



## **2021 Local Rules- Rookies Division Intermediate & Advanced Machine Pitch**

### **General Rules**

- All games will be a maximum of six innings or two hours (1 1/2 hrs.) in length, whichever occurs first. No new inning shall start after 1 hour and 25 minutes, but current inning may be completed (unless home team is ahead and batting). Ten run rule is in effect after (4) innings of play completed (3-1/2 innings, if home team is ahead).
- **New for 2021:** Umpire shall declare last inning 15 minutes before the time limit. Teams can score up to 9 runs in this inning. In the regular season, if the last inning ends in a tie situation, the game will end in a tie. If this is during EOS Tournament, International Rules will apply (teams will play one more inning starting with the last out from the previous inning on second and (1) out).
- Regular season wins count for 2 points and Ties count for 1 point towards regular season standings.
- Four complete innings (3-1/2 innings if the home team is winning) for the game to be official.
- In case of rain or ten run rule, the game must reach at least 3-1/2 innings if the home team is ahead and 4 innings if the visiting team is ahead to be considered a complete game. Incomplete games will resume from the point of interruption the next available day.
- Each half inning shall be complete when three outs are recorded. Maximum of 5 runs can be scored per inning, maximum of 9 runs in 6<sup>th</sup> inning only. (Exception- HR over Fence)
- Batting lineup will include entire roster (League minimum of 8 players to start a game with 9<sup>th</sup> player able to enter at any time, although if no 9<sup>th</sup> player is inserted, the at bat is ruled an out). 10 Position players are allowed with free substitution in the field (does not affect batting order).
- The batting rotation shall consist of all players present for the game. Any player who does not come to bat at their regular turn shall be declared **OUT**, unless injured / sick during the current game. Once a player is declared injured/ sick they cannot re-enter the game. (At these young ages, player restroom breaks should be considered legitimate delays at the discretion of the umpire)
- Late players may be added to the end of the batting rotation before the lineup goes one time thru. Players arriving after this point may not be added. There will be a continuous batting order.
- **New for 2021:** No player can sit defensively for **2 consecutive** innings and no player can sit for 2 innings **before every player has sat**. Players cannot sit for more than **2 innings** per game. Any coach found in violation of this will be warned. If it happens more than once in a season, the coach will be suspended 1 game.
- To encourage infielders to throw to first base we will abide by a one base overthrow rule when there are no other base runners on base. Ball will be considered an overthrow if ball that is overthrown travels further than the Coaches box (umpire discretion). The ball remains live, and the runner may only advance to 2B, no further. He may be tagged out at 2B. If a runner is on base and the throw is made to first it is a live ball without restrictions, regardless of overthrow.
- Each player in must play minimum **one inning in the infield during the first three innings** to account for any game ending early due to 10 run rule, darkness, etc. A warning will be issued if an umpire and/or a commissioner are made aware of a violation. If it happens more than once in a season, the coach will be suspended 1 game.
- A team must field at least eight (8) players before / during the game or the game will be declared a forfeit. A grace period of fifteen minutes will be allotted from the scheduled game time before declaring a forfeit. The grace period only applies for the first game of the day. The fifteen minutes will be deducted from the game time if the game proceeds.



- Teams that cannot field nine (9) players can bring up a 6U TBall player (IMP) or an IMP player (AMP) to help them out during a game. This player can play anywhere, but must bat last in the batting lineup. Teams are not allowed to pick-up players from the same division or a higher division. Maximum of (2) players can be picked up but cannot go above (10) total players. You can choose to play with (9) players if you only have (9) for that game. Picking up players is optional.
- **Only the Commissioners may rule the field unplayable** prior to the start of the game. Once the game starts, the umpire makes all determination on field playability. The decision to cancel due to weather will be made after 4pm.

### **Batter / Runner**

- The bat barrel may not exceed **2 5/8"** in diameter. Only 2 1/4" & 2 5/8" barrel non-wood bats marked **USA** will be allowed. **If any bat in Cal Ripken Baseball, cannot be clearly identified for its make and model to determine the barrel composition, then the bat should be removed from the game.**
- No head first sliding into any advancing base. Any base runner that head first slides into a base will be called out. However, runners may go back head first to previous held base only.
- No Bunting / No Fake Bunting

### **Contact Rule**

- If a runner attempting to reach home plate or a base intentionally and maliciously runs into a defensive player, he / she will be called out on the play. The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player. Obviously, this an umpire's judgment call and cannot not be protested.
- Coaches are encouraged to teach their player's how to slide properly and to avoid contact with the defensive players. At the umpire's discretion, a runner will be called out if they purposely attempt to run over the catcher or generate unnecessarily rough play. Per Cal Ripken rules, player must "avoid contact".

### **Catcher's**

- All catcher's must wear a protective cup to be allowed to play this position. This is not optional for any player. If catcher refuses to wear this equipment he shall be removed from the game.
- Catchers must wear protective head gear which includes a dangling throat protector unless using a hockey-style mask.
- This equipment must cover both ears and fit the player properly
- To speed up game play, if the catcher gets on or is currently on base when one or two outs occur, he can be replaced by a pinch runner. This runner will be the player that received the last out. This will allow the catcher to get ready before the next inning begins.
- If a coach is receiving the ball from the machine to calibrate, they must wear a protective catchers helmet.

### **Other Rules**

- Teams can start with no more than **(2) coaches** during the evaluation/draft. There will be a head coach and an assistant, and the **remaining coaches will need to be drafted.**
- All coaches must have passed their background checks and registered as a coach on the website to be present in the dugout or on the field of play.
- Coaches are to stay along their dugout fence. No buckets or chairs on the field. With the approval of



opposing team and umpires, a team may assign outfield coaches to stay in foul territory while on defense.

- Head Coach is responsible for their assistant coaches, players, and parents. In the event, the umpire ejects a coach from the game or field, the coach will serve a one game suspension for the next game, which they must attend and sit in the stands. They will not be allowed in or around the dugouts and cannot coach at all. Depending on the severity, more actions may be taken by the Board of Directors at WAA.
- Each team is required to have a scorekeeper whose duty is the check with the other scorekeeper after each inning to make sure they agree. Home team will be the official scorebook.
- Profanity, fighting, and unsportsmanlike conduct will not be tolerated from anyone. Offenders will be asked to leave the park.
- There shall be no tobacco products used by anyone on the bench or the field during games or practices.
- Alcoholic beverages are not permitted in the park at anytime, anywhere, which includes the parking lots. Offenders will be told to leave the park and proper authorities notified.
- Decisions of the umpire are final. Any questions directed at umpires regarding rules should be done after asking timeout. Confrontational approaches to the umpire will not be tolerated.
- Home team is responsible for preparing the field of play before the game begins, which includes chalking the batters' box, foul line from home plate to the end of infield dirt (typically 1<sup>st</sup> Sat game and weeknight games), and setting up the pitching machine. Use spray paint only on outfield grass, not chalk.
- Home team is responsible for providing two game balls. Home team has the field to warm up 1 hour before game time (use this time to prepare the field) and cage 30 minutes before game time. Visiting team has the cage 1 hour before game time and the field to warm up 30 minutes before game time.
- After completion of the game, Visitor team is responsible to take the rake and rake around each base, home plate (batter boxes), and pitchers circle before leaving the field. Make sure all rakes, chalk boxes, string lines, and batter box templates are stored in their proper place. Make sure the pitching machines are put away in the shed (and lock shed). Make sure lights are turned off before leaving.
- Both teams are responsible for cleaning their dugouts and placing all trash from the dugout, around the dugout, and the stands into the proper trash containers before leaving.
- All players must be in official uniform; issued jersey, pants, and hat. Rubber or molded cleats are recommended but are optional. **NO** metal cleats allowed by players or coaches.
- Unless addressed here within, play shall be by Cal Ripken Rules, then official baseball rules as published by the National Baseball Congress, INC.

#### **Pitch Machine & Spring Setting Rules**

- Front of Machine to be placed 46' from back of home plate.
- Advanced Machine Pitch machine spring speed setting for Fall (#9) and Spring (#9) prior to Spring Break and #10 after Spring Break, subject to change by the Commissioner – All Stars will be #10 so there is a need to move to the faster speed.
- Intermediate Machine Pitch machine spring speed setting for Fall (#7) and Spring (#7 prior to Spring Break and #8 after Spring Break)
- Ball (Pin)Stop set at #3, Release Block on Release arm #3
- Above settings may be adjusted to Pin #2, Block #4/5 if better ball control is required, as that is primary goal.



### **All-Star & Challenge Eligibility**

- A player must play his age group for Challenge or All-Star Play (Unless authorized by commissioners for roster purposes). This would be the age of the player as of April 30 of the current year.
- To qualify for All-Stars, a player must appear in at least half of the scheduled games for his/her team.
- Challenge Players are required to play Rec Baseball in the Spring, but not in the Fall.

Waxhaw Baseball Commissioner: John Osterberg

Rookie Division Commissioner: Greg Pennisi

January 10, 2021

### **Rookies Division Reference Sheet**

**Base Distance** ..... 60'

**Pitching Machine Distance:** ..... (rear of plate to front of machine): 46'

**Game Length:**..... 6 innings

**Time Limit**.....1 1/2 hours (no new inning to start after 1hr 25min); New "Last Inning" Rule

**Official Game** .....4 innings

**Leads:**..... No

**Stealing**.....No

**Run on Dropped Strike 3**..... No

**Mercy Rule**..... 10 runs after 4 innings or 15 runs after 3 (If a home team is not within winning range due to point constraints, they may still bat the bottom of the inning following above mentioned run per inning restrictions)

**Bats** .....2 5/8" maximum barrel diameter, no wood bats, MUST have the USA label

**Cleats**..... Rubber

**Bunting:**..... No; **Infield Fly Rule**.....No

**Lineup:**.... Entire roster/free substitution/no player to sit consecutive innings or sit twice before everyone sits at least once.

**Defense:**....All players play infield position at least once by 3<sup>rd</sup> inning.

**Courtesy Runner** ..... Runner for Catcher ONLY with one or two outs.

**On Deck Batter:**..... Must face batter back, in on deck circle behind the batter

**Injuries**.....No penalty for player leaving with injury

**Restroom Breaks:**....No penalty, but based on umpire discretion