

Cal Ripken Minor Division Rules

Emphasis will be placed upon the instructional aspects of the game (sportsmanship, rules and technique). Any player using profanity or unsportsmanlike conduct will be warned by their manager or assistant coach. A second time...player must be removed from the game. If this problem continues, the league director must be notified and the player may face suspension.

Babe Ruth/Cal Ripken Minor rules will be followed, modified by the league and the following:

- Batting: Full roster batting (**everyone bats**)
- If a player shows up after the game starts, he gets placed at the end of the lineup
- If a player is injured or leaves early their spot is skipped without an out. The player cannot reenter the game.
- Bunting is allowed (situational bunting and for a base hit). Faking a bunt, to draw the infield in, and then taking a full swing (slash bunt) is dangerous to the fielders and is not allowed. Batter is out
- No stealing home
 - A runner on 3rd must be batted home or forced in via a walk or HBP. He/she cannot score during a steal attempt of 2nd base or on a pickoff attempt at another base.
 - A runner on 3rd who steals home is placed back on 3rd base
 - A runner on 3rd cannot be picked off
 - Courtesy rule: No stealing after your team is up by (7) runs
- No running on a dropped third strike
- No infield fly rule
- 5 run limit per inning except for the last inning. (There is no mercy rule)
 - Example 4 runs are in and bases are loaded, batter hits a double, the inning is over when the play is complete NOT when the first runner passes home plate, but only count 5 runs
- No leading. A baserunner can leave (steal) the base when the pitch crosses home plate.
- 1 hour 45-minute game time limit
- Forfeit time is 15 minutes after the official game start time.
- A game cannot start with fewer than 8 players per team. Please do NOT ask the opposing manager or the umpire to make an exception. There are no exceptions to this rule.
 - The team with 8 players can borrow one player from the opposing team to play the outfield.
- If a forfeit does occur, teams are encouraged to use the field for a scrimmage or practice.
- No balks
- Pitchers and catchers must wear a cup (athletic support). Recommended for all players
- Pitching (Follows Pitch Smart Rules) Each coach is responsible for keeping track of pitch counts.

AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)					
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS	5 DAYS
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A

- Teams can play w/ 4 outfielders (this is optional - 3 or 4 outfielders are OK, and teams playing against each other do not have to align on how many kids are in the outfield - one team can play with 3 and the other can play with 4).
- Athletic Footwear- cleats (no metal spikes allowed)

Umpires:

- **Umpires have absolute authority on the field.**
- **UMPIRE MEETINGS:** Any discussions with the umpire must be done in the presence of the opposing team's manager. Only the (acting) Managers are allowed to interact with the umpires regarding umpire calls.
- Umpires can ask players (or fans) to move from behind the backstop if it's a distraction.
- Umpires can ask a manager to counsel or quiet a disruptive fan. Managers should also proactively counsel or quiet disruptive fans on their side of the field or near their dugout/bench.
- Umpires are the final arbiter regarding weather related delays or cancellations.
- Games must be delayed 30 minutes from the last seen/heard lightning/thunder.

PLAYER AND FAN SAFETY:

- All Base runners and Batters must wear helmets at all times while on the field.
- **Bat Safety:** Only the batter on the field and one (1) on deck batter in the designated on-deck area may have a bat in their hands when that team is at bat.
- **On-deck Batter Area:** A safe and secure designated area needs to be available for on-deck batters to take practice swings, isolated from other players and wandering fans (especially small children). If a safe area is **not** available, on deck batters should **not** take practice swings until they are "at-bat" on the playing field. Adult supervision of the on-deck batter/area is a necessity for safety.
- Players are strongly urged to wear cups (especially if they are catching).
- ***ALL MANAGERS MUST FILL OUT ACCIDENT REPORT FORMS IF AND WHEN AN INJURY OCCURS.***

Managers/Coaches:

- Each team will have at least two coaches -- if fewer than three coaching staff members are at a game; a parent may be asked to assist in coaching the bases or monitoring the dugout. *Only the manager can talk to umpires. Any non-certified coach or helping parent can be asked to leave the field.*
- Only registered players and coaches are allowed on the field. No more than 4 coaches for team are allowed in the dugouts at one time during the game.
- Two Adult base coaches may be used when a team is batting.
- There must be an adult in the dugout at all times.

GROUND RULES:

- Only manager, coaches and roster players are allowed in the dugout. (*Exception: see Mgrs/Coaches section*) Manager is responsible for players removing all trash/containers from dugout and field at the end of the game.
- **Pre-game warm-ups.** *Both teams have the use of the outfield to warm their arms until 30 minutes before game time.* The visiting team has the field for fifteen (15) minutes starting 30 minutes' one-half hour before official game time. The home team has the field 15 minutes before official game start time. Please be considerate to the other team regarding field time and please start games on time.

Home team manager is responsible for making sure that all equipment is put away and secured.