

NEW OXFORD JUNIOR BASEBALL RULES
ALL CHANGES FOR THE 2019 SEASON DIRECTLY BELOW

Rule changes for 2019 are in red

These rules are for NOJBA if it isn't here it is in the Cal Ripken rule book.

ARTICLE 1 - SPECIALTY RULES

Section 1 : DRAFT:

1. *Players will be sorted based on their skill in their proper age group. Any child one year younger than the stated age for any group above **T-Ball** may tryout to move up. (can be altered at the discretion of Player Agent for the sake of fairness)*
2. *The oldest age group (i.e. 7{8}, 9{10}) will be drafted by standings from the previous year. The order will be from last place according to need. This is to even the age count as close as possible for each team. If the oldest age group does not have enough players left to complete a round the rest of the players are placed back in the draft, to be drafted with the youngest age group.*
3. *Each team will have two complete rounds of the youngest age group by standing before any left over older age group can be picked.*
4. *The Manager's child as well as any coach's, who has been named as an official assistant coach for 3 consecutive years in the current division, child or sibling of a player shall be automatic picks for that team.*
5. *Once the draft begins, if a manager is not present or leaves, a coach or board member will continue the draft for that team.*
6. *The board will decide compensation to a manager for the removal of a player, due to a board decision, on a case by case basis.*
7. *Only enough players will be drafted, to fill rosters to 11 players for the teams of the Major Division. The Minor Division roster sizes will be determined by registration numbers. Tryouts will be held to fill these positions prior to draft day.*
8. *Family members who live in the same household shall be considered automatic picks.*
9. *Automatic picks are drafted as follows:*
 - A. *First or Second round- (MAJOR & MINOR).*
 1. *If there are enough traveling All-Stars to make two full rounds in the draft they will be broken down by the President, Player Agent and the Manager of their respective traveling team.*
 2. *When their aren't enough traveling All-Stars to make two full rounds, then they are automatic first round picks.*
 3. *If a player is judged to be of all-star quality and does not play for an all-star team.*
 4. *Any player who is new to the league that was an all-star where they played the prior year.*
 5. *Any player who played for an exclusive traveling team the prior year.*
 6. *Any player who fits all conditions will be placed in appropriate draft spot which will be determined by President, Player Agent, and previous travel team coach.*
 - B. *Second round- (Major & Minor) Any traveling All Star moving up a year early- 9 for Majors, 7 for Minors. Previous season All Star coach, Player Agent and League President will come to a consensus. (ROOKIE) None.*
 - C. *Last pick- (MAJOR & MINOR) Any player not meeting above criteria. (ROOKIE) All automatic picks will be last picks.*

Section 2: TRADES (All Drafting Divisions)

1. **Who can be traded:**
 - A. *Any returning player (through their parent) who feels strongly that they may otherwise leave our league, either quitting or moving to another league, may request to be traded.*
 - B. *At the time of registration and only at the time of registration, the parents must contact the Player Agent or President. A paper must be signed requesting the trade. This form must include a reason for the request with enough detail that we may understand the reasons for the request and that a coach may understand and possibly improve on any issue expressed. These requests will be kept private until Trade Day.*
 - C. *No requests for team or coach will be accepted or reported.*
 - D. *All trade requests will be honored, however, a player may request a trade ONE TIME ONLY while in that division.*
2. **Trade Day:**
 - A. *All Division coaches will be expected to attend or send representation to Trade Day.*
 - B. *To avoid any badgering or harassment of a child or family requesting a trade the list of players will be held until Draft Day.*
 - C. *Coaches will be given 3 to 6 minutes to discuss trade scenarios.*
 - D. *Player Agent will then begin finalizing trades that have been agreed upon or facilitate trades when necessary, one player at a time until all players requesting trades have changed teams.*
 - E. *All trades will be finalized by the Player Agent and the President.*
3. **How deals are made:**
 - A. *A player can be traded for another player including the exchange of draft picks to make a trade more fair and balanced.*
 - B. *A player can be traded for a draft pick.*
 - C. *There are no 2 for 1 deals.*
 - D. *No draft picks designated for automatic picks may be dealt.*

Section 3: PLAYOFF GAMES

1. The playoff system is as follows: (Divisions with more or less teams follow same format)
 - A. Team seeding will be determined by winning percentage when all games are not played.
 - B. Major division will use a double elimination format. Round one games. #1 bye, #2Vrs #3, #4 vrs #5.
2. Tie breaker rules for teams tied at the end of the season.
 - A. Head to head.
 - B. Least runs allowed against the other team.
 - C. Least runs allowed overall.
3. Rain: If a game is cancelled or stopped by rain before it is started or completed the game will be finished in full the next day with continuation rule as if the games was played on the original day.

<p style="text-align: center;">6 Team Division</p> <ol style="list-style-type: none"> 1. #6 VS #3 2. #5 VS #4 3. #1 & #2 Bye 4. Winner of G2 plays #1 5. Winner of G1 plays #2 6. Championship Game(s) 	<p style="text-align: center;">7 Team Division</p> <ol style="list-style-type: none"> 1. #7 VS #2 2. #6 VS #3 3. #5 VS #4 5. #1 Bye 6. Winner G3 plays #1 7. Winners of G1 & G2 8. Championship Game(s) 	<p style="text-align: center;">8 Team Division</p> <ol style="list-style-type: none"> 1. # 8 VS # 1 2. # 5 VS #4 3. # 7 VS # 2 4. # 6 VS # 3 5. Winners of 1 & 2 play 6. Winners of 3 & 4 play 7. Championship Game(s)
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1. Championship Games: Team with high seed will be home.
2. Rules shall not differ from regular season games including the length of games.

Section 4: LEAGUE ALL STAR SELECTION/IN TOWN TEAM

1. In-Town all-star Managers will be determined by the 1st and 2nd place teams in the League for the current year. Players will be selected by their team Managers to In-Town all-star teams as follows:

6 team division		7 team division		8 team division	
EAST	WEST	EAST	WEST	EAST	WEST
4 for 1 st	4 for 2 nd	4 for 1 st	3 for 2 nd	3 for 1 st	3 for 2 nd
4 for 4 th	4 for 3 rd	3 for 4 th	3 for 3 rd	3 for 4 th	3 for 3 rd
4 for 5 th	4 for 6 th	3 for 7 th	3 for 6 th	3 for 5 th	3 for 6 th
		1 for 7 th	2 for 7 th	3 for 8 th	3 for 7 th

2. Players will wear their respective team uniform (hats & shirts). Managers will wear their respective team hat and shirt.
3. All-Star Games: Home team will be decided by the flip of a coin.
4. Game rules are as follows: Pitchers may pitch only one (1) inning. All players will play at least three innings. Games shall be seven innings in length. No other rules shall differ from regular season games.
5. Umpires for all-star games must be approved by the Umpire-in-Chief.

Section 5: ALL-STAR TRAVELING TEAMS

1. Team Selection: [8U], [10u], and [12U] with possible B-teams [7-8U], [9-10U], and [11-12U]
2. All Managers will make the selection in their divisions for the team. Once the decisions are made, the managers will call the individuals that were selected for the team. Twelve players will be selected for each team.
 - A. Selection procedure: 1) Top 9 vote getters are on the team. Divisional Coaches select Last 3 by need.
 - B. OR 2) Top 12 vote getters make the team. Revote on ties if more than 12.
 - OR 3) Try-outs, then picks made by option 1 or 2.
 - C. Teams will be separated as 12 and under, 11 and under etc..., having no older players than the age of category.
3. Traveling All Star coaches will be chosen by the board. There will be a limit of four (3) coaches and 1 scorekeeper.
4. Umpires for any traveling all-star game that will represent NOJBA, MUST be approved by the Umpire-in Chief.

Section 6: DISOLVING TEAMS:

1. If the amount of players registering for an age group does not sufficiently fill teams for that age group then a team or teams must be dissolved. This shall be done in the following manner:
 - 1st- TEAM WITH NO RETURNING HEAD COACH
 - 2nd- LAST COACH IN FIRST TEAM OUT

3rd- LEAST AMOUNT OF RETURNING PLAYERS

Article 2: LEAGUE RULES

Section 1: **PLAYING RULES**

1. The official playing rules, with the exceptions and variations contained in this book shall be “Cal Ripkin Baseball Rules”.
2. If a player leaves for any reason, including injury, his position in the batting order will be an automatic out for the first time through the order only.
3. All players on a team must wear identical team shirts and hats that were issued at the start of the season. If lost or damaged, the player must replace at his or her own expense. Any shirt or jacket **MUST** be worn beneath the uniform shirt, except pitchers on base.
4. Games begin at 6:00 p.m. **NO LATER THAN 6:15 P.M.** Home teams have the field from 5:00 p.m. to 5:25 p.m. and visiting teams from 5:30 p.m. to 5:55 p.m. for warm-ups. Exception: Games may start earlier if coaches and umpires agree and by approval of the scheduler and head umpire.
5. A game may be started with 8 players adding the 9th plus players before the beginning of the 4th inning. No player shall be added later than this time. The 9th batting slot shall be taken as an automatic out! Only wait until 6:15 p.m. to delay starting a game. **NOTE: In the 8 & 9 bracket, the 10th player will become an automatic out only if 9 players are present.**
6. Games called for rain or darkness by the umpire before full game length shall according to the rule book for a complete game or finished at a later time as set by the Head Scheduler. These games **MUST** be played according to the Head Scheduler. Make-up games will be posted on the League web site and at the concession stand.
7. If weather causes a question as to playing or canceling a game immediately before game time, the team managers shall make the decision no later than 6:00 p.m.
8. At the first sign of lightning, the umpire suspends the game immediately. Children are taken to available cars until play resumes or the umpire or President of the League calls the game. Umpires, independent of coaches, decide together when to resume.
9. No metal spikes on shoes are allowed.
10. Intentional aggressive, physical contact generated by any player will result in immediate ejection from the game (and possibly also the Manager).
11. Batting donuts will be allowed.
- 12 All games including playoff games will be played by the rule book on a complete game due to weather or darkness.
13. Championship game will be finished in its entirety. Any attempt to delay said games will not be tolerated. Penalty may be assessed by umpire if this happens.
14. Slash bunting forbidden. When a batter shows bunt and the pitcher starts their windup the batter will not swing at the pitched ball. If the batter swings it is an automatic out.

Section 2: **PITCHING RULES**

1. Pitchers, when pitching in more than 1 game on the same calendar day, may pitch any combination of pitches provided they do Not pitch more than the maximum number of pitches allowed in a calendar day.
2. Any team member may pitch, subject to the restrictions of the pitching rules.

- Pitchers once removed from the mound may not return as pitchers.
- There is no weekly reset.

Age	Daily Max pitches in a game	Required Rest by pitch count				
		O Days	1 Day Rest	2 Days Rest	3 Days Rest	4 Days Rest
7/8	50	1-20	21-35	36-50	xxxxxxx	xxxxxxxxx
9/10	75	1-20	21-35	36-50	51-65	66+
11/12	85	1-20	21-35	36-50	51-65	66+

1 Day rest 21-35 Pitches Monday eligible Wednesday. 2 Days rest 36-50 Pitches Monday eligible Thursday.
 3 Days rest 51-65 Pitches Monday eligible Friday. 4 Days rest 66+ pitches Monday eligible Saturday

9. Neither a starting pitcher withdrawn from the lineup, nor a pitcher who is withdrawn from the mound but who stays in the game at another position, shall be permitted to pitch again in the same game.
10. If a relief pitcher comes in ‘cold’, the umpire shall allow the pitcher to warm up properly with at least 8 warm up pitches.
11. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties outlined in Section 8: Penalties.
12. Batting gloves may be worn under a mitt but cannot be hanging from a players uniform.
13. A pitcher that hits 2 batters in one inning or 3 batters in a game must be removed from the mound.
14. When a team has a player playing in another “travel” team that Manager what try and keep informed with the players pitching from the other team.
15. For make up w/game on same day see rule #6.
16. Players may not wear white long sleeves while pitching.

Section 3: LENGTH OF GAMES

- 1. Game length shall be 6 innings in duration. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the maximum number of innings is reached.*
- 2. When the score is tied at the end of the maximum number of innings, the game shall be declared a tie game. Rookie – Games shall not exceed 7 innings. Minor – Games shall not exceed 8 innings.*
- 3. Complete games: If a game is called for any reason, it is a complete game if 4 innings have been completed or if the home team has scored more runs in 3 ½ innings than the visiting team has scored in 4 completed innings.*
- 4. If a game is called for any reason in an uncompleted inning, after having reached complete-game lengths as described and the visiting team ties the score or takes the lead in the uncompleted inning, the score reverts back to the last complete inning.*
- 5. Mercy Run rule: If a team is leading its opponent by at least 15 runs after 4 complete innings or 10 after 5 complete innings the game will be determined complete. Complete game (see #3) has been played, the game shall be terminated and the team in front declared the winner.*
- 6. Any weekday double header scheduled by the Head Scheduler shall be 4 innings in length. By playing only 4 innings the 4th inning will be used as the open inning for Minors and Rookies.*

Section 4: SCHEDULE:

- 1. Scheduling and rescheduling of league games shall be the responsibility of the head scheduler.*
- 2. Under no condition can league officers set up a schedule of games which would require a team to play more than 2 games in 1 day.*

Section 5: UMPIRES

A: When the league has a Head Umpire they may schedule all umpires for all games, If not see below.

- 1. The Home team manager will find a plate ump and the Visiting manager will find a base ump. Umpires must be from League list or approved by the Head Umpire. At any time the umpires assigned by the league fail to report or are otherwise unavailable, any other umpires used in the game shall be agreed upon by opposing managers, preferable in writing.*
- 2. The use of tobacco, in any form, by umpires on the field is prohibited.*
- 3. Head of Umpires will schedule playoff umpires.*

Section 6: SCOREKEEPERS:

- 1. Both scorekeepers' records shall include pitches pitched in by each pitcher. Home team will be Official Score Book. Check with each other during game and after game is over.*
- 2. It is recommended that in order to be considered the winning pitcher, pitchers should complete at least 2 full innings (retire 6 batters) and leave a lead that stands up for the remainder of the game.*
- 3. The official scorer should notify the manager concerned if an ineligible player or an improper batter is about to be used in the game, but the failure of the scorer to do so has no effect upon the rules.*
- 4. Scorebooks must have player's full name, team name and date game played.*

Section 7: MANAGERS AND COACHES

- 1. Adult coaches, in uniform dress specified by the league, within reason may be used in the 1st and 3rd base coaching boxes. Only players in baseball uniform or uniform dress specified by the league may be used as base coaches when adult coaches are not used but they must wear a batting helmet.*
- 2. Players, managers and coaches shall remain in the dugouts, on the benches or in the prescribed areas throughout the game.*
- 3. If a manager or coach goes onto the playing field to talk to any player or players, more than once in a ½ inning, while the same player is pitching, a pitching change shall be made. The only exception to this rule is in case of injury or if the opposing team calls time or by an umpire.*
- 4. Umpires shall not permit more than 1 offensive time-out in each ½ inning to allow a manager or coach to talk with a batter.*
- 5. The use of tobacco, alcohol or illegal drugs, in any form by players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted.*
- 6. A league president shall not simultaneously manage or coach a team in league play, unless approved by the board.*
- 7. Any manager or coach ejected from a game is subject to a 1 game suspension. A manager or coach may appeal the suspension to the Grievance Committee (the President, Vice-President of the League and Manager Selection chair), within 24 hours from the time of ejection or by the start of the next game, whichever occurs first.*
- 8. Manager's conduct should be as follows:*
 - a. Reflect an understanding of the age group they supervise.*
 - b. Be aware that as Managers they are an example to those with whom they work.*
 - c. Lead by example, that they respect the judgment and the position of authority to the umpire. Instill in their players a respect for the authority of adult leaders in the League.*
 - d. Exercise their leadership roles, but leave the outcome of the ball game in the hands of the players and umpires.*
 - e. Provide an opportunity for each youngster to participate in every game.*

- f. Encourage their players at every opportunity.
- g. Familiarize themselves with all their players.
- h. Instill a desire to always improve oneself and strive to impart as much baseball knowledge as possible to each player.
- i. Encourage good health habits; respect for one another and team spirit. **ALWAYS BE A TEAM PLAYER.**
- j. Collect all equipment at the end of the season for inventory and reconditioning or retire it. An invoice for any missing equipment will be sent to the respective Manager for payment of missing items as deemed appropriate by the Board.
- k. Manager or designated coach is responsible for discussing game issues with umpire.

Section 8: PENALTIES:

1. A team failing to field at least 8 uniformed players with 15 minutes after scheduled starting time of a game, or at any time during the game, shall forfeit the game.
2. Penalty for use of illegal players shall be forfeiture of games in which illegal players participated, provided such games are protested to any League Manager Rep. or Officer in writing within 48 hours of the game or games in question. An illegal player is one who is not legally a member of the League.
3. Penalty for use of an ineligible player, upon appeal by the opposing manager or notification by the official scorer or league officers when the scorebook or other league records verify the ineligibility of the player concerned, shall be immediate removal of the player from the lineup and ejection of the team manager from the game. Both the player and the manager shall be ineligible to participate in the next scheduled game played by the team.
 - a. An ineligible player is one who is legally a member of the League but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in these Rules and Regulations or as a result of a previous rule violation or disciplinary action. There is no time limit for protesting the use of an illegal pitcher.
 - b. For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.
 - c. In the event, the manager of an ineligible player refuses to remove the player from the lineup and the manager does not leave the field when the appeal is made and verified, the game is subject to forfeit.
 - d. When the ineligible status of a player is not established until after completion of the game, the game shall stand as played but the player and manager shall be ineligible to participate in the next game played by the team or the next game played after the ineligible status has been determined.
4. Illegal equipment shall be removed from the field as follows:
 - a. Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained or postponed and reschedule by the League officers.
 - b. Penalty for use of illegal shoes shall be removal of the shoes from the game and if no other legal footwear is available, removal of the affected player or players from the lineup.
 - c. Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules, shall be removed from the lineup.
 - d. Players who intentionally, in the judgment of the umpire, throw bats or protective headgear or discard protective headgear while batting or running the bases, shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does constitute an out and such players shall be replaced or base runners if appropriate.
 - e. Bat handles must be covered with appropriate tape and bats must be in good condition. (Umpires discretion)
5. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule.

Section 9: PROTESTS

1. A Protest based on a play, which involves an umpire's judgment, shall not be permitted.
2. When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest and submit the protest in writing to the league president or secretary or to the Board of Directors within 48 hours of the completion of the game.
 - a. When the Board of Directors upholds protests based on the interpretation of a rule, the game concerned shall be replayed from the point of protest.
 - b. Umpires should make a public announcement to the crowd when a game is being played under protest.
3. Any team manager or other adult leader who withdraws a team from the playing field, under any circumstances, before the official completion of the game shall forfeit all rights to protest as prescribed in this section.

Section 10: GENERAL CONDUCT

1. Players or adult volunteers who engage in un-sportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity, may be suspended for one or more games.
2. Demonstration of any of the following acts, by an Umpire, Manager, coach or player during any instruction period, practice session or game may result in disciplinary action.
 - a. Use of all tobacco products other than in designated area.
 - b. Violent loss of temper.
 - c. Abusive language or behavior.

- d. Profanity.
- e. Abuse of Officials.
- f. Alcoholic beverages.
- g. Use of an ineligible player.
- h. Un-sportsmanlike behavior.

3. *No practice will be scheduled or conducted by the Manager or others, prior to season start, due the State Liability Laws and insurance coverage. The 1st infraction, a two game suspension. The 2nd infraction, 1 year Suspension.*
4. *Practices will not occur more than 3 times per week prior to or during the playing season; games count as a practice session. This also pertains to All Star Tournaments. (Exception: a team scheduled to play 3 games in 1 week may have 1 practice). For the week leading up to the Opening Day, teams may practice three times.*
5. *Managers are expected to discipline team players immediately for all un-sportsmanlike conduct. If the matter is not handled properly by the Manager; the Board of Directors may intervene.*

Section 11: ROLE OF PARENTS

1. *Parents should;*
 - a. *Become familiar with League rules and By-laws; ask questions and offer suggestions as appropriate*
 - b. *Encourage players (family members) in the art of teamwork and responsibility to attend practices and games.*
 - c. *Encourage, support and assist Managers, coaches, Umpires and other League officials whenever possible, be slow to criticize and quick to praise.*
 - d. *Support the League through attendance at monthly meetings, attendance at practices and games and by participating in fund raising events.*
2. *Demonstration of any of the following acts can result in you and / or your child being suspended as the Board of Directors decides.*
 - a. *Violent loss of temper.*
 - b. *Abusive language or behavior.*
 - c. *Profanity.*
 - d. *Abuse of Officials.*
 - e. *Alcoholic beverages.*
 - f. *UN-sportsmanlike behavior.*
 - g. *Use of tobacco products outside of designated area.*

IMPORTANT NOTICE: During practices, games or any other events, Conewago Valley School District does not allow vehicles to be parked along the driveway, on the grass or in any space not lined for parking. Please park only in designated parking spaces. If we do not abide by the districts rules, we may lose the ball fields and our children will not have a place to enjoy and learn the sport of baseball.

Section 12: SAFETY CODES

1. *First aid kits, batting helmets with face guards and batting vests will be available for each Team. The Home team is responsible for picking those items up, returning them to their storage unit, and notifying Equipment Manager for replacements.*
2. *Games and practices should not be held when field conditions are unsafe or during inclement weather. Good judgment is imperative. Once a game starts, the home plate umpire is responsible to call the game for darkness, field conditions or inclement weather.*
3. *Players must remain alert at all times when on the field.*
4. *Catchers must wear protective gear when warming up pitchers at any time. All catchers must wear a catcher's helmet with hanging throat guard, chest protector and shin guards. Catchers must wear a protective support cup. (This will not be supplied by the League, since it is a personal item)*
5. *Equipment should be inspected regularly, making sure it fits properly.*
6. *Batter and base runners must wear approved protective helmets during all practices and games.*
7. *Headfirst slides should be not advised. No Headfirst slides in Rookie or Sluggers Divisions.*
8. *At no time will 'horse play' be permitted on the playing field.*
9. *Parents of players who wear glasses should be encouraged to provide sport safety glasses.*
10. *SHORTS and JEWELRY of any kind will NOT be allowed for practices or games. (NOTHING AROUND THE NECK)*
 - a. *Exceptions: Medical Bracelets and Scapulars.*
11. *All managers are responsible for emergency care of their players if parent or guardian is not present.*
12. *All players with Dental Braces must wear a mouth guard or a helmet with face shield while on the field of play. (Mouth guard NOT PROVIDED by the League.)*

Section 13: GRIEVANCES

1. *All grievances are to be submitted in writing with the date and specifics to the problem to any League Officer, League Board Member or Umpire with 24 hours of the problem that caused the grievance.*

Article 3: DIVISIONAL RULES

Section 1: MAJOR (10-12) DIVISION 46/60

1. Balks will not be called.
2. Each player **MUST** play in the field at least 2 innings. **PENALTY:** If rule is not observed, the player must start the next game playing four full innings. The opposing coach must report the infraction to the Head Umpire.
3. Rule # 2 above applies to mercy rule also.
4. Pitchers may pitch no more than 6 innings in a calendar week. (See pitching chart Article 2 Section 2 Item 4)
 - a. Exception: If a pitcher pitches 6 innings and the score is tied, he may pitch the 7th inning.
5. 60-foot bases/46 foot pitching rubber.
6. If a team can only field 8 players, a player, a 9 or a 10 year old from the Minor Division, not scheduled to play that day, may be used as a substitute.
7. Substitute players cannot pitch.
8. If a 9th player shows up before 4th inning starts substitute players must be replaced immediately.
9. All players bat (continuous lineup) with free substitution on defense.
10. There is a dropped third strike rule for major division only. Cal Ripken Baseball, Major/60 Division-Dropped Third Strike 6.09 [b] - The batter becomes a runner when the third strike called by an umpire is not caught, providing [1] first base is unoccupied or [2] first base is occupied with two outs.
11. Base runners are not permitted to leadoff base. If the runner leaves the base before the ball crosses the front of home plate, one warning will be given to both team managers and runner put back on base left unless put out on play. Any runner, who leaves early after that warning, will be called out.

Section 1B: Major [10-12] 50/70

1. 50 foot Pitchers rubber and 70 foot bases
2. Balks are called. There will be 1 warning per pitcher regular season. No warnings in playoffs.
3. Each player **MUST** play in the field at least 2 innings. **PENALTY:** If rule is not observed, the player must start the next game playing four full innings. The opposing coach must report the infraction to the Head Umpire.
4. Rule #3 also applies to mercy rule.
5. If a team can only field 8 players, a player, a 9 or a 10 year old from the Minor Division, not scheduled to play that day, may be used as a substitute.
6. Player brought up from minors may not pitch.
7. 5 run rule first 3 innings open from the 4th on.
8. All rules not covered above are covered in the Cal Ripken Rule book.
9. All players bat (continuous lineup) with free substitution on defense.

Section 2: MINOR [9-10] DIVISION

1. 60 foot bases and 46 foot pitching rubber.
2. Balks and infield fly rules do not apply.
3. Teams will field 9 defensive players with 3 of those defensive players in the outfield. Each player **JUST** play at least 3 innings. **PENALTY:** If rule is not observed, the player must start the next game playing 3 full innings. The opposing coach must report the infraction to the Head Umpire.
5. The stealing of second base in the first three innings only. There will be no advancement if there is a throw to second.
6. Runners who steal 3rd must stop at third unless a play is made and the ball is overthrown or goes out of play. Runners who steal 2nd may not advance to third on this play.
7. Runners may not steal home unless a pickoff play is attempted at 3rd base..
8. 5 run rule for the first 4 inning and the next 2 plus innings will be open except for weekday double headers.
See [Article 2; Section 2; #3]

Sub section 1A & 2A; For MAJOR and MINOR Division: Cal Ripken 60 ft. baseball division special base running rule. Taken from Pg. 12 in the Official playing rules, and special directive from Robert Flaherty Vice President/Commissioner of Babe Ruth Inc.

Rule: When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached home plate. Once the catcher has secured the ball and the runner has stopped his forward progress, the runner must immediately return to the base.

Penalty for leaving early refer to Article 2; Playing Rules, Section 1, #3.

New rules added after printing of the 2013 Official Rule Book pertaining to Special Base Running Rule.

Please be advised that the language change under the Cal Ripken Major 60 Foot Special Base Running Rule was made to allow our players to play more baseball by trying to lessen:

- The pitcher or catcher arm jockeying the base runners back to their bases.
- Catcher walking the ball out to the pitcher.
- Pitcher walking in to get the ball.
- The excessive calling of time.

Please note the ball is not dead if the catcher throws it over the pitcher's head - the base runners may advance. The purpose is to allow the umpires to determine if a base runner is obligated to go back to the last base he touched so we can continue to play baseball.

Section 3: ROOKIE (6-8) DIVISION

1. No stealing of any bases.
2. Managers or coaches will pitch the entire game and will pitch from the pitching rubbers. (when kids pitching see new rule below,)
3. Coach pitching will not leave mound to coach runners.
4. Coach pitching must not pitch until both outfield coaches are ready and set.
5. Every child must play.
6. Every player will bat in roster order throughout the entire game.
7. 3 missed swings or seven pitches, whichever occurs 1st, will call the batter out when coach is pitching. Coach may also pitch from one knee to be on the same level as the kids pitching.
8. 5 run rule for first 5 innings. Open inning is the 6th inning.
9. 60 foot bases and 38 foot pitching rubber. Coaches may pitch closer to some batters until last 2 weeks of regular season and playoffs.
10. Managers/coaches cannot make a play at home or while in the pitching position. Player must make the defensive play on the runners.
11. No sliding into first base. First offence by either team a warning to both managers. Second offence by either team runner is out.
12. The ball is dead upon attempt of a player, who is in the infield, and all runners must stop at the next base if past half way line, which must be put in place by home team. Runners **can not** advance on an overthrow to any base.
13. Outfielders must be at least 15 feet away from baseline.
14. In the event team does not have at least nine players the game will still be played. Under 8 players that team will play without catcher. Under 8 players team will take an out the first time through the lineup.
15. Infield positions must be played in a normal manner. EXAMPLE: 1 First baseman, 1 Second baseman.
15. Players must play 2 innings in the infield and 2 innings in the outfield per game
16. Scores will be kept
17. Standings will be kept and used for playoff seeding.
18. will not start another inning after 1hr 45 minutes
19. Trophies will be given to the two teams in the final game for championship.

Pitching:

1. Kids are allowed to pitch 1 inning per game
2. Pitching distance is 38ft
3. To start kids will pitch 1st and 3rd inning, after start of season this will be reassessed.
4. When player is pitching balls and strikes will be called. Upon ball 4 the coach will come in and the batter gets three pitches max to hit after 3 pitches batter is considered out.
5. 3 walks in an inning the pitch will be pulled and coach will finish the inning.

Section 4: Tee-Ball (4-5-6) DIVISION

NOTE: This division is an instructional ONLY league. There will be no score kept and outs will be called but not kept track of.

1. Every child must play.
2. A game consists of 4 innings with one half of the team batting per one half innings. No outs will be kept, however players who would normally be out are removed from the bases, Once a team bats around, they will switch sides. First 2 innings players must use the "T". in the 3rd inning each child gets 5 pitches from a coach and then the tee will be used.
3. The ball is dead upon first throw by a fielder and all runners must stop at the next base.
4. Runners may not advance on overthrows.
5. No sliding to any base.
6. No inning shall start after 8:00 p.m.
7. 50-foot bases will be used.

8. Manager/coaches cannot make a play, at home plate or while in the pitching position. Players must make the defensive play on the runners.
9. Managers/coaches will make all calls.
10. Practice starts May 1st.
11. Outfielders must be at least 15 feet away from infield.