D) Selection of Players

- Each Division should hold at least one All-Star evaluation to be attended by all nominated Players, as conducted by the Division's All-Star Manager(s) and Coaches.
- The Manager(s) of the Division's All-Star team(s) shall select the Players for the team(s). However, the team's roster must be approved by both the respective Divisional Coordinator and the majority vote of the Board of Directors.
- No more than 13 Players will be elected to each All-Star team.
- Once team rosters are finalized, no additions or deletions to the team roster shall be made by the All-Star Managers without the prior approval of the Board of Directors.

## E) League Requirements

- All All-Star Players are required to pay a League fee to cover the team's registration for up to 3 local tournaments and the appropriate Cal Ripken/Babe Ruth district level tournament, as well as for team hats, shirts, and socks. The required League fee varies each year depending on League finances.
- Parents will be required to sign a letter of intent to allow All-Star participation.
- There will be no refund of All-Star fees once the letter of intent and fees have been submitted.
- The League does not provide transportation to All-Star events.
- Should an All-Star team advance past the local level of tournaments, depending on funds available, the League may make a donation to assist with travel expenses when the team must play out of the local area. This donation of funds will be determined by the Board of Directors.
- Players and Parents on League All-Star teams are expected to fundraise to earn money for extended play past the local level of tournaments.

## TOURNAMENT TEAMS

### A) General

- The League may field a tournament team for both the Fall and Spring seasons, as well as during the Winter off-season, for each Division and/or age group.
- These teams are comprised of potential Spring Season All Star candidates.
- These teams will compete in tournaments throughout the year, provided they do not conflict with the recreational season's practice and game schedules.

### B) Selection of Manager, Coaches, and Players

- Managers for each Tournament team are to be selected by the Baseball Commissioner, in conjunction with the Divisional Director, and approved by the Board of Directors.
- Coaches and Players for each Tournament team are to be selected by the Manager, in conjunction with the Baseball Commissioner and Divisional Director, and approved by the Board of Directors.

## TRAVEL TEAMS

### A) General

- The Board of Directors may authorize Travel Teams to play games at Samuel Friedland Park.

### B) Board of Directors' and League Requirements

- Per the mandates of AAL Baseball, 30% of all Players on a Travel team must be residents of Acreage, Loxahatchee and Loxahatchee Groves.
- All Players on a Travel team are required to reside within the boundaries set forth below:
  - ❖ Northern Boundary: Northlake Blvd.
  - ❖ Southern Boundary: Lake Worth Road
  - ❖ Western Boundary: 20 mile bend
  - ❖ Eastern Boundary: Florida Turnpike
- Each Travel team player will be required to register through AAL Baseball's Registration Site and be responsible for a \$45 Registration Fee. This fee will go towards insurance of players and field usage and maintenance.
- Each travel team must submit a team roster to the League's Board of Directors before each season.
- The team roster must be approved by the Executive Committee before they are approved to use the Samuel Friedland Park's facilities for that season.
- Primary use of Samuel Friedland's facilities is given to the AAL Recreation League teams.
- Travel Teams will have access to Samuel Friedland's baseball facilities, if available, on Friday evenings, Saturday afternoons at the conclusion of Recreation games, and Sundays for practices/games.
- Use of existing concession facilities is prohibited. However, the Main concession stand will be open for business for Travel teams whenever possible, at the discretion of the Board of Directors.
- Travel League season may not begin more than 2 weeks prior to the scheduled beginning of the Recreation League season, nor may it extend more than 2 weeks after the end of the Recreation League season. However, Travel teams may request a change to this rule, which must be approved by the Board of Directors.
- No Recreation League equipment shall be used by Travel teams. Travel teams are responsible for their own equipment.
- Each Travel team is responsible for its finances. Monthly financial statements are to be submitted to the Travel provider representative at its monthly Primary Provider Meeting.

- The League requires all affiliated Travel teams to have 80% of their roster enroll and participate in the Recreation League Spring season.
- The Travel team may submit a hardship waiver to the Board of Directors to deviate from the 80% participation minimum. The Board of Directors will approve or deny any hardship waivers based on any legitimate justifications provided.
- The Players from each Travel team from the 8u, 10u, and 12u Divisions that are participating in the Spring season will be divided evenly onto the Recreational Teams.
- The pitching rest rules defined in these Rules for each Division apply to Travel games.

## PARK SAFETY

### A) Tobacco, Alcohol and Illegal Drugs

- Cigarette smoking and the chewing of tobacco is not allowed on or near the fields, dugouts, backstops, outfield fences, bathrooms, or batting cages at Bob Marcello Baseball Complex. Such use is ONLY allowed in designated areas, including the pavilions and parking lots.
- All representatives of the League, including members of the Board of Directors, Divisional Coordinators and other League Leaders, Managers, Coaches, Players, and Parents, are prohibited from using any illegal drugs or alcohol products while involved in any League-sponsored activities, no matter the location of the activity. This includes before, during, and after practice and games.

### B) County Prohibitions

- Per an Ordinance Palm Beach County and Park Recreation, the following is prohibited from being present at Samuel Friedland Park:
  - ❖ Dogs
  - ❖ Bicycles
  - ❖ Skateboards
  - ❖ Skates
  - ❖ Scooters (motorized or otherwise)

### C) League Prohibitions

- All Managers, Coaches, Players, and Parents are prohibited from entering any of the concession stands or the field clubhouse located at the Main Concession stand, unless:
  - ❖ They are accompanied by a member of the Board of Directors or Concession Manager; or
  - ❖ Their team has scheduled Concession stand duty.

## Section II: GAME PLAYING RULES

The following Recreation Park Baseball Rules have been adopted by AAL Baseball and are an addendum to the current Cal Ripken and Babe Ruth League Regulations and Official Baseball Rules.

### GENERAL LEAGUE RULES

#### A) Game Time

- End of game: When the third out of a completed inning is made, and there are 5 minutes or less left in the game (pursuant to the division's specific time limit), the game is completed and another inning shall not commence.
- Tie games:
  - ❖ If a game remains tied at the conclusion of the regulation number of innings (pursuant to the division's specific inning limit), and there are more than 5 minutes left in the game (pursuant to the division's specific time limit), then additional innings shall be played.
  - ❖ If a playoff game remains tied when the third out of a completed inning is made, and there are 5 minutes or less left in the game (pursuant to the division's specific time limit), then the "Kansas City tiebreaker" shall be enforced until there is a winner of the game.
- Postponed games: Any game postponed for any reason before it begins will be rescheduled by the League to the first available date possible. The League will attempt to not schedule any team to play more than 3 games in any 7 day period.
- Suspended games:
  - ❖ Any game suspended after it begins, but prior to it being considered a complete game, will be resumed at the exact point where it was suspended.
  - ❖ Before any game suspended after it begins due to inclement weather is to be called, at least 30 minutes must pass from the time of suspension to allow for improvement in the weather. Any game called in this fashion that is not considered a complete game will be rescheduled by the League to the first available date possible so that the game can be resumed at the exact point where it was suspended.

#### B) Uniform Requirements

- All Players, Managers, and Coaches must wear the proper team uniform issued by the League.
- Improper uniforms include wearing substitute baseball caps/socks or wearing baseball cap backwards or sideways. In addition, unless specified by the League, nothing is to be pressed or sewn on any part of the uniform, including, without limitation, hat pins, patches, and bands.
- No jewelry, except for medical identification and plastic clasp fabric necklaces are to be worn by any Player during games or practices.

#### C) Dug Out Assignment

- Home teams are assigned to the 3rd base dugout for all games.

#### D) Amount of Players

- Minimum number of Players: Each team must have 8 Players to start or finish a game.
- Forfeiture:
  - ❖ If a team does not have the required minimum amount of Players within 15 minutes after the scheduled game time, the team must forfeit the game.
  - ❖ However, every effort must be made to play the game, including borrowing Players.
  - ❖ If a game is forfeited, the Umpire will stay and work the game if the Managers elect to “play out” the forfeited game. The official score sheet for the game will be completed as usual, except that it will be marked “forfeited by [Team Name] due to lack of Players.”
- Borrowing Players:
  - ❖ A Manager may borrow a Player(s) from another team from the division below in order to field a team of 9 Players.
  - ❖ A Manager must receive the approval of the League prior to using any and all borrowed Players.
  - ❖ In order to request approval of a borrowed Player, or to seek assistance with obtaining a borrowed Player, a Manager must contact their respective division’s Divisional Coordinator, or if unavailable, the League Commissioner.
  - ❖ A borrowed Player must be approved by the League Commissioner and Divisional Coordinator and be reasonable based on the skill levels of the Players involved in order to preserve the goal of fair and equal competition.

#### E) Late Arriving/Early Exiting Players

- Late Players: Any Player on a team who arrives after a game has commenced is allowed to enter the game to play. The Player must be placed at the end of the batting order and, subsequently, must bat each time his spot comes up in the batting order.
- Player Leaves Game: Whenever a Player leaves a game prior to its conclusion due to any non-disciplinary reason, such as injury or illness, the team is not assessed an out when the Player’s spot comes up in the batting order. However, the Player will not subsequently be re-admitted into the game.

#### F) Equal Playing Time

- Each Player must play at least 3 innings defensively.
- The only exceptions are due to injury, sickness, or late arrival/early exits beyond the Manager’s control.
- The penalties for violating this rule include:
  1. First offense: Written warning to the Manager from their division’s respective Divisional Coordinator.
  2. Second offense: Suspension of Manager for 2 games.
  3. Third offense: Expulsion of Manager.

#### G) Base Running

- Speed-up Rule: When there are 2 outs and the team’s Catcher is on base, the Manager may opt to replace the Catcher’s place on the base with the team’s last recorded out so that the Catcher may put on his equipment prior to start of the next half-inning.
- Courtesy Runner: A Manager is allowed to replace a Base runner that is injured with the team’s last recorded out.
- No Hurdling: Base runners are not allowed to jump over a fielder to avoid being tagged out. Any Base runner that hurdles in such a fashion is declared out.

- Avoid Contact Rule:
  - ❖ Base runners must attempt to avoid contact with the fielder making a play.
  - ❖ If contact is made by the Base runner, it should be made while the Base runner is sliding into the base.
  - ❖ If a Base runner attempting to reach any base, including home plate, intentionally and maliciously contacts a defensive Player, the Base runner is declared out on the play and may be ejected from the game. Depending on the severity of the actions displayed, the Board of Directors may provide for further discipline, at their discretion.
  - ❖ Collisions between a Base runner and a fielder where both Players go head over heels is not a violation of this rule.
  - ❖ Determining whether a Base runner has violated this rule is a judgment call of the umpire.
  - ❖ The key determination for whether a Base runner has violated this rule by maliciously contacting a fielder is intent. If the Base runner deliberately ran into the fielder to break up the play or cause harm to the fielder, then there is malicious contact in violation of the rule. If not, there is no violation despite the contact or failure of the Base runner to slide into the base.

## H) Batting

- The entire roster of Players present for the game shall bat in rotation.
- On-deck circle: A Batter who is on-deck must wait in the circle behind the Batter at the plate. This is the only area permitted for warm-up swings by an on-deck Batter while the game is in play.
- Illegal bats:
  - ❖ Babe Ruth League, Inc. Baseball Rules & Regulations describe the bats to be used for each age division. Any bat not so described under those Rules is deemed illegal.
  - ❖ A Batter using an illegal bat is declared out and all Base runners must return to the base occupied at the time of the pitch. Any out(s) made during the play stand.
  - ❖ A Batter is deemed to have used an illegal bat if detected after the Batter receives one pitch.
  - ❖ If bats are checked/approved prior to the start of a game, both the Manager and any Batter that uses an illegal bat shall be removed from the game and be suspended from the team's next scheduled game. The team cannot replace such a suspended Player.
- Bat Throwing:
  - ❖ Any Batter who throws his bat while swinging shall be warned not to repeat the action.
  - ❖ If the Batter throws his bat a second time during the same game, the ball is ruled dead, the Batter is declared out, and all Base runners must return to the base occupied at the time of the pitch.
  - ❖ This rule applies to each individual Batter on a game-by-game basis, and is not a team penalty.
- No "Butcher Boy":
  - ❖ If a Batter squares to bunt, but pulls back and makes a full swing at the pitched ball, the ball is ruled dead, the Batter is declared out, all Base runners must return to the base occupied at the time of the pitch, and the team must receive a warning.
  - ❖ If any Batter on the team does the same action a second time during the same game, the batter and Manager are also ejected from the game.

## I) Pitching

- Specific pitching rest rules for each Division are provided below in the "Specific Division Rules" section. They apply for all League games, including Interleague, Playoffs, Travel, All-Stars, and Tournaments.
- Once a pitch limit has been reached, the Pitcher may complete that Batter, but must be removed before the subsequent Batter.

- If a Pitcher pitches unnoticed beyond his pitch count, and has continued beyond his last Batter, he must be removed as a Pitcher immediately once this oversight has been discovered. The Manager and Player will not be subject to any ejection or forfeitures. However, if repeated violations occur, the Manager may be subject to discipline per the discretion of the Board of Directors.
- Once a Pitcher is replaced on the mound, the Player cannot return as a Pitcher in the same game and is subject to the specific Division pitching rest rules.
- For purposes of calculating required number of days of rest for Pitchers, the start time of the game is used for all Players who pitched in that game. Each day of rest equals 24 hours. Example: 10u Player who made 55 pitches in a game on Wednesday with start time of 6:15 PM may not pitch again until Saturday at 6:15 PM.

## J) Umpiring

- The League will provide at least 1 Umpire for each scheduled game.
- Umpire will be scheduled by the Umpire-in-Chief based on their qualifications.
- Umpire requirements:
  - ❖ Umpires must be at least 12 years of age.
  - ❖ Umpires must attend training clinics.
  - ❖ All Umpires age 18 and older must pass a background check, which are performed to ensure the safety of the Players, and are not intended to be an invasion of privacy.
  - ❖ Umpires must arrive at the field to which they are assigned at least 15 minutes prior to the scheduled start time.
  - ❖ Umpires must wear the appropriate uniform and carry the equipment necessary to properly and safely umpire such game.
  - ❖ Umpires should ensure that the game is started on time and is played at a reasonable pace.
  - ❖ Umpires must sign the game's Official Score sheet in order to be compensated by the League.
  - ❖ Failure to do so may result in the delay of paychecks.
  - ❖ When a game has been declared a forfeit, the Umpire must stay and work the game as a scrimmage game if the Managers elect to "play out" the forfeited game. The Official Score sheet will be completed as usual, except that it will be marked "forfeited by [Team Name] for lack of Players."
- Umpires are in full charge of the baseball field to which they are assigned and the Players, Managers, and Coaches on that field. As such, Umpires are to be treated with respect.
- If a Manager or Coach has a question for an Umpire, only the Manager or one Coach may approach the umpire. The umpire has the right under his discretion to eject any additional Coach who maliciously violates this rule in that particular game.
- At the conclusion of each game, the home plate Umpire should provide each team's Manager with a single baseball as a "game ball." The home plate umpire is responsible for returning all other leftover baseballs to the concession stand for future game use.

## K) Ejections

- Malicious Behavior: Any Player, Manager, or Coach who maliciously discards any piece of equipment, such as throwing a helmet or bat, or displays errant disrespect for a Manager, Coach, Umpire, etc., shall be ejected from the game by the Umpire. Depending on the severity of the actions displayed, the penalty may be subject to further discipline, per the discretion of the Board of Directors.
- Player Ejected/Out Charged: If a Player is ejected from a game for disciplinary actions, there will be an out charged each time the ejected Player is scheduled to bat.

- A Player, Manager, or Coach ejected from a game shall also be automatically suspended for his next scheduled game.
- The Umpire in charge of a game where a Player, Manager, or Coach is ejected must note the ejection on the Official Score sheet and notify the Umpire in Chief immediately following such game. The Umpire in Chief shall then notify the Baseball Commissioner, who will then notify the Board of Directors.

## L) Protest of Games

- A protest based on an interpretation of the rules must be made by a Manager at the time the play occurs. The procedure for making such a protest is as follows:
  1. The Manager must immediately notify the Umpire, the opposing Manager, and the home team's Scorekeeper that the game is being played under protest prior to the resumption of the play of the game.
  2. Umpires should make a public announcement to the spectators when a game is being played under protest.
  3. The Manager must submit the protest in writing to the respective Divisional Coordinator within 48 hours of the completion of the game.
- If play of the game resumes prior to the protest being made per step #1 of the procedure above, the ability to protest has been waived.
- A protest is not permitted based on a play that involves an Umpire's judgment, such as balls and strikes, fair and foul, safe and out, etc.
- All protests made during a game shall be resolved by either the Board of Directors, or a committee appointed by the Board specifically to resolve such protests.
  - For any protests that are upheld by the Board of Directors or their designated committee, the game concerned shall be replayed from the point of the protest.
- Any Manager, Coach, or other team representative who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protest as prescribed above, and may be subject to disciplinary action, per the discretion of the Board of Directors.

## M) Scorekeeping

- Each team must have a designated team representative to keep score of each game.
- In each game, the Home team's scorekeeper is considered the official scorekeeper for the game and is usually delegated with the Manager's responsibility to completing the Official Score sheet (see "Responsibilities of Managers/Coaches" section above).
- On fields with operable electronic scoreboards, a team representative from the Home team may obtain the controller for the field's scoreboard from the Main Concession stand in exchange for either their driver's license or set of car keys. Operator of the scoreboard should communicate with the game's official scorekeeper in order to provide accurate and timely information as to the game's current score, inning, and number of outs, strikes, and balls.

# SPECIFIC DIVISION RULES

## Cal Ripken T-Ball

- A. Time limit: Maximum 1 hour and 30 minutes per game.
- B. Inning limit: Maximum of 6 innings per game.
- C. Run limit: Maximum of 5 runs per half inning, except 10 runs permitted in 6<sup>th</sup> inning.
- D. Complete game: Any game suspended after it begins that completed 4 full innings is considered a complete game and will not be rescheduled/resumed.
- E. Mercy rule: Game ends if team has lead of 10 runs or more at conclusion of 4th inning.
- F. Each half inning will end after 3 outs are recorded, unless run limit or mercy rule apply.
- G. Head-first sliding will NOT be allowed. Penalty
  - 1. First Time - Player declared out.
  - 2. Second Offense: Player declared out and ejected from game.
- H. Lead-offs and base stealing are not allowed.
- I. Base runners may advance only 1 base on an overthrow into fair or foul territory (past hash mark) at their own risk. Only 1 overthrow is allowed per Batter/Base runner.
- J. Defensive Coaches are permitted in the outfield, positioned behind the outfielders at all times.
- K. A Coach is allowed to assist batter in batter's box
- L. If Pitcher fields the ball, the Pitcher must make every attempt to throw the ball to make a play. Pitcher is *NOT* allowed to chase runners down for out.
- M. A hash mark will be placed at 36' at pitcher's mound, third base line and first base line. Those players must stay behind those marks until ball is hit.
- N. All players will play defensively. Infield will be placed at normal positions, *including catcher*. All others will be placed in outfield with a minimum of 10 feet behind the infield players.
- O. Defensive plays will be allowed to be made at home.
- P. A player is *ONLY* allowed to play the same position for a maximum of 2 innings in any given game.
- Q. A batted ball must go past the 25-foot arc in order to be considered a fair ball. If ball does not reach arc than ball will be considered foul.
- R. Batter will receive 6 swing attempts to hit fair ball. If batter fails to hit fair ball on 6<sup>th</sup> attempt batter will be called out.
- S. A maximum of 2 bases allowed on a ball hit to outfield when no play is made. If play is made to second base and an overthrow occurs, runner will be allowed to advance one base on overthrow at their own risk.

## Cal Ripken Rookie (8U)

- A. Time limit: Maximum 1 hour and 45 minutes per game.
- B. Inning limit: Maximum of 6 innings per game.
- C. Run limit: Maximum of 5 runs per half inning, except:
- D. During Spring season only, maximum of 3 runs permitted in 1<sup>st</sup> and 2<sup>nd</sup> innings.
- E. Maximum of 10 runs permitted in 6<sup>th</sup> inning.
- F. Complete game: Any game suspended after it begins that completed 4 full innings is considered a complete game and will not be rescheduled/resumed.
- G. Mercy rule: Game ends if team has lead of 10 runs or more at conclusion of 4<sup>th</sup> inning.
- H. Head-first sliding will NOT be allowed. Penalty:
  - 1. First Time - Player declared out.
  - 2. Second Offense: Player declared out and ejected from game.
- I. Lead-offs and base stealing are not allowed.
- J. Base runners may advance only 1 base on an overthrow into fair or foul territory at their own risk. Only overthrow is allowed per Batter/Base runner.
- K. Two Coaches are permitted in the outfield, positioned in foul territory beyond the clay/grass line at all times.
- L. Four outfielders will be allowed
- M. Play will be considered “dead” once ball has been successfully secured in the infield. No baserunner may advance once time is called. Umpire will determine ball being called dead.
- N. Louisville Slugger Blue Flame Pitching Machine will be used and placed at 46’ from home plate.
- O. Pitching Settings:
  - 1. Fall Season: Foot Pedal at 6 for first half of games and at 7 for second half of games
  - 2. Spring Season: Foot Pedal at 7 for first half of games and 8 for second half of games
- P. Maximum of 5 pitchers per batter. If batter does not swing on 5<sup>th</sup> pitch, batter is declared out. If batter fouls off 5<sup>th</sup> pitch, batter will continue to receive pitches until ball is put in fair territory or swings and misses.
- Q. If a batted ball hits the pitching machine or Coach, ball will be called dead. Batter will be awarded first base. Any runners on base will advance *ONLY* if they are forced. Pitching Coach is extension of pitching machine and must make every attempt to get out of way of ball.
- R. The Coach operating the machine is not allowed to coach/instruct the batter or base runner from the mound.
- S. Bunting is allowed under following conditions:
  - 1. There is less than 2 outs, AND
  - 2. NO runners on third

## Cal Ripken Minor (10U)

- A. Time limit: Maximum 1 hour and 45 minutes per game.
- B. Inning limit: Maximum of 6 innings per game.
- C. Run limit: Maximum of 5 runs per half inning, except unlimited runs permitted in 6<sup>th</sup> inning.
- D. Complete game: Any game suspended after it begins that completed 4 full innings is considered a complete game and will not be rescheduled/resumed.
- E. Mercy rule: Game ends if team has lead of 10 runs or more at conclusion of 4<sup>th</sup> inning.
- F. Head-first sliding: Only allowed when returning to a base. Penalty:
  - 1. First Time - Player declared out.
  - 2. Second Offense: Player declared out and ejected from game.
- G. Base Running: Base runners may NOT leave the base until the pitched ball has reached home plate. Once catcher has secured the ball and the runner has stopped his forward progress, the runner must immediately return to the base. **NOTE:** The ball remains live and should the catcher make an errant throw to the pitcher or make a play on the runner, the runner can then attempt to advance.
  - ❖ Base Stealing is allowed.
    - 1. Base runners are allowed to steal ONLY after the pitched ball has reached home plate.
    - 2. Any Base runner that violates the above base stealing rules is declared out.
  - a. When a base runner leaves early the pitched ball is not hit, the runner is allowed to continue. If a play is made on the runner and is out, the out stands. If said runner reaches safely to the base he is advancing, ALL runners must return to the base occupied before the pitch was made and no outs will result.
  - b. When any base runner leaves the base before the pitched ball reaches home plate and the batter hits or bunts a ball in the infield, NO run shall be allowed to score. If three runners were on the bases and the batter reaches first safely, each runner shall advance one base beyond the one they occupied at start of play except the runner on third base, which runner shall be removed from the base without a run being scored.
  - c. When a base runner leaves the base before the pitched ball has reached home plate and the batter hits the ball to the outfield, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one left. In no event shall the batter advance beyond first base on a single OR error, second base on double or third base on triple. The umpire shall determine the base value of the hit ball.
  - d. NOTE: These will all be delayed dead ball calls.
- H. Pitching:
  - 1. Pitching limits: Maximum of 60 pitches thrown or 3 innings, whichever comes first.
  - 2. Pitching rest requirements:
    - ❖ 1-20 Pitches: (0) Days Rest
    - ❖ 21-35 Pitches: (1) Days Rest
    - ❖ 36-50 Pitches: (2) Days Rest
    - ❖ 51-60 Pitches: (3) Days Rest
- I. Players are ONLY allowed to pitch and catch in the same game if they throw no more than 25 pitches.
- J. Pitchers will be given warnings for balks. No base will be awarded as not leading.
- K. Dropped 3<sup>rd</sup> Strike: If the Batter strikes out (swinging or looking) and the Catcher does not catch the pitch before it hits the ground, the Batter may run to first base. Catcher will have to make play at first for out to stand.

## Cal Ripken Major/70 (12U)

- A. Time limit: Maximum 2 hours per game.
- B. Inning limit: Maximum of 7 innings per game.
- C. Run limit: N/A.
- D. Complete game: Any game suspended after it begins that completed 5 full innings is considered a
  - a. complete game and will not be rescheduled/resumed.
- E. Mercy rule: Game ends if team has lead of 10 runs or more at conclusion of 5<sup>th</sup>inning.
- F. Head-first sliding: Only allowed when returning to a base. Penalty:
  - 1. First Time - Player declared out.
  - 2. Second Offense: Player declared out and ejected from game.
- G. Base runners may lead-off and steal bases without limitation.
- H. Pitching:
  - 1. Pitching limits: Maximum of 70 pitches thrown or 7 innings, whichever comes first.
  - 2. Pitching rest requirements:
    - ❖ 1-20 Pitches: (0) Days Rest
    - ❖ 21-35 Pitches: (1) Days Rest
    - ❖ 36-50 Pitches: (2) Days Rest
    - ❖ 51-65 Pitches (3) Days Rest
    - ❖ 66-70 Pitches (4) Days Rest
- I. Players are ONLY allowed to pitch and catch in the same game if they throw no more than 30 pitches.
- J. In the Fall season, each Pitcher is entitled to 1 balk warning per game, and Base runners may not advance nor be awarded bases on the first balk call to each Pitcher. In the Spring season, no warnings are issued.

## Babe Ruth (13-15U)

- A. Time limit: Maximum 2 hours per game.
- B. Inning limit: Maximum of 7 innings per game.
- C. Run limit: N/A.
- D. Complete game: Any game suspended after it begins that completed 5 full innings is considered a complete game and will not be rescheduled/resumed.
- E. Mercy rule: Game ends if team has lead of 10 runs or more at conclusion of 5<sup>th</sup>inning.
- F. Head-first sliding: Allowed, except at home plate. Penalty:
  - 1. First Time - Player declared out.
  - 2. Second Offense: Player declared out and ejected from game.
- G. Base runners may lead-off and steal bases without limitation.
- H. Pitching:
  - 1. Pitching limits: Maximum of 80 pitches thrown or 7 innings, whichever comes first.
  - 2. Pitching rest requirements:
    - ❖ 1-20 Pitches: (0) Days Rest
    - ❖ 21-35 Pitches: (1) Days Rest
    - ❖ 36-50 Pitches: (2) Days Rest
    - ❖ 51-65 Pitches (3) Days Rest
    - ❖ 66-80 Pitches (4) Days Rest
- I. Players are ONLY allowed to pitch and catch in the same game if they throw no more than 30 pitches.