

# Merrimack Cal Ripken Baseball League Rules



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## **Article I: League Rules**

- The Board of Directors will govern all league rules. Rules not specified within this document are specified within the Cal Ripken Division Rules and Regulations. Rules not specified within the Cal Ripken Division Rules and Regulations are specified within the Official Baseball Rules.
- The rules contained herein are the official league rules. In addition to league rules, the Cal Ripken Division of Babe Ruth Baseball Rules and Regulations shall apply as well as the Official Baseball Rules. The order of precedence shall be League Rules, Cal Ripken Division of Babe Ruth Baseball Rules and Regulations, and Official Baseball Rules.

## **Article II: Tryouts/Registration**

- Any player aged 8 through 12 years old who is selected for a major's or a minor's roster must play for that team.
- Any player that attends tryouts and is not selected to a major's team shall be eligible to be drafted on a minor's team. Players age 10 – 12 years old, provided they attended tryouts, may be brought up by any major's team to fill a roster vacancy.
- Any applicant (player who has signed up and paid) who is unable to tryout at the scheduled tryout, will be added to the supplemental draft list.
- All registration fees must be paid prior to tryouts.
- No refunds of league fees will be issued to a player (or parent/guardian of the player) who has quit or is subsequently banned from playing due to violation of one, or more, code of conduct(s). Players who are injured during the season and unable to play greater than 50% of the season may request a refund.

## **Article III: Draft Process**

- Each year the league will conduct a draft for the major's and minor's levels. Rookie & T-Ball players will be assigned by the league VP.
- Following tryouts, the team manager (or their designee) will draft prospective players from the draft list.
- To be eligible for selection, a prospective player must have registered prior to the draft date. This includes children of managers or coaches and brothers/sisters of players already on the team.
- Returning players already on a major's or minor's roster do not have to try out again each year.

- Parents may petition the league for an exemption from any minimum age requirements before tryouts and the draft process to be evaluated for the minor's and major's leagues only. The minimum league age for major's is 10 years old and for minor's the minimum league is 8 years old. A player whose petition is approved, and is not drafted, will return to the corresponding league level e.g. rookie. Approval of petition is at the discretion of the board of directors.
- Major's will draft first, followed by minor's. All 12-year old players must be drafted to a major's roster. A minor's team will draft any applicant not selected to a major's team roster during the draft.
- The minor's and major's draft will utilize a random drawing to determine draft order and will use a serpentine draft order process whereby the person with the last draft pick in the first round will have the first draft pick in the second round. The teams would be in normal order in odd rounds and reversed in even rounds.
- If there is an expansion team, it will get the first four picks in the draft, including the manager/coaches child(ren).
- Siblings\* (who are trying out) of players already on a roster when the draft begins can be protected for the first two rounds but must be selected as the third round pick in order to be protected. The same holds true for manager's children. If there is more than one sibling, manager's child trying out, those children must be selected in the draft rounds immediately following the 3rd round, that is, the fourth round for a second child, fifth round for a third child, etc, if it is desired to protect those children.
- No trades are permitted for either players or draft choices.

**\* Natural, adopted, or documented legal guardianship.**

## **Article IV: Rosters**

- All major league rosters must have a minimum of twelve (12) players, provided there are sufficient registrants.
- In the event that a roster opening is created when a player is unable or unwilling to complete the regular season due to injury this must be reported to the League President. Any player who does not complete the season due to injury will remain on the team's roster for the following season subject to League age guidelines.
- If during the course of the season a major league roster opening occurs due to player injury/illness that will remain open for at least 50% of the season, any minor's team player is eligible to be "brought up" onto said major team's roster.
- Players who quit, or are removed from a team due to violation of conduct code violations(s) may not return until the following season, at which time they must try out and be drafted by any team subject to League age guidelines.
- The League President must approve any requests to move a player to a different level based on skill and level of play.

## **Article V: Local League Rules**

### **Section 1: Local League Options**

The Babe Ruth League, Inc. Baseball Rules and Regulations and Official Playing Rules” – Cal Ripken Division allows a number of local league options to be adopted by each league. The following are the options chosen by the League:

- Dual participation by a player on a team or in a league of another baseball program is only allowed for travel/AAU private baseball teams. Playing in another town league is not permitted.
- Regular season games at the major’s and minor’s level will be officially called after a full six innings, or 2 hours in duration, whichever is first, unless the game is called by the umpires (darkness, weather). Games at the rookie/t-ball levels will be a full six innings or until 1.5 hours occurs, whichever is first, unless the game is called by the managers (darkness, weather). All players will be placed in the batting order, and a game may be played with as few as 8 players.
- The League will use Cal Ripken tournament pitching rules during all regular season and playoff games.
- The League allows re-entry of already used players if all substitutes have been used and an injury occurs. Selection of this substitute must be made by the opposing manager. This type of re-entry can only take place when an injury prevents a player from continuing in the game. The injured player, once removed from the game, cannot re-enter.
- The 10 Run Rule Option from the Babe Ruth League Inc., (Cal Ripken Division) rulebook will be used by the major and minor leagues during regular season games and league playoff games.
- Maximum runs per inning:
  - Innings 1 through 5 run limit: Minors: 4, Majors/Babe Ruth: unlimited
    - Note: If bases are loaded, 3 runs are in and the batter hits a triple or home run the play should finish but only score the 4th run for minors.
  - There is no run limit in the last inning, regardless of the team or score.
  - If the umpire determines the game will be shorter than 6 innings then the final inning is unlimited runs.
- A home run is defined as a ball being hit over the outfield fence in fair territory.
- “Slash bunting” is prohibited. A slash bunt infraction will result in the batter being called out and the ball is dead.
- If a runner attempting to reach home plate intentionally runs into a defensive player in the area of home plate, he/she will be called out on the play and if deemed appropriate by the umpire, ejected from the game.
- Headfirst sliding is not permitted. If a runner attempting to reach a base intentionally slides headfirst, he/she will be called out on the play and if deemed appropriate by the umpire, ejected from the game.
- Coaches and the manager of the home team prepare (bases, rake, and line) the fields before each game, coaches and managers of the visiting team prepare the field after the game.
- Penalty for violation of any rule contained in this section will result in automatic forfeiture of the game in which the violation occurred.
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### Pitching:

- Pitchers are allowed to pitch 6 innings in a week. A week starts on Monday and ends on Sunday 11:59pm.
- Pitch counts must be kept by each manager and recorded in the score book and on website
- Depending on the age of the pitcher and the amount of pitches thrown, pitchers must rest in accordance to the table below and in accordance to Cal Ripken Tournament Rules.

Age	Daily Maximum	Rest Period		
	(Pitches in a Game and/or Day)	0 Days	1 Day	2 days
7-8	50	1-20	21-35	36-50
9-10	75	1-40	41-65	66-75
11-12	85	1-40	41-65	66-85
13-15	95	1-45	46-75	76-95
16-18	105	1-45	46-75	76-105

- Pitchers may not return to the game and pitch again after stopping pitching. This includes the starting pitcher.

## Section 2:

### Special League Rules (Major's Level)

- Time Limit: No new inning shall begin after 1 hour and 45 minutes of play during the regular season, time limits do not apply during playoffs.
- Regular season games will be official and end in a tie after 6 innings or 2 hours, whichever comes first.
- Home team must provide 2 brand new “wrapped” game balls.
- Batters may wear a helmet with a partial face shield or no face shield, and are not required to wear a full face mask.
- All available offensive players will bat in concurrent order.
- On-deck hitter must warm up beyond first or third base but not in line with throws to first or third. Use judgement and be careful and stress to the kids that only 1 player can be in that area at a time.
- All players must play in the field a minimum of two consecutive innings in a full six inning game. All players must have entered the game by the fifth inning. Failure to adhere to this will result in the game being forfeited.
- Free substitutions will be allowed.
- The infield fly rule will be in effect.
- Leading off is allowed.
- Stealing bases is allowed (including home plate).

- Sliding (feet first) is required to avoid a tag at any base other than first. Failure to slide will result in an out being called.
- Balks will be called against a pitcher after one warning by the umpire.
- Manager/coach must ask for (and receive) a time out from the home plate umpire before visiting a pitcher on the mound.
- Scorebooks must be kept for every game by both teams. In the event of a disagreement, the home teams book will be official.
- Home team managers are responsible for entering game results on the website. Both teams shall enter pitching stats on the website as soon as possible but no later than prior to the next game. Pitching stats include innings pitched and pitch count.
- There will be 1 home plate and 1 field umpire at each game and umpires are “off duty” once a game is official.
- Both managers are required to meet the umpire at home plate together prior to the start of the game to determine the official start time and review rules (i.e. ball under fence calls).
- Any time a manager requires clarification about rules, they should request time out from the umpire, and invite the other coach to meet with the umpire at home plate. Only the manager may seek clarification.

### **Section 3:**

#### **Special League Rules (Minor’s Level)**

- Time Limit: No new inning shall begin after 1 hour and 45 minutes of play during the regular season, time limits do not apply during playoffs.
- Regular season games will be official and can end in a tie after 6 innings or 2 hours, whichever comes first.
- Home team must provide 2 brand new “wrapped” game balls.
- All available offensive players will bat in concurrent order and a maximum of ten batters may bat in an inning.
- Batters may wear a helmet with a partial face shield or no face shield, and are not required to wear a full face mask.
- On-deck hitter must warm up beyond first or third base but not in line with throws to first or third. Use judgement and be careful and stress to the kids that only 1 player can be in that area at a time.
- All players must play in the field a minimum of two consecutive innings, and ideally four total innings, in a full six inning game. All players must have entered the game by the third inning. Failure to adhere to this will result in the game being forfeited.
- Free substitutions will be allowed.
- The infield fly rule does not apply.
- Base Running:
  - Leading off is not allowed and the base runner must remain in contact with the base until the ball crosses home plate.
  - If the runner leaves the base before the ball crosses home plate, as determined by the umpire:

- And the runner successfully reaches the next base, he/she will be sent back to the original base with no penalty
  - If the play is made and the runner is out, the out call will stand
- Stealing 2nd and 3rd is permitted at anytime as long as the ball has crossed the plate
- If the base runner steals 2nd or 3rd and the ball is over thrown to the base they are attempting to steal the runner(s) may not advance on the overthrow.
- Stealing home is only allowed with 2 strikes on the batter.
  - Stealing home is allowed on a passed ball or wild pitch only (not on a dropped pitch). A passed ball or wild pitch is one that goes beyond the catcher/umpire and/or catchers circle.
  - Stealing home is allowed if the return throw from the catcher is mis-handled or overthrown and the pitcher leaves the pitching circle.
  - Once the pitcher cleanly has received the ball from the catcher the runner cannot advance on a delayed steal.
  - Until there are 2 strikes on the batter, stealing home is not permitted in any scenario.
- Sliding (feet first) should be attempted to avoid a tag but a player will not be called out for failure to slide.
- Balks will not be called against a pitcher.
- Manager/coach must ask for (and receive) a time out from the home plate umpire before visiting a pitcher on the mound.
- Scorebooks must be kept for every game by both teams. In the event of a disagreement, the home teams book will be official.
- Home team managers are responsible for entering game results on the website. Both teams shall enter pitching stats on the website as soon as possible but no later than prior to the next game. Pitching stats include innings pitched and pitch count.
- There will be 1 home plate and 1 field umpire at each game and umpires are “off duty” once a game is official.
- Both managers are required to meet the umpire at home plate together prior to the start of the game to determine the official start time and review rules (i.e. ball under fence calls).
- Any time a manager requires clarification about rules, they should request time out from the umpire, and invite the other coach to meet with the umpire at home plate. Only the manager may seek clarification.
- Teams with 10 players can have a 10th player play the outfield. A maximum 6 players in the infield and a maximum 4 in the outfield

## **Section 4:**

### **Special League Rules (Rookie and T-Ball Level)**

- Time Limit: No new inning shall begin after 1 hour and 30 minutes of play.
- No official score will be kept.
- Rookie: All available offensive players will bat in concurrent order and the full

- roster may bat in an inning, unless three outs occur first.
- T-ball: all available players will bat, each runner will advance 1 base. The final hitter and the remaining runners on the bases will finish the inning by running around the bases and touching home plate.
- Batters must wear a helmet with a full face shield, as well as any player placed in the field as a “pitcher”.
- On-deck hitter must warm up beyond first or third base but not in line with throws to first or third. Use judgement and be careful and stress to the kids that only 1 player can be in that area at a time.
- All available players will play in the field. 2 players, wearing full face mask batting helmets can be positioned to the right and left of the pitcher.
- Leading off is not allowed and the base runner must remain in contact until the ball is put into play.
- Stealing is not permitted at any time.

## **Article VI: Conduct and Field Decorum**

- Any Manager or Coach who is ejected from a game is automatically suspended from the following game.
- Any Manager or Coach who physically abuses or threatens physical abuse upon any umpire is automatically suspended from the league for the remainder of the season.
- Reinstatement will be determined after a written application for reinstatement is reviewed by the league president / board of directors as outlined in the coaches code of conduct.
- Only the manager or, in the manager’s absence, the manager’s designated representative, may confer with the umpire regarding any game related discussion, i.e. rules interpretation, during the game.
- During pregame warm-ups, if your team does not have authorized use of the field you must keep your players either in the assigned dugout, batting cage or outside the fence, removed from the perimeter of the field, and under adult supervision. The only exceptions to this rule will be persons warming up the pitcher or pitchers and players protecting the pitchers warming up. One team will have use of the playing field while the other team has use of the batting cage and then switch appropriately before game time.
- Any abusive language by any player or coach directed at or to any opposing player or coach, done with the intent to intimidate said player or coach shall not be tolerated at any time before, during, or after any game. Any player or coach who refuses to comply with this rule, after receiving a warning by any umpire, shall be ejected from the game. If the incident occurs after the game has been completed, the offending player or coach shall be suspended from the following game.
- Cause for ejection and suspension. If in the judgment of the umpires on the field, any player who makes contact with another player with the intent to injure, will be immediately ejected from the game. This applies to all players on offense or defense. There is no appeal. At the time of the infraction the ball is dead. The umpire may issue an out or award additional bases in addition to ejecting the player, at their discretion



- Any league player who is responsible for any damage or vandalism to the facilities and/or property used by the Merrimack MYA will immediately be suspended from further league play, pending a review of his/her actions by the League President and the Board of Directors.
- No alcoholic beverages are allowed on the field, in the immediate areas at any time. Any person who does not cooperate with this rule will be ejected from the premises and will be suspended from league participation in the future.
- Any disruption of a game by a player, parent, relative or any other adult will cause immediate ejection and removal of the person or persons from the premises identified by the umpire and or league officials.
- Any player deliberately throwing a bat, helmet or any other piece of equipment or that is displaying inappropriate conduct (including profanity, obscene language or gestures) will be subject to removal from the game by any umpire and subject to suspension from the league.
- Smoking is not permitted on or near the field at any time.

## **Article VII: Coaches**

- Coaching vacancies are filled by a majority vote of the Board of Directors. Each person interested in a position must apply for the position in order to be considered.
- There may be 1 Manager, 2 Assistant Coaches, and 1 scorekeeper per team.
- No more than 4 adults are allowed within the confines of the playing area per team. The Manager is responsible for field decorum of all team-related adults within the respective team's playing area.
- In the event that a Manager is unavailable due to personal reasons, no one other than one of the coaches named on the roster shall assume the duties of Manager.
- In the event that none of the coaches named on the roster are physically present for a game, an exception may be made subject to the approval of the opposing manager and League President.
- The names of the Manager and coaches shall be those on official league rosters, submitted to the league president, and duly certified after having completed the background check and abuse training as required by Cal Ripken.
- Any manager, coach, scorekeeper, or other "volunteer" who assists with any aspect of the season (games or practice) must have previously completed, and have on file with the League, up-to-date documentation of their background check and abuse training. Failure to provide this documentation by the beginning of the season will result in removal from said position until documentation has been provided.

## **Article VIII: Protest**

- All formal protests must be delivered in writing to the League President within 24 hours of the incident. Upon receipt of the protest, the League President and Board of Directors shall meet, discuss and agree upon appropriate action.

## **Article IX: Official Scorebook**

- The home team scorebook is the official scorebook, which may be electronic. However, both scorebooks (visitor and home) must be verified at each half-inning relative to: score, substitutions, batting order integrity, and any changes or performances, which would affect the pitching rules.

## **Article X: League Rule Changes**

- No rule modifications are permitted without a majority vote of the Board of Directors.

## **Section 1: Regular Season Playoffs**

- Two or more teams tied with the same regular season record will be seeded for playoff seeding, and drafting purposes the following year, by the following sequential tie breaking procedure:
  - Regular season wins and losses versus each other.
  - If (a) fails to break tie the teams will look at win /lose against the third place, then if the same will drop to fourth, then again through division until a difference has been met where one team has more wins against a higher seed team If all are equal with wins to the same teams then will go to total runs given up (Defensive), then if equal then go to a sudden death one game for first and second place only, All others go to a coin flip
    - In the event that the sudden death format is not feasible based on time / schedules / other conflict a coin flip will be used to break the tie in place of the sudden death playoff format.
- Playoff format:
  - All teams will be seeded in a single elimination tournament
  - 2 plays 5
  - 3 plays 4
  - 1 receives a bye
  - Higher seed is home throughout the tournament, with exception for the Championship game, which will be determined by coin flip.

## **Section 2: All Star**

- The head coach of each All-Star team selects assistant coaches but must be a coach named on a league team roster.
- All-Star teams must have a minimum of 12 players on the roster.
- Each league manager will submit the name of player(s) to be selected as an “all star” to the league VP/President. The exact number of players to be submitted will be determined by the executive board each year and communicated to the league managers during the regular season.
- Players must have played in 50% of the regular season games except for injury to

- be eligible for the All-Star team.
- All-star games will follow regular league rules.

### **Section 3: Travel team**

- The tournament coaches are responsible to provide all necessary documentation and paperwork to the district commissioner for qualification to participate in the All-Star tournaments. This includes a copy of the leagues insurance policy, age and birth certificates or certified Babe Ruth cards, team roster details and any other obligation summarized in the managers responsibility document provided in advance of the tournament by the state commissioner of NH. Each eligible travel team coach is obligated to make their decision / commitment to coach each respective travel team to the League President prior to the draft of each applicable year. Failure to commit by the deadline may result in removing the privilege to coach the associated All Star team.
- No coach or player can participate in two travel teams in any capacity.
  - The head coach of each travel team selects assistant coaches but must be a coach named on a league team roster.
  - Travel teams must have a minimum of 12 players on the roster with a maximum of 15 players allowed.
  - Travel players may only play for their respective league age team, with the following exception:
    - All players league age 8 are allowed to try out for the 9 year old all- star team in that year. The All-Star Manager is not required to pick any 8 year old to play on the team. If the All-Star Manager does pick 1 or more 8 year olds to play on the team he is not required to have a specific number of 9 year olds or guarantee any player playing time regardless of age.
- Players must have played in 50% of the regular season games, except for injury, to be eligible to play on a travel team.