

# Ararat Cal Ripken Baseball League

## Rookie Rules

Last Updated: 03/31/2009

### Games:

1. Games will be 6 innings, no extra innings in case of ties.
2. During the weekday, length of games will be 1 hour and 45 minutes with the understanding that a new inning may not start after 7:15 pm. Coaches need to be aware of the game time so that the time limit does not catch them by surprise. Prior to the start of the last inning, the head coach of each team must agree that the inning about to start is the game's last inning
3. During the weekend, length of games will be 2 hours with the understanding that a new inning may not start after the time limit. Coaches need to be aware of the game time so that the time limit does not catch them by surprise. Prior to the start of the last inning, the head coach of each team must agree that the inning about to start is the game's last inning.
4. Game time starts when the first pitch of the game is thrown.
5. An inning starts when the first pitch of the inning is thrown.
6. Games will begin at 5:30 pm on weekdays with the field available at 5:00 pm with 15 minutes per team for warm-ups.
7. Coaches shall notify visiting team coaches as early as possible when canceling games due to inclement weather.
8. There will be a 5 run maximum in each inning.
9. All teams will use the RIF 10 balls. The home team is responsible for supplying baseballs.
10. The home team is responsible for a home plate umpire when kids pitch to call balls, strikes, and outs.
11. Each team shall have a scorekeeper to maintain proper batting orders.
12. All teams should be encouraged to start on time and play as fluid as possible. One of the pitfalls of baseball is the lack of "action." A few items to help speed up games include:
  - a. Catchers should be encouraged to leave shin guards on between innings (unless they are at bat) and start dressing after two outs.
  - b. Although there's nothing wrong with coaches out on the field, they should help to speed up play and not stop play to instruct during the course of the game.
  - c. Coaches backing up catchers and pitchers are allowed.
  - d. A player knowing their positions prior to the start of their defensive inning is encouraged.
  - e. Starting the game on time is important.

# Ararat Cal Ripken Baseball League

## Rookie Rules

### Pitching:

1. Players will pitch the first 2 innings and coaches (pitching machine) will pitch the final 4 innings. If mutually agreed upon by both teams, the pitching machine may be used the entire game.
2. All home teams are responsible for spring loaded pitching machines (Louisville Slugger Ultimate Pitching Machine or equivalent) to be used from the second inning on.
3. Coaches will load balls into the pitching machine to their own players, but not field the play in any manner. During the innings that a coach is loading balls into the machine, a defensive player will occupy the mound area, beside the pitching rubber, to field the ball. When a coach is pitching, a batter will not receive a walk or strikeout. A coach can pitch a maximum of 7 pitches per batter unless the batter fouls off the last pitch.
4. A batter may strike out by being called out on strikes or swinging on the third strike when players pitch. A batter may not strike out during machine pitch unless they do not hit within 7 pitches (unlimited foul balls on the last pitch).
5. Pitching distance will be no closer than 35 feet.
6. It is encouraged to backup the catcher and/or pitcher with a coach or volunteer

### Fielding, Batting & Running:

1. There is no limit of players on the field (although it is encouraged to have no more than 12). The extra players **MUST** play in the outfield; an extra player may not play on second base. Other than the pitcher and catcher, only four (4) defensive players are allowed to play infield at once.
2. A team may start with 8 players.
3. All players will bat in rotation, whether or not they are playing in the field at the time.
4. A runner may advance one base only on an overthrow to any base. For instance, a batter must stop at second base on an overthrow to first base; a runner may not score after an overthrow to second base. Runners may not advance further on subsequent overthrows during the same play.
5. A runner may not advance on a pitched passed ball.
6. A runner may not advance on a throw from the catcher back to the pitcher.
7. No stealing of bases allowed.
8. Base coaches must remain in the 15-foot baseline box. The coach may not run along the side of the bases with the players.

### Conduct:

1. Spectators, coaches and players are expected to set an exemplary standard of behavior with the best interest of the players in mind. Good sportsmanship conduct will be expected at all times.
2. No coach or spectator will use any tobacco products on or near the playing field during practices or games. No alcoholic beverages will be allowed on or near any playing premises.