

Coventry Youth Baseball Association Inc.

Updated: March 4th 2009

Rules and Regulations

(Cal Ripken – Majors Division)

Major League

**Coventry Youth Baseball Association Inc.
Cal Ripken – Majors Division**

General Rules – Pre and Post Game

1. **Babe Ruth – Cal Ripken Division Rules** shall apply unless amended or added to below.
2. **Practice**
The visiting team has use of the field for the 10 minutes from 30 – 20 minutes before the start of the game. The home team has use of the field for the 10 minutes from 20 – 10 minutes before the start of the game. Infield practice should never delay the start of a game. Practice time is based on field availability.
3. **Dugouts** – The home team will have the 3rd base dugout. The visiting team will post the scores on the scoreboard.
4. **Pre Game Field Preparation** – The Home Team is responsible for the lining, watering and raking the field as necessary at the start of the game. Visiting teams are invited to help. In situations where water needs to be cleared from the field, it is expected that both teams work together to get the field into playable shape
5. **Prompt Game Starts** - Both teams shall work together to line the field, check bases, rake as necessary, and prepare the field for safe play. Both teams shall exchange starting lineups immediately prior to the scheduled start of the game. If any team is lacking sufficient players to field eight players, the game shall be forfeited in favor of the team having sufficient players. Upon arrival of a ninth player they would be inserted into the ninth spot in the batting order. In cases where only 8 players are being used, the ninth spot in the order is always an out. Maximum delay of start of game shall be 10 minutes from scheduled start time as posted in schedules.
6. **Length of Official Game** - Per Babe Ruth Cal Ripken Rules with the following exceptions:
 - A. The Mercy rule will be 15 runs, but the game must be regulation length.
 - B. Innings pitched count for the weekly pitchers' totals for any game, which is stopped before becoming a regulation game.
 - C. When the field is scheduled for another game to follow, no new inning may start after 2 hours have elapsed from the start of the game.
7. **Darkness Rule** - No new inning shall begin after 8PM when there is school the next day, or earlier if the umpire feels it is too dark. The plate umpire at his/her discretion can halt play at any time they feel it is unsafe to continue. A manager cannot overrule the umpire. A game called on account of time may be either regulation or not, depending on the score and the number of innings played.

8. **End of Game Procedure** - The Home Team is responsible for raking the field, filling all holes on the bases, home plate and the mound. Proper post game maintenance of the field is crucial to keeping the fields in the best shape possible and is MANDATORY. Both teams shall remove all litter from their dugouts and the dugout area before being released. Full garbage cans need to be transported to the dumpster and lined with new garbage bags

9. **Official Protests** - Per Official Major League Baseball Rule 4.19 with the following exceptions:

A: Protest will be filed with the League Coordinators in writing or email, who will convene a group of at least three people composed of himself/herself, the League President, other Board Members, and disinterested managers to decide necessary action.

B: All officials and managers are urged to take precautions to prevent protests.

10. **Rescheduling of Games** - Games are re-scheduled at the next available date. In the case of the need to re-schedule the whole Saturday schedule on Sunday the following will apply.

- Only 3 games will be scheduled (start times 12, 2:30, 5 PM).
- If one of the cancelled games is an out of town game, this game is not made up at this time
- If none of the cancelled games is an out of town game, only 1 of the scheduled doubleheader games will be played, with the other made up at the next available date.

11. **12 Year Old Players** - There is no restriction to the number of 12 year olds on any team.

12. **Post Season In Town Tournament** - At the conclusion of the regular season, a double elimination tournament will be held. Tournament seeding will be based on regular season winning percentage in the following order:

- Winning percentage for In –Town games
- Head to Head Record
- Winning percentage including all games played
- Coin Flip

(See below for 3 way tie breakers#)

Rules/Exceptions - During the Game

1. **Leading by Baserunners** - Baserunners are allowed to take leads from all bases. However, a baserunner may not start to advance to the next base until the pitched ball

crosses home plate. At such time, the baserunner may advance at their own risk. However, if a pitcher “wind-ups” in their delivery to home plate, the runner is free to advance at the first start of the wind-up. This is to encourage the use of the set position and the development of pick-off moves. This is the only exception to this rule. The intent is for the umpire to declare a dead ball/no pitch if a runner leaves early

2. **Penalty for Pitcher's Balk** - Per order of Babe Ruth Cal Ripken Baseball Rules 8.01 and 8.05. – This rule is suspended for the regular season. Any runner picked off due to pitcher’s balk is returned to their original base before the play. Runners do not advance on pitcher’s balk. Use in post season tournaments to be determined.

3. **Infield Fly Rule** - Per order of Babe Ruth Cal Ripken Baseball Rules.

4. **Batter not out on Third Missed Strike** - See Official Baseball Rule 6.05 and 6.09b. Other towns may not use this rule and it is not allowed in tournament play.

5. **Bunting** – Fake Bunts (slash bunting, squaring to bunt, then pulling back and hitting away) are prohibited for safety reasons. Tournaments that are played by Little League rules allow slash bunting.

6. **Slide Rule** -

A: Sliding is encouraged, but not mandatory.

B: Headfirst slides are prohibited to all bases when a runner is advancing. This rule does not apply to pickle or other situations where a runner's momentum has stopped.

7. **Trips to the Mound** - Per order of Babe Ruth Cal Ripken Baseball Rules.

8. **Ball Cross Line** - There is an imaginary line that runs from the front corner of each dugout to the front corner of the stands nearest the dugout. Any ball that crosses over this imaginary line will be considered out of play (dead ball). Baserunners will advance one base. The ball is considered dead and no further action will take place until play is restarted by the umpire. The imaginary line will run in a straight line through the stands and continue down the field. It will be the umpire's decision if the ball has crossed the line.

9. **Equipment Rules** -

A. Catcher must wear a cup and supporter.

B. No Pitcher shall wear sweatbands on wrists.

C. A pitcher's batting glove shall not be visible to the batter.

D. Any bat found to be illegal (per order of Babe Ruth Cal Ripken Baseball Rules) shall be removed by the umpire. Any hits made with an illegal bat prior to discovery count.

E. All equipment shall be kept in the dugout or in the batting cage.

10. **Time Between Innings** - There will be a maximum of 8 preparatory pitches between innings.

Rules for Players and Managers

1. **Minimum Playing Time** - Each player present and in uniform at the start of the game will participate for a minimum of 9 defensive outs and are expected to bat at least once. Games shortened due to darkness or weather is exempt. Managers may make exception to this rule *very seldom* for disciplinary reasons.

2. **Extra Hitter** - The coach may choose to use an Extra Hitter in the batting order. This choice must be made at the beginning of the game and will apply for the entire game. Use of this Extra Hitter is encouraged to enable more players to be part of the game.

3. **Substitutions-Substitution and Re-Entry Rule** – Players may be removed from the game and may be re-entered at a subsequent time. They must re-enter the game in the same place in the batting order. Managers need to make sure that all players meet rule #1 above – namely that they have at least 1 at bat and play a minimum of 9 defensive outs.

4. **Injuries** – In the event of injury that forces a player to leave the game and you have used all your substitutes, the opposing manager may pick a replacement. If an injury leaves you with only 8 players, that position in the batting order will be an out when it comes up.

5. **Pitching Eligibility** - Pitching limitations

- Maximum of 6 innings in any one week
- Maximum of 4 innings in any one game
- 1 pitch in an inning constitutes an inning pitched
- A Calendar week starts on Monday and ends on Sunday
- The following rest applies:
 - 1 or 2 innings – 0 calendar days rest
 - 3 innings – 1 calendar day rest
 - 4 or more innings – 2 calendar days rest
 - No pitching in both games of a doubleheader
- A player once removed as a pitcher may not pitch again in the same game.

- Innings pitched count for the weekly pitchers' totals for any game which is stopped before becoming a regulation game.

6. **Eligible Dugout Personnel** - *For safety reasons, only uniformed team members, Managers, assistant coaches (of record) or their emergency substitutes, a team scorer and one bat boy shall be eligible to be in a team's dugout during play, except as they may be required on the field in the performance of duties. We especially wish to avoid the practice of stocking the dugout with parents, hangers on, neighbors, brothers or sisters of players, etc. We also insist that players not spill out in front of the dugout and that Managers manage from the dugout, not on the field of play. This is rule 3.15 in the rulebook.*

7. **Batters on Deck** - For safety reasons, any batter on deck should be inside the batting cages, not outside of the dugout or fenced area.

8. **Baseline Coaches** - The use of baseline coaches shall be optional, but if used shall consist of uniformed team members registered to play on the team and/or managers or coaches. Two adult line coaches may be used. If players are used they shall wear batting helmets.

9. **Ejection by the Umpire** – Only Managers (or the coach in charge, if the manager is not present) may engage the umpire during the course of the game. Interactions with the umpires shall be done in a professional, sportsman-like and respectful manner. If any player, manager, assistant coach, scorer, or spectator is ejected by an umpire, the ejected person may be suspended from future baseball games for a period of time to be determined by the Board of CYBA in an emergency meeting as soon as possible following the incident. The umpire will notify the League Coordinator of any ejections.

Field Dimensions

The distance from the pitchers mound to home plate is 48 feet.

The distance between the bases is 70 feet.

Record Keeping

Each team will be responsible for keeping score. Official Cal Ripken scorebooks must be used. Only one book will be used for the season and collected at the end of the season for use as support documentation for tournament teams as required by Cal Ripken Rules. Full names shall be used for validation purposes, if the need arises. The home team is considered the official scorekeeper. The home team's coach must report the final score and the pitchers used within 24 hours of completion of the game to the League Coordinator. Both teams' Managers must sign

the home team's scorebook. The League Coordinator is responsible for keeping League Standings.

Cal Ripken District/State/Regional/National Tournament Teams

1. **Coach Selection** – Only Managers and Coaches of regular season teams are eligible by Cal Ripken rules. Recommendations, evaluations and level of commitment to the program will be taken into account by the Board of Directors to make the determination on Managers and Coaches for the tournament teams.

2. **Player Selection** – We will have both an 11/12 year old tournament team and an 11 and under team. Any player on the roster of a Cal Ripken Team and having played in at least 1/2 of the games during the regular season is eligible for selection. We will start open evaluations early in the season. Players interested in making the tournament teams will make themselves available for practices. These practices will be used to evaluate players. Final selection of tournament players will be made by a committee comprised of Tournament Managers, Board Members who have spent time watching the evaluations, and the League Coordinators after appropriate evaluation of the players has been accomplished. Players wishing to play on the tournament teams should be made aware of the necessity to be available for all practices and games during the months of June and July and possibly into August dependant upon winning the previous tournaments.

Regular Season tiebreaker rules:

3 Way tie breaker in order

1. Best Head to Head among those tied;
2. If one is superior or inferior when using item#1 , and the others are still tied, the remaining follow 2 way tie breaker rules to establish seed (head to head, out of town record, coin flip) with the superior or inferior team positioned accordingly;
3. If none are inferior or superior then use Best “Out of Town” record;
4. If one is superior or inferior when using item #3, and the others are still tied, the remaining follow 2 way tie breaker rules to establish seed (head to head, out of town record, coin flip) with the superior or inferior team positioned accordingly.