

**CRITTENDEN COUNTY**

**DUGOUT CLUB**

***HANDBOOK***

March 18, 2001

## STATEMENT OF PURPOSE

The Crittenden Count Dugout Club promotes youth baseball/softball for children ages 3 through 16 in Crittenden County. The program has two seasons; the regular season and the All-Star season.

The regular season is to be viewed as a recreational as well as an instructional program, thus every child who registers will be afforded the opportunity to participate in every game. We are able to guarantee this because of rules such as, consecutive batting and requiring all players to play on defense. However, if a team must play in a traveling league that is governed by rules not set by the Crittenden County Dugout Club, playing time may be limited for some players.

The Crittenden County Dugout Club will also sponsor All-Star teams for each age division starting with Rookie league. The specifics on All-Star selection are dealt with in this handbook. The objective in selecting the All-Star team will be to field the ***best team*** possible to represent The Crittenden County Dugout Club in tournament play. Playing time and positions played will be at the discretion of the coach, whose selection will have been approved by the Directors.

## AFFILIATIONS

1. BabeRuth, Inc
2. Pony Baseball, Inc.

## CODE OF CONDUCT

### General

All players, coaches, parents, fans, league officials and anyone else who participates in youth sports must conduct themselves in a proper manner. In an age when "Sports Violence" is on the rise, the Crittenden County Board of Directors cannot nor will not tolerate bad behavior.

To that end, everyone should keep this in perspective: it is a game played by young people who are having fun. It is only when adults stop making it fun, that the youth stop having fun. Therefore, we should strive to come to the ball field each night to let the "KIDS" have fun. In so doing, keep what is going on in perspective, it is only a game played on a field; cheer for your team, encourage your players.

Remember why we came to the park in the first place, the kids want to have fun.

## Coaches

1. As a coach, you are expected to maintain a high moral character on and off the field.
2. Your job as a coach is very important for two reasons
  - a. You are a role model to the children you coach.
  - b. You are responsible to teach basic skills related to the sport.
3. Specific responsibilities of the coach when coaching
  - a. Per Babe Ruth Rules, whenever a coach, (this would include anyone assisting in any type of practice) is in the presence of the children during practice, before or during the game, NO TOBACCO products are to be used. **NOTE: starting with the 2001 season any coach who violates this rule will be ejected from a game and suspended for one additional game. A second offense will require a formal hearing with the Board of Directors before reinstatement.**
  - b. Coaches have the responsibility of setting the example for good sportsmanship to both fans and players. Many times it is the coach, arguing a call by an umpire or even losing his/her temper with the team's performance that causes the fans to become unruly.
  - c. Coaches must not have a "win at all cost" attitude. Sports Psychologist state this is the number one reason why youth are dropping out of sports at an alarming rate. These reports say if we stress the fundamentals of the sport and having fun, winning takes care of itself. Coaches also need to teach the team how to lose properly; there is an old saying, you lose more in life than you win.
  - d. Coaches are responsible to control their team during the game to insure proper behavior in the dugout. Team members should remain in the dugout during the game, only leaving with permission.
  - e. Coaches should remain in the dugout or by the entrance when their team is on defense.
  - f. Coaches will not argue a judgment call and should call time and discuss a ruling call they disagree with in a professional manner.

## Players

1. All players are expected to conduct themselves in a proper manner from the time they enter the park to the time they leave the park.
2. The Crittenden County Dugout Club strictly prohibits unsportsmanlike conduct. This includes, but is not limited to:
  - a. Fighting before, during or after a game.
  - b. The use of profanity, especially when directed toward another person.
  - c. Malicious Contact: the intentional running into (initiating contact with) another player. **NOTE: a slide can be ruled malicious contact.**
  - d. Taunting, trash talk, verbal abuse, sexual harassment (minor)

3. While players can talk to players on the other team during games, they shall not do so to distract them. Players in the dugout or on the field shall not yell to distract a batter, pitcher or fielder. The simple rule is: Cheer for your own team. If, in the umpires' judgment a team is doing something to distract another player/team, the umpire can order the player/dugout to be silent.

### **Disciplinary Statement**

The Crittenden County Dugout Club Board of Directors will take the necessary steps to preserve the integrity of the organization. Participation in the organization is privilege that comes with responsibilities. Furthermore, the Directors reserve the right to suspend anyone, parent, coach, player, or spectator who does not act responsibly in their participation in the Dugout Club.

### **LEAGUES**

<b><i>NAME</i></b>	<b><i>AGE GROUP</i></b>
<b>BASEBALL DIVISION</b>	
TEE BALL	3 (by August 1 <sup>st</sup> ) – 5 Year Old
<b><i>CAL RIPKIN</i></b>	
ROOKIE LEAGUE	6 – 8 Year Old
MINOR LEAGUE	9 – 10 Year Old
MAJOR LEAGUE	11 – 12 Year Old
<b><i>JUNIOR BABE RUTH / PONY</i></b>	
PONY LEAGUE	13 – 14 Year Old
COLT LEAGUE	15 – 16 Year Old
<b>SOFT BALL DIVISION</b>	
	12 & Under
	16 & Under

## **GENERAL RULES (All Programs)**

### **REGISTRATION**

1. Dugout Club Registration will be held in late February and/or early March for Tee Ball through all of the Cal Ripkin Divisions (Rookie, Minor and Major Leagues). Note: Those participating in Junior Babe Ruth (Pony) and Girls 16 & Under may be held at a later date to attract more participants.
2. Registration dates will be publicized in the Crittenden Press, on WMJL, at all schools, and at daycare centers in advance of registration.
3. To be eligible to participate in the summer program a player must submit a completed application, have parental or legal guardian permission and live in Crittenden County.
4. Anyone registering for the first time will be required to turn in a copy of their birth certificate, or another acceptable document, to be kept on file by the Club Secretary.
5. A registration fee, set by the Board of Directors of the Crittenden County Dugout Club, will be charged each child who participates in the program. This fee is used to help cover expenses such as insurance, equipment, supplies, uniform (shirt & cap) and other operational costs associated with operating the summer program.
6. Any family who cannot afford the registration fee should present a written request for assistance to the Board of Directors. Assistance, in the form of reduced or waived fees will be granted to families who meet the very low-income guidelines established for the county by the Department of Family Services
7. Anyone who registers after “tryouts” will also be required to purchase their own shirt and cap. The shirt and cap must be purchased from the Dugout Club vendor; thus matching the team colors. Under no circumstances will a child be allowed to play without a shirt and cap.

### **TRYOUTS**

1. The Directors will schedule tryouts after the last day of registration.
2. Tryouts will be held each year for any player entering the Rookie, Minor and Major Leagues. (See Special Rules — Cal Ripkin Division)
3. The Directors have the discretion to call for tryouts for any or all age groups, if necessary.

### **USE OF PRACTICE FACILITIES**

1. The Directors will set the practice schedule (time & field) for each team.
2. Open dates are optional with no preference given to any team.

**FIELD PREPARATION FOR GAMES**

1. The home team for the first game of the evening is responsible to prepare the field. This includes:
  - a. Dragging the infield, if needed. If the person does not have the equipment to drag the field, the mound, home plate area and around the bases should be raked.
  - b. Lining the field
  - c. Putting the bases out
2. The field must be ready to play at least 20 minutes prior to the scheduled start of the game for the home team to be eligible for infield. If the field is NOT ready to play at the scheduled start time due to the failure of the home team to complete #1 above, the home team will be credited with a loss in the official league standings. The game however will be played (**see Point System for League Standings**).
3. The visiting team of the last game played on a field is responsible to make sure that the bases and any other equipment on the field is stored. Failure to do so will result in the team being credited with a loss in the official league standings; the game however will be played.(**see Point System for League Standings**).
4. If bad weather causes a delay in getting the field ready, a team will not be penalized if they have been working on the field but could not get it ready in time.

**TEAM EQUIPMENT USE**

1. Coaches are responsible to take care of the equipment provided by the Dugout Club.
2. Prior to every practice and game all equipment should be inspected to insure it is in working order and that it is not broken.
  - a. Particular attention should be paid to the catchers' equipment, batting helmets and bats.
  - b. All catchers' masks shall have the throat protector built into the mask or attached to the mask.
3. Players shall be allowed to use their own batting helmet as long as the helmet meets the standard set by Babe Ruth Baseball. The Dugout Club reserves the right to prohibit the use of any batting helmet that has writing on it, other than the players name or uniform number.
4. After every practice and game all equipment is to be store in the place designated by the Directors. Coaches should always double check to insure that all equipment is accounted for and that all doors are locked before leaving the park area after practice or a game.
5. The Directors will periodically check the equipment during the season to insure safety.
6. Parents/guardians can purchase equipment for their child's use, however all equipment must meet the minimum requirements as defined in all rules adopted by the Dugout Club.

**UNIFORMS**

1. The Dugout Club provides the Shirt and Cap for all players who register prior to the deadline. Anyone who registers after the deadline will be responsible to purchase identical the shirt and cap from the same vendor used by the Dugout Club.
2. All players should wear their shirt and cap for every game.
3. The Dugout Club does not furnish baseball pants. The team has the option of choosing gray or white pants for the season. Once a color is selected, all players should purchase and wear the same color pants.
4. The Dugout Club does not allow any alterations made to the shirt and/or cap provide by the club with the exception of the last name of the player. This includes, but is not limited to, logos, slogans etc. The last name on the shirt is OPTIONAL, and will not be paid for by Dugout Club funds. This does not include required patches for sanctioned tournaments.

**STARTING OF A GAME**

1. Unless delayed by weather, the first game of the day will start at the time designated by the Directors.
2. In case of bad weather a designee(s) of the Board of Directors will make a decision on what fields are playable before 4 PM Monday – Friday and 11 AM on Saturday..
  - a. An announcement will be placed on the answering machine at the Concession Stand by 4 PM Monday – Friday and 11 AM on Saturday if there is a cancellation.
  - b. Coaches are responsible to call the answering machine if they suspect a game may be cancelled.
  - c. If no announcement is on the answering machine, it is to be assumed the game is going to be played.
  - d. Coaches, players and parents must remember that a game can be called on one field and games be played on another
3. Anytime two games that are scheduled back to back, the second game will be scheduled to start one hour and forty-five minutes (1 HR 45 MIN) after the scheduled starting time of the first game.
4. If the first game ends early and both teams and the umpires agree, the second game can be started sooner. If anyone objects or if a team cannot start because they do not have all their players, no action can be taken until the scheduled starting time.
5. Any games cancelled during the week will be played in consecutive order starting the following Saturday at 5 PM. the coaches cannot change Rainout Schedules!

**ORGANIZATION STRUCTURE OF EACH LEAGUE**

The following are a list of positions that the Directors will attempt to fill for each league participating in the Crittenden County Dugout Club. Anyone selected to serve in any position will be approved by the Directors and must agree to abide by this handbook and sign a code of conduct.

## 1. Commissioner

- a. The person selected by the Directors should have a general understanding of the rules of the league they will serve as commissioner.
- b. Should attempt to attend as many games as possible to insure that players, coaches and umpires are following the rules.
- c. The Commissioner should assist the umpires in handling rulings and disputes during game time only when requested. NOTE: If there is a serious violation of the RULES that are not being corrected by the umpire or if a dispute warrants, the commissioner should call time and discuss the matter with the Umpire-in-Chief.
- d. The Commissioner should take immediate action during game, without prior request of the umpires when, (in the commissioner's judgment), the situation absolutely warrants his/her assistance. This should only be done as a last resort and to protect integrity of the Dugout Club. In all such cases, a written report of the incident shall be given to the President of the Board of Directors within 24-hours of the incident.
- e. How the Commissioner is to handle **Complaints**:
  - i. All disputes within a league shall first go to the commissioner of that league.
  - ii. The commissioner shall attempt to resolve the complaints with an informal meeting.
  - iii. Whenever a complaint is lodged with the commissioner, he/she shall report such complaint to the Directors within 24-hours.
  - iv. If the informal meeting does not resolve the complaint, the commissioner shall request the person(s) filing the complaint to put it in writing so it can be given to the President or Vice President of the Board of Directors (note: if neither can be found, report shall be given to another board member).
  - v. Once received, the commissioner will meet with the President of the Board of Directors. At such time a decision will be made to issue a written ruling or hold a formal meeting to discuss the situation further.
  - vi. If at any time the commissioner believes the complaint to be of a serious nature that could have a negative impact on the Club, he/she must report to the Directors before rendering a decision. Examples of such complaints would be a complaint on the ethical behavior of a coach, umpire or other league official, violence exhibited by a coach toward a player, player toward coach, etc.
- f. The Commissioner of a particular league CANNOT be:
  - i. A Coach in that league
  - ii. A Parent of a player in that league
  - iii. The President of the Dugout Club

## 2. Umpire-In-Chief

- a. It is desirable that each league has a person to schedule umpires for that league. However, the Directors shall attempt to at least appoint a person to schedule umpires for the baseball division and the softball division.
- b. If such a person(s) cannot be found, it will be the responsibility of the commissioners and Directors to obtain umpires.
- c. The Umpire-In-Chief or someone designated by the Directors will conduct an umpires' clinic prior to the beginning of the season for everyone interested in umpiring.
- d. The President of the Dugout Club, other board members, commissioners and Umpire-In-Chief, in that order are responsible to insure that umpires are treated with respect.
- e. The Umpire-In-Chief and commissioner are responsible to insure that the umpires represent the Dugout Club properly.

## 3. Coach

- a. Anyone desiring to participate as a coach or assistant coach must be approved by the Crittenden County Dugout Club Board of Directors.
- b. Coaches will be selected based on the ability to provide leadership and instruction. A coach must demonstrate sincerity, integrity, and excellent moral character on and off the field.
- c. When filling coaching vacancies in a particular league, the Directors will first consider individuals who have participated in the program and have proven themselves to meet the qualifications noted above.
- d. The Directors recognize there are times when parents, who are not regular coaches, may be called on to assist. If possible, or if a parent is going to be used for more than one game, permission must be obtained from the Directors.
- e. Only authorized coaches will be allowed in the dugout or on the field during game time.
- f. All coaches shall attend a rules meeting to be held immediately before the draft

## 4. Official Scorekeeper

- a. In the absence of an official book being kept by a third party, the home team's book shall be the official book
- b. The home plate umpire shall check with each team between innings to insure the score is correct.
- c. If a dispute arises at the end of the game, the home plate umpire shall review the home team's scorebook. If he/she does not see an obvious error, the home team's book is to be the official score.

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## **SPECIAL RULES - INDIVIDUAL LEAGUES**

### **BASEBALL DIVISION**

NOTE: The Official Rules of Baseball as modified by the Babe Ruth Rules for each league are the official rules for each league below. The following are special league rules that either further clarifies the above or are modifications made by the Directors for the operation of the Crittenden County Dugout Club.

### **GENERAL RULES**

#### **DRAFT**

1. The Order of the Draft shall be as follows:
  - a. Round One - All teams pick in the reverse order of the teams standings from the preceding season (last place picks first ... first place picks last)
  - b. Round Two - All teams pick in the reverse order of the teams standings from the preceding season (last place picks first ... first place picks last)
  - c. Round Three going forward, shall be used to equalize the teams. Once a team has the maximum number of players determined by the number of registrants, those teams will no longer select players in the draft.
2. Rules for selecting Head Coach's children (If applicable)
  - a. In Round Two, the Head Coach's child is automatically selected.
  - b. If a team, with the Head Coach's child in the draft, only gets one selection due to the number on the team; the child is automatically selected in the first round.
  - c. This rule does not apply to other relatives or assistant coaches.
3. Siblings (brother/sister) will be automatically selected in the third round
4. Assistant Coaches with children in the draft or other relatives in the draft must be drafted and play for the team they are drafted by.
5. A list of the players who played on the All-Star Team in the previous year who are coming into the league will be provided to the coaches. **Attempts should be made to use the draft to equalize the talent.**
6. Once a player is drafted in a particular league, s/he shall play for that team, (Trades are forbidden).

#### **SPECIAL DRAFT**

When the registration numbers require a team be added or removed from a league the Board of Directors may require redrafting the entire league.

1. All players from the league who have registered will be put into the draft.
2. The order of draft will be a blind draw.
3. Rules 2a, and 3 – 6 above will apply.

**POINT SYSTEM FOR LEAGUE STANDINGS**

WIN	+ 1
TIE	+ 0
LOSS	- 1
Penalty LOSS	- 1 <i>(Note: this is total given for failure to comply with Handbook Rules)</i>

Examples:

1. A team wins the game but fails to get the field ready on time. Team gets 1 point for the win but gets a minus 1 (-1 ) for failing to get the field ready. The total points awarded for this game is ZERO (1-1 = 0)
2. A team loses the game and fails to get the field ready on time. Team gets -1 point for the loss and gets a minus 1 (-1 ) for failing to get the field ready. The total points awarded for this game is ZERO (-2)
3. In a draw, both teams receive "0" Points.
4. If there is a forfeit, the team credited with the win ' +1; team credited with the loss (-1)

**USE OF A PLAYER FROM ANOTHER LEAGUE**

The following are the guidelines to be used when a team is going to be short of roster players and will need another player to be eligible to play a game. This should never be used as an attempt to gain an advantage over another team by trying to use a stronger player from another league.

1. Prior to "playing up", the coach must receive permission from the parents or guardian of the child.
2. Only two (2) players can "play up" per game. If a team is more than two players short the game will not be played, it will be a forfeit. All attempts are to be made to play the game. The league commissioner can take special circumstances into consideration. This should be brought to his/her attention prior to the scheduled start of the game.
3. The player used MUST be from the league immediately below the league they will be playing in. For example, a Rookie League player can play in the Minor League, but NOT in the Major League.
4. A player can only play in one game per day in a league where he/she is not registered.
5. A player can play for different teams on ***different*** nights.
6. If a player is asked to play for two different teams the same night, it is the parents decision for which team the child will play. If there is uncertainty or if the dispute **or** continues, the child can be ruled ineligible by the commissioner or the President for that evening.
7. A player can only play if there are NOT enough roster players available. That is 9 players, 10 for rookie league.

8. If a player is “brought up” to play due to a shortage and a “roster” player comes late, the roster player shall enter the game at the half inning with the player brought up sitting out the remainder of the game.
9. The player “brought up” must always be placed last in the batting order and play in the outfield.
10. If the Board of Directors believes a team is abusing this rule, they can prohibit that team from using the rule for the remainder of the season.

**ALL-STAR SELECTION**

1. Selection of the Coach
  - a. Any Coach in the league interested in Coaching the All-Star Team shall submit a request to the commissioner prior to the tenth (10<sup>th</sup>) game of the season.
  - b. The commissioner will meet with the Board of Directors and select the Head Coach.
  - c. The Head Coach will be responsible for selecting two assistant coaches who have coached in the league.
  - d. To be eligible, a coach must be available during tournament season and be willing to take the time to practice and take the team to two (2) or more tournaments in addition to the District Tournament.
  - e. The Head Coach will be announced by the Board of Directors at the conclusion of the All-Star Tryout.
  
2. Player Selection
  - a. The All-Star selection process will start at the conclusion of the league tournament.
  - b. All players who will be available during the entire District Tournament are eligible to tryout for the All-Star Team.
  - c. The player must have a consent form by their parent(s)/guardian to participate in the tryout. This consent form will also serve as the commitment from the parent/guardian that the player will be available during the District Tournament and the parent will get the player to practice.
  - d. An All-Star Team Tryout will be held the Saturday following league tournament; conducted by one or more of the Board of Director, and the head coaches of the League. If a member of the Directors and/or the commissioner cannot attend, the tryouts will be rescheduled.
  - e. Immediately following the tryout, the Commissioner will moderate an All-Star selection process with the coaches to select the best nine (9) players from the group present at the tryout.
  - f. The Head Coach and the Commissioner will then select a minimum of three (3) and a maximum of six (6) additional players from the league in general. **The selection process should be based solely upon fielding the *strongest All-Star Team possible*. Consideration should be given to talent, ability, positions needed, who will be available, etc.**

**TEE-BALL**

1. All games will be played with the batter batting off of the “TEE”, coaches will NOT pitch nor will the pitching machine be used during league games.
2. A 10’ arc will be used from home plate. A batted ball, defined as a ball that is hit or partially hit by the bat must roll past the 10’ arc to be a “fair ball”. If the batted ball does not go 10’ it will be classified as a “foul ball”.
3. Every batter will get a maximum of 5 swings. If on the 5<sup>th</sup> swing, the batter hits a foul ball, the batter is out.
4. The Infield shall consist of a:
  - a. First Baseman
  - b. Second Baseman
  - c. Third Baseman
  - d. Short Stop
  - e. Pitcher
  - f. Short Fielder (positioned around second base)
  - g. The “catcher position” will NOT be used.
5. Outfielders must be outside the arc dividing the infield and outfield at the start of every play. The outfielders should be positioned in left, left center, right center and right.
6. Coaches will rotate positions with all players. Every player will be given the opportunity to play the infield at least one time per game.
7. All games will consist of three innings.
8. All players will bat each inning, a player who makes an out shall go back to the dugout, no score shall be kept.

**CAL RIPKIN - ROOKIE**

1. Each league game will be five (5) innings with a 1 hour and 45 minute time limit. No inning will start after the time limit has expired.
2. Each coach will be provided with enough baseballs to use one ball per game. Each coach will use their own ball on offense each inning.
3. There will an eight (8) run limit per inning. When the eighth run is scored, during a play, the play will continue until completion. However, only eight runs an inning will count. If a team is mathematically eliminated, the game ends regardless of the inning or the time limit.
4. The minimum number of players required to start the game is 10. If, due to registration or attrition during the season, the Directors may implement the policy of allowing a team to start and play with only 9 players. **In all such cases, a 10<sup>th</sup> spot will be placed in the batting order and an automatic out will be recorded each time the 10<sup>th</sup> spot comes up.** This same policy is in effect for a team that starts the game with just 10 players and has an injury to one player. That team can finish the game with 9 players, but an out will be recorded whenever the injured player was to bat.
5. The defensive team will be allowed to field a maximum of 10 payers; with 4 playing in the outfield.
  - a. Each outfielder must be positioned at least 10' behind the imaginary line connecting the bases at the start of every play.
  - b. With the exception of the catcher, all infielders shall be in fair territory in normal positions.
  - c. The pitcher must be in the half circle near the pitching machine but must not be in front of the machine before and during the pitch.
  - d. All players in the batting order will play defense during the game. If the team has more than 10 players, there will be a rotation of players every inning.
  - e. Free substitution will be allowed on defense. This will be done between plays in such a manner not to slow down play.
6. Consecutive batting order will be used for all league games with all players present placed in the teams batting order.
7. Each batter is given 5 pitches to hit the ball. If on the 5<sup>th</sup> pitch the batter fouls the ball, the batter will continue to bat until he/she strikes out or hits the ball fair.
8. No bunting is allowed. If a batter tries to bunt it shall be declared a foul ball. If it is on the third strike or the 5<sup>th</sup> pitch the batter shall be declared out.

9. Runners advance:
  - a. Runners can advance during a live ball
  - b. The defensive player, in possession of the ball must stop the lead runner and request timeout from the umpire.
  - c. Once a timeout is granted, all runners past the halfway mark between .the bases advance to the next base. Those who are not halfway return to the base last touched.
  - d. In the case of an overthrow that goes out of play, the ball is dead and all runners advance one base.
  - e. Runners are NOT allowed to STEAL bases.
10. Each team's coaches will be allowed to request one time out per inning to talk with their team. During a time out requested by one coach the other coach may talk with their team without penalty.
11. Special rules governing the pitching machine:
  - a. It shall be placed 36' from home plate.
  - b. It shall be set at 45% of maximum.
  - c. If a batted ball hits the machine it is a dead ball; the batter is awarded first base and runners advance only if forced. NOTE: The electrical cord and the plug are NOT part of the machine and are to be considered part of the playing field. Thus the ball is live if it hits either.
  - d. If a thrown ball stops under the pitching machine, the umpire shall immediately call time. Base running rules shall be applied; with runners advancing or being sent back depending on where they were when time was called. ***The reason for this rule is to prevent a child from getting injured by the machine.***
  - e. The player assuming the pitching position must be in the half circle behind the pitching machine at the time of the pitch.
  - f. A coach from the team on offense will feed the machine. The coach feeding the machine must get out of the way of the play. To do so, the coach should move to the opposite side of the machine from where the ball was hit and kneel down. If a coach fails to get out of the way of the play the umpire shall call the batter/runner out and send all runners back to the base they occupied at the time of the pitch. If the play was being made on another base runner, the umpire has the authority to call that runner out. The umpire will eject any coach who intentional interferes with a batted or thrown ball. This action will be in addition to the above.
  - g. Machine set every half inning; only umpire can call for adjustment in the inning.
12. Any coach on the field should wear the team shirt and cap.
13. NO more than three coaches shall be on the field for the team-playing defense.
14. The team shall receive a warning for any player who throws a bat or any other equipment. The second time this happens in a game the team shall automatically be given an out. If this happens while the team is on defense, the team will be given an out the next time they come to bat. This rule does not preclude an umpire from

ejecting a player or coach for un-sportsmanlike conduct if the situation warrants.

15. The home team shall occupy the third base dugout and the visiting team shall occupy the first base dugout.

### **CAL RIPKIN - MINOR**

1. Each league game will be six (6) innings with an 1 hour and 45 minute time limit. No inning will start after the time limit has expired.
2. There will an eight (8) run limit per inning. When the eighth run is scored, during a play, the play will continue until completion. However, only eight runs an inning will count. If a team is mathematically eliminated, the game ends regardless of the inning or the time limit.
3. If the game ends in a tie score at the end of six innings or at the expiration of the time limit, it will remain a tie. Extra inning games will not be played during league play.
4. The minimum number of players required to start the game is 9. If, due to registration or attrition during the season, the Directors may implement the policy of allowing a team to start and play with only 8 players. In all such cases, the 9th spot will be placed in the batting order and an automatic out will be recorded each time the 9th spot comes up. This same policy is in effect for a team that starts the game with just 9 players and has an injury to one player. That team can finish the game with just 8 players, but an out will be recorded whenever the injured player was to bat.
5. Consecutive batting order will be used for all games played. If a player arrives late, he/she will be placed at the bottom of the order.
6. A player must play defense at least every other inning to be eligible to play offense. If a player refuses to play defense, the coach must immediately report the situation to the umpire. Without embarrassing the player, the coach and umpire should attempt to talk with parent or guardian to entice the player to play defense. However, if this fails, the child will not be allowed to participate in that game and the incident shall be reported to the Directors for review.
7. An umpire shall not award time out to a player or coach JUST to throw the ball to another player. However, an umpire shall call time out to prevent a delay of the game caused by an offensive and defensive player chasing each other, if in the umpire's judgment all reasonable play has stopped.

8. Special Pitching Rules (Pitching Machine will NOT be used)
  - a. Pitcher will pitch from a distance of 44' during league play.
  - b. A pitcher shall not pitch more three innings per day.
  - c. A pitcher shall not pitch more than six innings per week.
9. A base runner who leaves the base prior to the pitched ball reaching the catcher will be declared out. This is a "delayed dead ball foul" with less than two outs and all the other Cal Ripkin rules apply. If there are two outs, the umpire shall immediately call time and stop all play as the inning is over. The scorekeeper shall score the out as an unassisted putout to the closest fielder and record the batter as an official time at bat, if the batter hit a fair ball.

### CAL RIPKIN - MAJOR

1. Each league game will be six (6) innings with a 1 hour and 45 minute time limit. No inning will start after the time limit has expired.
2. If the game ends in a tie score at the end of six innings or at the expiration of the time limit, it will remain a tie. Extra inning games will not be played during league play.
3. The minimum number of players required to start the game is 9. If, due to registration or attrition during the season, the Directors may implement the policy of allowing a team to start and play with only 8 players. In all such cases, the 9<sup>th</sup> spot will be placed in the batting order and an automatic out will be recorded each time the 9<sup>th</sup> spot comes up. This same policy is in effect for a team that starts the game with just 9 players and has an injury to one player. That team can finish the game with just 8 players, but an out will be recorded whenever the injured player was to bat.
4. Consecutive batting order will be used for all games played. If a player arrives late, he/she will be placed at the bottom of the order.
5. A base-runner who leaves the base prior to the pitched ball reaching the catcher will be declared out. This is a "delayed dead ball foul" with less than two outs and all the other Cal Ripkin rules apply. If there are two outs, the umpire shall immediately call time and stop all play as the inning is over. The scorekeeper shall score the out as an unassisted putout to the closest fielder and record the batter as an official time at bat, if the batter hit a fair ball.
6. Modified Babe Ruth tournament pitching rules will be used to determine how many innings a player can pitch. The following is a summary: **6 innings per TWO GAMES with a maximum of 9 INNINGS PER WEEK.**

**PONYI JUNIOR BABE RUTH**

*Go by rules established by league the team(s) enters*

**SOFTBALL DIVISION**

12 & UNDER

*Go by rules established by league the team(s) enters*

16 & UNDER

*Go by rules established by league the team(s) enters*