

# EASTON/CARUTHERS YOUTH BASEBALL

## Babe Ruth Cal Ripken Division

### Local League Rules 2021

#### Rookies

Cal Ripken baseball is played under the umbrella of:

1. Local League adopted rules
2. Cal Ripken division rules and regulations
3. Official baseball rules

Priority for rule interpretation will follow the order listed above. Should there be a conflict in interpretation of a rule, Local League rules will take priority, followed by Cal Ripken division rules, and the Official Baseball Rules.

1. League ages 6 - 7 year olds. Any other age needs board approval.
2. Game length is five innings or no new inning after 1 hour 15 minutes. minutes. Coach of the team that is behind may stop the game after four innings if a lopsided score exists.
3. The home team will use the 3rd base dugout.
4. Arrive a minimum of 30 minutes before game time.
5. Players, coaches, or spectators will not be allowed negative comments or discouraging remarks to the other team. Ejection may result.
6. The coach is responsible for talking to and controlling his or her own fans that become unruly or display unsportsmanlike conduct.
7. Coaches, players or fans who are ejected from the game, automatically forfeit their right to participate in the team's next game. The Board may extend the ejection beyond the next game or for the season if the behavior exhibited is severe enough to warrant such action as determined by the Board.

8. Coaches or fans that are ejected are not allowed to be in the vicinity of the ballpark. This means that the ejected person may not watch the game from the stands, in a car, or anywhere the ejected party can see the field. This applies to the game ejected from and the team's next game, or longer if the board extends the ejection. Coaches and adults ejected must leave the premises within three minutes from the ejection or the game will be forfeited. Players ejected must stay in the dugout after being ejected and the next game their team plays.
9. Teams must immediately run to their positions on the field or to the dugout as soon as the 3<sup>rd</sup> out is made at the end of each half inning. This rule will increase the amount of playing time for each team to help avoid games being called due to the time limit.
10. The batting team is responsible for all foul balls during an inning. Coaches use recent batters, not those due up for going after foul balls and stress safety in retrieving balls that might go out into the street. Foul balls are returned to the home plate umpire between innings.
11. After each team shakes hands upon completion of a game, the teams completing a game are to immediately vacate the dugout of all gear and players. Team meetings after a game are to take place outside of the playing fields.
12. Each team is responsible for field preparation and return of equipment to the cargo container. Each team must have two representatives to prepare the field before and after their team's game. A representative may be a coach or parent volunteer.
13. Each team is responsible for trash cleanup on, under, and around the bleachers on their side of the field after each game. Each team is responsible for cleanup of their dugout. Any other cleanup necessary is shared by each of the teams.
14. A scorekeeper may not be allowed in the dugout.
15. Adult coaches are permitted in the 1<sup>st</sup> and 3<sup>rd</sup> base coaching boxes. Anyone in dugout needs background check.
16. A hard ball will be used.
17. Players will pitch all innings. Pitcher can only pitch two innings per game. Coaches pitch remainder of an at bat that reaches ball 4. **Coach that is pitching must have one knee or one foot on the rubber.** Coach pitches remaining strikes to batter. No walks. If batter fouls off last pitch, batter receives another pitch. Pitching is from 36'.

18. Five outfielders may be used, but all outfielders must be placed in the same general arc for positioning. (outfield grass)
19. All players are placed in the batting order. Players who arrive after the start of the game are immediately added to the last position in the batting order.
20. Each player must play defensively for a minimum of six outs. All substitutions must be in the game before the completion of the third inning. If a player fails to play the minimum amount required in a game, the player must play the entire (5 innings) next game.
21. Coaches purposely violating Rule # 19 shall forfeit the game and may be subject to disciplinary action, including, but not limited to, suspension or removal as coach.
22. A team will only bat through the batting order one time in any one inning if three outs are not made. One team having more or less players than the other team will not affect this rule.
23. Game may start with less than nine players but must have at least seven players for a game to continue. A game is forfeited if a team has less than seven players at any time during a game.
24. Manager or coach may meet with pitcher, catcher, and infielders on the mound. Another coach may meet separately with outfielders at the same time.
25. Each team is allowed one offensive and defensive meeting per inning, not counting coaches trips to the mound, to meet with pitcher, catcher, etc. (This rule is put in place to speed up games.)
26. When a fielder attempts to make a throw to first base, the batter may advance only one base on a passed ball. Extra bases may be taken on additional past balls.
27. When a live ball enters the outfield, runners advance at their own risk until ball is returned to the pitcher on dirt area of mound. The runners no must be  $\frac{1}{2}$  way or they must return to the previous base. This rule also applies when a team bats through the order. (Umpires Judgment)
28. Players may steal a base on a pitched strike thrown by a player. Not on a coach pitch. Runner may not leave the base until the ball has crossed home plate. In the event that a runner attempts to steal on a pitched ball, if the defense throws the ball to the base the runner left before the player gets back the runner is out. Stealing home base is NOT allowed.
29. No bunting.
30. The strike zone is wider, lower and higher to encourage players to swing the bat. Each pitch that applies is called a strike.

31. Third strike does not have to be caught by the catcher. The batter is out.
32. All players must wear a protective cup.
33. Players must slide on all close plays in order to avoid contact. Runners may be called out. No head first sliding. (Umpire's judgment)
34. Hitter's stance will be in the batter's box. Hitters will not be called out for striding out of the batter's box or for the back foot stepping out of the batter's box.
35. Runners will not be called out when a coach touches a player in the base path unless the coach is clearly trying to give the runner an advantage or the act results in an advantage being gained.
36. No infield fly rule.
37. Rained out games will be called and not made up once started.
38. Each team may have one adult that is not a coach in the dugout.
39. Siblings must be picked two rounds after initial sibling is picked.
40. Trading of players is not allowed unless approved by the Easton/Caruthers Youth Baseball League Board.
41. Arguing of judgment calls (balls and strikes, out and safe) will not be tolerated. Ejection may result.
42. The umpire has the authority to rule on any point not specifically covered in Local League Rules, Ripken Division Rules, or Official Baseball Rules.
43. The Head Umpire will have the final decision in all games.
44. Board has final say on issues!