

UNION COUNTY CAL RIPKEN LEAGUE

2023 Local Rules- Rookies Division

General Rules

- All games will be a maximum of six innings or two hours (1 3/4 hrs.) in length, whichever occurs first. No new inning shall start after 1 hour and 40 minutes, but current inning may be completed (unless home team is ahead and batting). Ten run rule is in effect after (4) innings of play completed (3-1/2 innings, if home team is ahead).
- If the game is tied once the time limit expires, teams will play one more inning starting with the last out from the previous inning on second and (1) out. If the game is still tied at the end of this extended inning the game will be scored as a tie.
- Four complete innings (3-1/2 innings if the home team is winning) for the game to be official.
- In case of rain or ten run rule, the game must reach at least 3-1/2 innings if the home team is ahead and 4 innings if the visiting team is ahead to be considered a complete game. Incomplete games will resume from the point of interruption the next available day.
- Each half inning shall be complete when three outs are recorded. Maximum of 5 runs can be scored per inning, maximum of 9 runs in 6th inning only. (Exception- HR over Fence)
- Batting lineup will include entire roster (League minimum of 8 players to start a game with 9th player able to enter at any time, although if no 9th player is inserted, the at bat is ruled an out). 10 Position players are allowed with free substitution in the field (does not affect batting order). If 10 players are in the field, 4 players must be in the designated outfield area or grass. They should be equally spaced in the outfield with no player directly behind 2nd base.
- The batting rotation shall consist of all players present for the game. Any player who does not come to bat at their regular turn shall be declared OUT, unless injured / sick during the current game. Once a player is declared injured/ sick they cannot re-enter the game. (At these young ages, player restroom breaks should be considered legitimate delays at the discretion of the umpire)
- Late players may be added to the end of the batting rotation before the lineup goes one time thru. Players arriving after this point may not be added. There will be a continuous batting order.
- No player can sit defensively for 2 consecutive innings. Players cannot sit for more than 2 innings per game. Any coach found in violation of this will be warned. If it happens more than once in a season, the coach will be suspended 1 game.
- To encourage infielders to throw to first base we will abide by a one base overthrow rule when there are no other base runners on base. Ball will be considered an overthrow if ball that is overthrown travels further than the Coaches box (umpire discretion). The ball remains live, and the runner may only advance to 2B, no further. He may be tagged out at 2B. If a runner is on base and the throw is made to first it is a live ball without restrictions, regardless of overthrow.
- Each player in must play minimum one inning in the infield during the first three innings to account for any game ending early due to 10 run rule, darkness, etc.
- A team must field at least eight (8) players before / during the game or the game will be declared a forfeit. A grace period of fifteen minutes will be allotted from the scheduled game time before declaring a forfeit. The grace period only applies for the first game of the day. The fifteen minutes will be deducted from the game time if the game proceeds.
- Teams that cannot field nine (9) players can bring up a 6U TBall player to help them out during a game. This player can play anywhere, but must bat last in the batting lineup. Teams are not allowed to pick-up players from the same division or a higher division. Maximum of (2) players can be picked up but cannot go above (10) total players. You can choose to play with (9) players if you only have (9) for that game. Picking up players is optional.
- Only the Commissioners may rule the field unplayable prior to the start of the game. Once the game starts, the umpire makes all determination on field playability. The decision to cancel due to weather will be made after 4pm.

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Batter / Runner

- **All batters will receive a maximum of 4 pitches unless the 4th pitch is fouled off. Then an additional pitch will be delivered until ball is put in play or a missed swing.**
- All bats in Cal Ripken must bear the USABat Marking. Maximum diameter is 2-5/8" No BBCOR bats allowed. Wood bats are allowed **If any bat in Cal Ripken Baseball, cannot be clearly identified for its make and model to determine the barrel composition, then the bat should be removed from the game.**
- No head first sliding into any advancing base. Any base runner that head first slides into a base will be called out. However, runners may go back head first to previous held base only.
- No Bunting / No Fake Bunting

Contact Rule

- If a runner attempting to reach home plate or a base intentionally and maliciously runs into a defensive player, he / she will be called out on the play. The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player. Obviously, this an umpire's judgment call and cannot not be protested.
- Coaches are encouraged to teach their player's how to slide properly and to avoid contact with the defensive players. At the umpire's discretion, a runner will be called out if they purposely attempt to run over the catcher or generate unnecessarily rough play. Per Cal Ripken rules, player must "avoid contact".

Catcher's

- All catcher's **must wear a protective cup to be allowed to play this position**. This is not optional for any player. If catcher refuses to wear this equipment he shall be removed from the game.
- **All catchers must be in full protective gear including head gear, chest protector, & shin guards. He must take a position directly behind home plate to receive the ball from the pitching machine.**
- Catchers **must wear protective head gear which includes a dangling throat protector** unless using a hockey-style mask. This equipment must cover both ears and fit the player properly
- To speed up game play, if the catcher gets on or is currently on base when one or two outs occur, he can be replaced by a pinch runner. This runner will be the player that received the last out. This will allow the catcher to get ready before the next inning begins.
- If a coach is receiving the ball from the machine to calibrate, they must wear a protective catchers helmet.

Pitch Machine & Spring Setting Rules

- Front of Machine to be placed 46' from back of home plate.
- Machine spring setting for Fall(#9) and Spring(#10) (*In house games- Commissioner may allow lower setting at beginning of season to allow adjustment)
- Ball (Pin)Stop set at #2, Release Block on Release arm #5
- Above settings may be adjusted to (Pin)#3, (Block)#4 if better ball control is required, as that is primary goal.

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Other Rules

- **All coaches must have passed their official background check and Abuse Prevention Training through Babe Ruth SportsEngine to be present in the dugout or on the field of play.** All coaches should also have completed and passed Coaching Certification (required for all postseason play).
- Coaches are to stay along their dugout fence. No buckets or chairs on the field. With the approval of opposing team and umpires, a team may assign outfield coaches to stay in foul territory while on defense.
- Head Coach is responsible for their assistant coaches, players, and parents. In the event, the umpire ejects a coach from the game or field, the coach will serve a one game suspension for the next game, which they must attend and sit in the stands. They will not be allowed in or around the dugouts and cannot coach at all. Depending on the severity, more actions may be taken by the Board of Directors at WAA.
- Each team is required to have a scorekeeper whose duty is the check with the other scorekeeper after each inning to make sure they agree. Home team will be the official scorebook.
- Profanity, fighting, and unsportsmanlike conduct will not be tolerated from anyone. Offenders will be asked to leave the park.
- There shall be no tobacco products used by anyone on the bench or the field during games or practices.
- Alcoholic beverages are not permitted in the park at anytime, anywhere, which includes the parking lots. Offenders will be told to leave the park and proper authorities notified.
- **Decisions of the umpire are final. Any questions directed at umpires regarding rules should be done after asking timeout. Confrontational approaches to the umpire will not be tolerated.**
- Home team is responsible for preparing the field of play before the game begins. Which includes chalking the batters' box, foul line from home plate to the foul poles (if needed) prior to game start.
- Home team is responsible for providing two game balls.
- After completion of the game, home team is responsible to take the rake and rake around each base, home plate (batters boxes), and pitchers circle before leaving the field. Make sure all rakes, chalk boxes, string lines, and batter box templates are stored in their proper place. Make sure lights are turned off before leaving.
- Both teams are responsible for cleaning their dugouts and placing all trash from the dugout, around the dugout, and the stands into the proper trash containers before leaving.
- All players must be in official uniform; issued jersey, pants, and hat. Rubber or molded cleats are recommended but are optional. **NO** metal cleats allowed by players or coaches.
- Unless addressed here within, play shall be by Cal Ripken Rules, then official baseball rules as published by the National Baseball Congress, INC.

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Rookies Division Reference Sheet

Base Distance:..... 60'

Pitching Machine Distance:..... (rear of plate to front of machine): 46'

Game Length:..... 6 innings

Time Limit:..... 1-3/4 hours (no new inning to start after 1hr 40min)

Official Game:..... 4 innings

Leads:..... No

Stealing:..... No

Run on Dropped Strike 3:..... No

Mercy Rule:..... 10 runs after 4 innings or 15 runs after 3 (If a home team is not within winning range due to point constraints, they may still bat the bottom of the inning following above mentioned run per inning restrictions)

Balks:..... No

Bats:..... All bats in Cal Ripken must bear the USA Bat Marking. Maximum diameter is 2-5/8" No BBCOR bats allowed. Wood bats are allowed.

Cleats:..... Rubber

Bunting:..... No

Infield Fly Rule:.....No

Lineup:.... Entire roster/free substitution/no player to sit consecutive innings

Defense:....All players play infield position at least once by 3rd inning.

Courtesy Runner:..... Runner for Catcher ONLY with one or two outs.

On Deck Batter:..... Must face batter back

Injuries:..... No penalty for player leaving with injury

Restroom Breaks:....Penalty, or lack of, based on umpire discretion

****THE ABOVE LOCAL RULES WILL BE USED AND ENFORCED IN ALL GAMES INVOLVING ANY UCCRL TEAMS AGAINST ANY OTHER ASSOCIATION DURING LOCAL LEAGUE PLAY. THE ONLY EXCEPTION WILL BE GAMES PLAYED IN-HOUSE WITH TEAMS OF THE SAME ASSOCIATION AND WITHIN THEIR OWN DIVISION.**