



“Cal Ripken Division” Rules of Play

A quote from Cal Ripken Jr.

“It’s our goal that each youngster who plays in the Cal Ripken Baseball Division will not only learn the basics of the game, but will also experience the same level of excitement I feel every day when I put on my uniform and get ready to play.

There’s nothing else like it!”

Section 1: Baseball Rule Book

A.Y.S. baseball program adopts the “Cal Ripken Division Rules and Regulation” as monitored and published by the Babe Ruth Baseball Organization. A.Y.S. and all divisional play will be bound by said rules of the game including all league and administrative rules for league organization.

NOTE: Babe Ruth Organization allows for individual league to “tailor or modify” the rules of the play to adopt special needs or desires of the individual league. These amended rule allowances hereby set forth apply to all A.Y.S. regular season and playoff play.

Section 2: AYS Baseball Board of Directors

Beginning in the year 2006 the AYS Board of Directors shall be established. The responsibilities of the Board include but limited to making decisions on, request of moving players up a league, all protest, any scheduling conflicts, and to aid in any rule interpretation or violation.

2006 AYS Baseball Board of Directors

- _____, President
- _____, Babe Ruth Commissioner
- _____, Major League Commissioner
- _____, Minor League Commissioner
- _____, Rookie League Commissioner

Section 3: Age Determination Date

Starting in 2006 the age determination date for Cal Ripken Baseball divisions will be April 30th. Any player born prior to May 1, 2002 and on or after May 1, 1993 will be eligible for Cal Ripken Baseball League competition. (This may change with seasons but will try to update it.)

Section 4: Divisional Set-up

- 4.1 Major League Division will consist of player's league ages 11 and 12. Minor League Division will consist of league ages 9/10. Rookie League Division will consist of league age 6/7/8.
- 4.2 A 10 year old can have the option to move up but only if needed to keep teams balanced and a parent has filed a request. The A.Y.S Baseball Board of Directors will determine which player(s) will move up.
- 4.3 An 8 year old can have the option to move up but only if needed to keep teams balanced and a parent has filed a request. The A.Y.S. Baseball Board of Directors will determine which player(s) will move up.
- 4.4 A player can only participate in one division (i.e. a Minor League player cannot play in the Major League at the same time). This is also included for Major League players playing in the Babe Ruth League. Any player playing Babe Ruth cannot play at the Major League Level.
- 4.5 Coaches are responsible for informing the Baseball Board as soon as a roster spot has become open on their respective team.
- 4.6 After half the season has been played there will be no move-ups for each league. Unless the Baseball Board of Directors deems essential to keep league balance.

Section 5: Sign-ups

The Commissioner (see Constitution, Section 14) will set a sign up date, place, and time. Commissioner is in charge of the sign up with the help of the coaches. Sign up fees will be collected at the time of the sign up. The Board of Directors will decide the amount of the fee. If the fee is not paid at the time of the sign up that player will be put on a list. From that list the Commissioner will decide if there is a hardship, in this case the fee may be waived. If it is decided that there is no hardship the fee must be paid before the start of the first regular season game or that player will not be allowed to play until said fee is paid.

Section 6: Drafts

Any player returning from the previous year will return to the same team. Unless a player's age forces him to move up. In the event a team is forced to fold, due to league balance, returning players from said team would be entered into the draft. Any brothers or sisters will be allowed to play on the same team as long as they are in the same age group. The coach's child will be allowed to play on that coach's team. Each coach will be allowed one assistant, they must use their first draft pick on their assistant's child. The remainder of the draft list will consist of new players and players moving up due to age. The Major League teams will draft first, Minor League teams second. The draft order is decided by the last year's standings. The team that finished last will draft first, second to last will draft second, and so on with the first place team drafting last. Each round will

continue in this manner until all teams are as balanced as possible and all players meeting age requirements are drafted.

Section 7: Practice Times

No team may practice more than 4 hours during a school week or more than ten hours per week when there is no school.

Section 8: Minimum Playing time

- 8.1 All players will at least 1 at bat and play 2 innings in the field each game. This includes shortened games due to
- 8.2 An exception can be made for players that don't attend practice on a regular basis. The opposing coach should be made aware of this before the start of the game and the player should be reported to the commissioner.
- 8.3 If it is found that a player didn't get minimum playing requirements in a game, and the opposing coach reports it to the Board of Directors, the coach's team may have to forfeit the game.

Section 9: Ten Run Rule

- 9.1 If after 4 complete innings, one team is ahead by ten runs or more, the game is over. If the home team is ahead by ten runs or more after three and one-half innings the game is over.
- 9.2 The coach of the team with the least amount of runs can choose to continue play.
- 9.3 The game becomes official after the ten run rule as been reached, any scoring after will not count to final score.

Section 10: Protest

All protest will be made in writing and submitted to the commissioner within 24 hours of the protested game. The AYS Baseball Board shall serve as the protest committee for the league. Any protest must be declared at the time of the incident to the Umpire and the Official scorekeeper and before play resumes in order to be honored. Judgment calls cannot be protested (i.e. out or safe, fair or foul, ball or strike), only when an interpretation of the rules is in error. Failure to protest properly will result in non consideration. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the commissioner the violation adversely affected the protesting team's chances of winning the game.

Section 11: Maximum Runs (Minor League/ Rookie League Adopted Rule only)

A maximum of five runs per inning may be scored. After the fifth run scores the inning is automatically over.

Section 12: Game Length (Minor League/ Rookie League Adopted Rule only)

- 12.1 Games are set for one and one-half hours of continuous play. If during the course of normal play for whatever reason i.e. Lengthy injury, rain etc., play is halted.

- Time may be added for the same amount of lost time to the official game clock. The home team will be the keeper of the official clock and announce the time after each full inning. The imposed time limit supersedes a six inning requirement for game length. When a time limit is imposed there is no minimum number of innings required to be played for the game to be “official”.
- 12.2 Any inning started will be completed. Common sense would dictate that if the home team is winning when time expires, the home team would not need to bat if they are winning.
 - 12.3 Any time left to play will be utilized. A new inning officially starts the moment that the third out is affected upon the home team.
 - 12.4 Deliberate action taken to delay a game is considered unsportsmanlike conduct and should be reported to the League Commissioner. If it occurred, such conduct could result in the game being forfeited by the offending team.
 - 12.5 The time limit can be waived at the start of all games if mutually agreed upon by both coaches.
 - 12.6 The time limit is waived in all post season play.

Section 13: Stealing Home (Minor League Adopted Rules only)

No runner on third base is allowed to steal home on a pass ball during the first half of the season. A pass ball is a pitched ball that the catcher does not or can not catch. However, a runner may advance from third to home if the pitcher does not or can not catch the ball from the catcher.

Section 14: Base Running (Rookie League Adopted Rule only)

When the defensive team has the ball secured in the infield, after a hit that reaches the outfield or any over throw by a fielder, doesn't matter what infielder or where, all runners are not allowed to advance.

Section 15: Pitching

A pitcher, regardless of age, may pitch not more than six (6) innings per calendar week. If a pitcher delivers one (1) pitch in an inning, that pitcher shall be charged for one (1) inning pitched. Major League pitcher should not throw more than 60 to 75 pitches in game. Once he reaches this pitch count it is *strongly recommended* that he be removed from game as a pitcher. Minor League pitcher should not throw more than 45 to 60 pitches in a game. Once he reaches this pitch count it is strongly recommended that he be removed from the game as a pitcher.

- 15.1 The calendar week is Monday through Sunday.
- 15.2 A pitcher must have two (2) calendar days rest between pitching assignments if he/she pitches in more than two (2) innings in any one game. (Example: A player pitching more than two (2) innings on Saturday cannot pitch again until Tuesday.)
- 15.3 A Minor League pitcher shall not pitch more than three (3) innings in a game.
- 15.4 All innings pitched by a pitcher—whether an official game, scrimmage, rain-out, or post season shall count toward the above pitching rules.

Section 16: Batting

A batter is out whether a third strike is caught or not.

16.1 The bat should be no longer in length than 33” nor have a barrel in excess of 2 ¼” in diameter.

Section 17: All-Stars

Try-outs will be held for All-Stars. The 12U try-out will be held first. 11U will be held next. Followed by, the 10U and 9U team respectively. The commissioner and league coaches will be responsible to schedule and conduct the try-outs. Each Major League coach will have the right to vote on the 12U and 11U all-star teams. Each Minor League coach will have the right to vote on the 10U and 9U teams. Each coach must be present at the try-outs to vote. Each coach will submit 15 names to the commissioner and he will pick the 15 players with the most votes. Coaches will re-vote to break all ties.

Section 18: All-Star Coaches

The coaches of the teams that win the championship in both the Major and Minor Leagues will have the choice to be head coach of an All-Star team. If that coach chooses not to coach the coach of the runner-up team will have the opportunity to be head coach. The next coach asked would be the third place team and so on. Once a coach accepts the position, the assistant will be chosen in the same manner with the exception the assistant will be from the opposite town as the head coach. If an assistant from the opposite town can't be found, than using the same method as above, one from the same town can be asked.

Section 19: League Coaches Responsibilities

- 19.1 A coach or assistant coach from your team shall assist the commissioner with sign-ups.
- 19.2 To work out a practice schedule with other teams that shares the same field.
- 19.3 To maintain reasonable control of your assistance coaches, players, parents and other spectators at all times.
- 19.4 To reschedule all rained out games, within 2 weeks of original date. After that time the Commissioner will schedule the date of the make-up game.
- 19.5 Passing of the hat for donations and turn them in to the treasurer in a timely manner.
- 19.6 Maintaining all equipment, keeping it clean and in repair. Turning in all equipment at the end of the season for inventory and proper storage.
- 19.7 Collecting any uncollected fees before your first game.
- 19.8 Never leaving any players alone at the fields after a practice or game without a parent or guardian.
- 19.9 To maintain good sportsmanship at all times.
- 19.10 To fill out any and all paper work that is required by the Cal Ripken or AYS programs in a timely manner and returning it to the Commissioner.
- 19.11 Reporting any and all injuries to the Commissioner as soon as possible.
- 19.12 Coach from the winning team is responsible to report game results to the commissioner within 24 hours of completion.

Section 20: Teams

The number of teams will depend on the number of kids signed up. The names of teams and the fields they use are as follows:

Majors		Minors		Rookie	
Red Sox	NJ	Pirates	NJ	Twins	NJ
A's	Jay Village	Marlins	Jay Village	A's	Jay Village
Tigers	Dow Field	Blue Jays	Dow Field	Red Sox	Dow Field
Royals	Dow Field	Mets	L.Falls Rec	White Sox	L.Falls Rec
Bears	L.Falls Rec	Reds	Liv. Rec	Cubs	Liv. Rec
Bobcats	Liv. Rec				
Lions	Liv. Rec				

Players will be on the teams in their region when possible. North Jay kids will play in North Jay, Livermore kids in Brettuns, Jay and Livermore Fall's kids in the Central Region. AYS will make every attempt to keep kids in their closest region, but league balance will be first priority. Kids at times may have to move from one region to another to keep league balance.

Section 21: Team Apparel

AYS will purchase new t-shirts for each player. Each team has the opportunity to add individual player names to the back of each shirt at an additional cost per shirt (usually \$5).

Hats are up to the coaches to find sponsors and get hats ordered. If coaches have a hard time finding sponsors see Tom Welch for assistance.

Section 22: Umpires

No longer will the umpires be getting paid at games. Each coach will need to give a line-up card to the umpire(s). The umpires will turn in the line-up cards to receive payment for games worked. The cards can be turned into a Baseball Board member or the AYS Treasurer.