

9/10 year old division

GENERAL RULES

1. Home teams are responsible for lining the field and returning all equipment to its designated storage location. Visiting teams are responsible for filling the holes in around the batter's box and pitcher's mound.
2. All leagues will play 6 innings
3. Time Limits
4. No new inning shall be allowed to begin 1-1/2 hours from the start time of the game. Coaches must agree on the start time of the game and that time must be recorded in the scorebook. All games will stop dead at 1 hour and 45 minutes. If an inning is not complete, the score will revert back to the score at the end of the previous inning, unless the home team has taken the lead in the current inning
5. In the event of a game must be called for reason of darkness, time, or inclement weather:
 - a. CAL RIPKEN – 4 innings will constitute a complete game (3-1/2 innings if the home team is ahead). The losing team must have 4 full at-bats.
 - b. After 4 innings, if an additional inning is not completed, the final score reverts back to the last completed inning, unless the home team is ahead. In that case, the game shall be declared complete.
6. Minimum playing time requirements in field of play
 - a. No player can sit out (or be scheduled to sit) 2 or more consecutive innings in a game.
 - b. Each player must play 2 innings in the infield before the completion of the game. The infield positions include 1st base, 2nd base, shortstop, 3rd base, pitcher, and catcher. In the event the game is shortened due to the 12 run limit or time limit, the coach is expected to do his/her best or use the player additional times in the next game
 - c. Free substitutions are allowed in all leagues.
7. Batting Order Rules
 - a. A batting order that includes all members of the team must be submitted to the opposing manager prior to the start of the game (all leagues).
 - b. This order may not be changed after the 1st pitch of the game. All late comers, after the 1st pitch will bat in the last spot of the order. If a member of the order is not present for their turn at bat, after submitting the order to the opposing team, it shall be declared an out.

- c. If a player in the batting order leaves the game for any reason other than an injury and misses their turn at bat, the player cannot re-enter the game. An injured player can return to the game only after the player has sat an entire inning (both offensively and defensively). The team who loses the player's at bat does not record an out for such an incident. It is the responsibility of each manager to state during ground rules the potential of any player having to leave prior to the end of the game.
 - d. Any substitution for an injured batter or runner will be designated as the player that made the last out. This sub will bat in that spot to finish the injured batter's turn at bat. The sub then returns to their original spot in the order. If the injured player is unable to return, their spot will be skipped over during the next scheduled at bat. If the injured player later returns, he will bat in his original spot.
8. Teams that do not have the required number of players; 9 players
- a. You must have at least 8 players to begin the game. For teams that only have 7 players or less, every attempt should be made to inform the coordinator and opposing coach ahead of time. Games will then be rescheduled for a time that works for all involved.
 - b. Teams having 8 players will bat a batting order of 8 players. They will get 1 automatic out, which will bat in the last spot in the batting order. If both teams have 8 players, the automatic out rule is waived.
 - c. The opposing team will supply the team shorthanded team with enough players to field 9 positions. Managers are instructed that the player to be provided shall be the player making the final out in his team's half of the inning. If that player made the final out in a prior inning, the manager is instructed to work up the batting order until a player that has not played for the opposing team is found. No player will bat for the opposing team.
 - d. No player will miss their time at bat for their team.
 - e. No player shall miss their required innings of playing time for their team.
 - f. Each player must sit on benches, where provided. Players are not allowed up against or near the backstop unless they are the on-deck batter.
 - g. On fields that do not provide benches, managers are expected to keep their players away from the back stop and on-deck areas.
 - h. Please refrain from embarrassing remarks to or about anyone involved in the game.
 - i. Managers are required to keep parents and spectators from behind the backstop and at least 25 feet from the players' benches.
 - j. Managers and coaches should police the playing field before and after the game to pick up litter and other foreign materials. Managers and coaches are responsible for cleanup of their respective dugouts following the conclusion of the game.
9. Pitching Rules
- a. Any player may pitch.

- b. Maximum pitch counts per game per age.
- c. Cal Ripken 46-60 Division - A player may pitch in a maximum of 5 innings per week, with no more than 2 innings in a game, so long as the player adheres to the rest table below and does not exceed the maximum pitch count a above per game.
- d. A calendar week is defined as Monday through Sunday.
- e. Delivery of a single pitch constitutes having pitched an inning.
- f. The home team is responsible for submitting game summary forms to the league coordinator and umpire coordinator by the end of the night. Summary forms should include number of innings pitched per player, number of innings caught per player, umpire's name, umpire recap, and final score.
- g. Rest table explained
 - i. May - 40 pitch maximum
 - ii. June/Playoffs - 50 pitch maximum

Pitched on:	Eligible to pitch again on:
Sunday	Thursday
Monday`	Friday
Tuesday	Saturday
Wednesday	Sunday
Thursday	Monday`
Friday	Tuesday
Saturday	Wednesday

10. Discipline – IN GAME

- a. Umpires should use their own judgment on any discipline problems by a coach, player, or spectator. The umpire has the right to eject any coach, player, or spectator from the game.
- b. Any player ejected from a game must sit out the entire next attended game in full uniform.
- c. Any manager or coach ejected from the game shall be suspended for the next scheduled game.
- d. The second offense by a manager, coach, or player will be reviewed by the Baseball Board.
- e. The league coordinator will be notified of any person being ejected from the game.
- f. Any disciplinary problems not covered by these rules will be handled by the Baseball Board.
- g. All offenses that result in the suspension of a player, coach, or spectator will be reported to the MRC Executive Board.

- h. Repeated abuse of umpires by coaches, players, or parents can be just cause for the Baseball Board to remove the offending coach, player, parent, or team from the remainder of the season or league playoff.
- i. Managers and coaches are not permitted on the field while the game is in progress (between the white lines)
 - i. Exceptions
 - 1. After requesting and receiving a time out for the purpose of conferring with their pitcher.
 - 2. For an injured player.

11. Equipment

- a. All catchers must wear their facemask when warming up a pitcher. Catchers must wear protective cups. Players, managers, and coaches must wear shoes at all times. Batters must wear batting helmets.
- b. Players must wear their uniforms properly.
 - i. Players must wear hats.
 - ii. Players must keep their shirts tucked in at all times.
 - iii. Managers and umpires are expected to halt the game if the player is not dressed properly.

12. Protests / Other

- a. If the scheduled umpire does not show up for the game, it is the responsibility of the home team to find a replacement or umpire the game himself. In the event an umpire does not show up, it should be reported to the league coordinator, who will inform the umpire coordinator.
- b. Jewelry is not to be worn by players at any time. Players not complying with this rule will get a team warning, followed by an ejection.
- c. Protests can only be made by the team manager.
- d. Protests must be made to the home plate umpire at the time of the infraction.
- e. The protest must be made before the next pitch or the protest is not valid.
- f. Game events are to be recorded in the scorebook by both managers and the umpire.

13. Coaching Eligibility -For the purpose of this section, "COACHES" will be defined as Head Coaches, Assistant Coaches, Scorekeepers, Bullpen Catchers or any other person on the field with the players during practices, games, try-outs, ratings sessions, etc.

- a. ALL Coaches must be approved by the Marlton Recreation Council (MRC). At the beginning of EACH season, the baseball commissioner will submit all coaching candidates to the MRC Executive Board for approval.
- b. Coaches may be added to teams after teams have been formed as long as the Age Coordinate determines there is a need for additional coaches and the coaches have been approved by the MRC Executive Board (see #1 above). iii. Parents and other Volunteers are eligible to help out with Field Maintenance, Scoreboard Operation, In-Game PA Announcing, etc. but CANNOT be present

on the field with players during games, practices, try-outs, ratings sessions and/or warmups without being approved by the MRC Executive Board (see #1 above).

- c. The Marlton Recreation Council and Baseball Commissioner will approve all managers and coaches of in-town teams.
- d. Each league coordinator should monitor managers, coaches, or anyone helping the team in an official capacity.
- e. Unruly managers or coaches should be brought to the attention of the league coordinator and the Baseball Commissioner.
- f. All managers and coaches must have a valid MRC coach's card, must have submitted a background check form and met all coaching requirements of the Marlton Recreation Council (MRC)

14. Rain Outs

- a. In the event of rain and not contacted by the league coordinator one hour prior to game time, teams and their managers must go to the playing field. Managers can mutually agree on game postponement at that time. If the managers disagree on the condition of the field, the umpire shall have final decision. Note: Only league coordinators can cancel games in advance, via telephone or email contact.
- b. Rained out games will be rescheduled by the league coordinator. Any game not made up by the end of the regular season shall be considered a forfeit and no points are to be awarded.
- c. Any team deliberately not making up games should be brought to the attention of the league coordinator and the baseball commissioner.

15. Playoffs - The playoff structure will be a single elimination tournament with no reseeding.

16. Reporting Injuries

- a. In the event a player is injured, regardless of the severity, either in a game or practice, the league coordinator must be notified within 24 hours. The coach needs to provide the following information
- b. Date and approximate time of injury
- c. Location where injury occurred iii. Indication if injury was sustained at a practice or game
- d. Nature of injury, how injury happened, and what first aid, if any.
- e. The on-line injury report form should be used to notify the MRC of a player's injury. The form can be accessed at www.marltonbaseball.org/.

17. PLAYING RULES FOR ALL LEAGUES

- a. Base Paths – 60 feet
- b. Pitching Distances – 46 feet
- c. Pitchers - See above
 - i. The calendar week for all leagues is Monday through Sunday.
 - ii. One pitch constitutes a full inning.

- iii. The second time a manager or coach has a conference with the same pitcher in the same inning; the pitcher must be removed from the mound.
 - iv. Once a pitcher has been removed from pitching, he cannot pitch again in that game.
 - v. A player must be removed as pitcher if he hits 3 batters in an inning or 4 batters in a game. Said player cannot return as a pitcher for the remainder of the game.
- d. Catchers are permitted to catch 6 innings per game so long as the pitching/catching rule and team infield playing rules are adhered to first.
 - e. No player may pitch and catch more than 5 innings combined, per game. A player can catch 6 innings in a game so long as the player does not throw one pitch in the game and all infield eligibility rules have been adhered to. Any team violating this rule shall forfeit said game for the use of an ineligible player.
18. Bunting – Allowed at 9/10
19. Minimum playing requirements: see above
20. Scores of each game and injury reports must be reported to the league coordinator. This must be done the day of the game.
21. Running or batting helmets must be worn on the base paths at all times in all leagues. Note: There is no penalty for a player losing their helmet Exception: Cal Ripken and Babe Ruth – Any player intentionally removing their batting helmet while running the bases shall be declared out at the conclusion of the play with no effect to any of the other runners.
22. Sliding
- a. The must slide rule shall be played at all instructional and Cal Ripken leagues, if in the judgment of the umpire a play is imminent (soon to happen).
 - b. Cal Ripken 46-60 leagues may only slide feet first into a base. Head first slides are only permitted back to a base.
23. With the exception of games postponed due to inclement weather, all games will be played on the date and time scheduled. Any team wishing to postpone or reschedule a game in advance due to extreme circumstances must receive permission from the League Coordinator no less than 48 hours prior to the original scheduled date/time. Any team that postpones a game without prior approval will forfeit the game. The Manager/coaches may be subject to game suspensions at the discretion of the Baseball Board for failure to follow this rule.
24. There are no intentional walks permitted in any MRC Instructional and Cal Ripken leagues. This rule does not apply to Babe Ruth leagues

25. This league uses official baseball and Cal Ripken rules. The rules of the MRC Baseball Program shall have priority in any conflicts with official baseball and Cal Ripken rules.
26. Saturday rainouts – any scheduled Saturday game not played because of rain, inclement weather or poor field conditions will be rescheduled for Sunday at the same time and field location, at the discretion of the league coordinator.
27. Only League Coordinators can cancel games in advance.
28. During the regular season, if an official game ends in a tie, no extra innings are permitted. A team receives 2 points for a win, 1 point for a tie, 0 point for a loss. Final standings are based on points. In the event of a tie at the end of the regular season, the following tiebreakers will be used
 - a. Most wins
 - b. Head-to-head competition
 - c. Fewest runs allowed for the season
 - d. Coin flip.
29. Running or batting helmets must be worn on the base paths at all times
30. Minimum playing requirements: see above
31. Base stealing
 - a. Delayed stealing is allowed.
 - b. Leading is not allowed.
 - c. Runners on 3rd base can steal home until a team is ahead by 5 or more runs.
 - d. Leaving early – All Cal Ripken Leagues
 - i. The 1st time a runner leaves early – if a runner is thrown out, the play stands. If the runner is safe, official Cal Ripken rules apply. In both cases, a team warning is issued.
 - ii. The 2nd time any runner leaves early, the runner leaving early is out regardless of the outcome of the play and every runner after the 2nd offense of leaving early is out.
32. Dropped third strike is not in effect.
33. No big barrel bats are to be used.
34. Run Rules
 - a. Each half inning will end after the hitting team scores 5 runs, except for the last inning which will be unlimited. In the event, the last inning will not be reached due to the time limit, the coaches and the umpire need to designate an earlier inning as the last inning, which will then be unlimited. If an earlier inning is never agreed upon to be the last, unlimited inning, then the

b. 5 run rule will continue to apply and the game will end at the end of that inning.