

6-8 ROOKIE LEAGUE LOCAL RULES

Revised January 9, 2018

All rules are in accordance with Cal Ripken Rules with the following exceptions:

1. Games will start at 6:00 p.m and 7:30 p.m.
2. Managers from both teams will be responsible for setting up the pitching machine at 5:30 PM.
3.
 - A. No new inning will begin after 1 hour and 20 minutes. A new inning is defined as beginning as soon as the last out of the previous inning was recorded. A complete game will be 6 innings unless rained out and then will be considered finished if 3 complete innings have been played. Games that are stopped before 3 innings are completed due to rain, mechanical difficulties, or any other similar reasons shall be suspended. The official score keeper shall denote the time remaining on the time limit or the time that the game is stopped, the count of the batter, and all relevant information to continue the game at a future date. The game shall be a suspended game and shall be made up in due course.
EXTRA INNINGS WILL NOT BE PLAYED TO BREAK TIES.
 - B. The umpire-in-chief shall keep the time or designate the official timepiece.
 - C. For the game to start there should be a minimum of 8 players. It is recommended, however, that if a team is short players the other team lend players so the game may be completed. A straw out will be used for a team fielding 8 players until a 9th player is added to the lineup. These rules do not apply to age 6, as their rosters might only include 8 total players.
 - D. A catcher must always be fielded for ages 7-8. A catcher is optional for age 6 if safety is a concern, but that player may not be used as an extra infielder or outfielder (max 4 outfielders and 5 infielders).
 - E. All players shall be in the batting order unless unable to bat due to injury or illness.

F. With each new inning the team coach must rotate any extra player(s) in the field and a new player(s) sits on the bench for the next half inning. Using this concept, **no player is permitted to sit on the bench more than once** unless a special situation warrants such action, and is usually an injury. This allows all players to take part in almost the entire game. At this age level it is most important players actively participate every moment and not waste time sitting on the bench and growing bored.

4. Both teams are responsible for setting out bases, for clean up of the diamond and area clean up, and conditioning the field before and after the game (if necessary).

5. First team listed on the schedule is the home team. The home team is responsible for keeping the official scorebook. The home team is responsible for Game Reports to the radio station and newspapers.

6. A runner may advance after the ball is hit. A runner leaving too soon will be sent back by the umpire. A runner leaving the base too soon a second time in the inning will be called out.

7. Play ceases when the defensive team throws or carries the ball across the pitching circle. The runner may continue to the next base only if they are at least $\frac{1}{2}$ way between bases when the ball is returned (crosses) the pitching circle. If they are not $\frac{1}{2}$ way they will be returned to the previous base. For easy reference a chalk line may be drawn $\frac{1}{2}$ way between the bases. An extra base will not be awarded for overthrows to the pitching circle. Additionally, the umpire will call time when the ball is in possession of an infielder and, in the umpire's judgment, all play has ceased.

8. All batters must bat in the same order the entire game.

9a. For ages 7-8, each batter will get 5 pitches or 3 strikes. A batter who does not hit the ball on the 5th pitch and has not already had 3 strikes is out. There are no base on balls or hit batters. A fouled 5th pitch extends the at-bat.

9b. For age 6, each batter will get a maximum 3 pitches from the machine. A batter who does not hit the ball by the 3rd pitch will hit from the tee until the ball is put into play. There are no hit batters. A ball not hit past the 10' line drawn from home plate will be called foul.

10. There is a five run maximum per team per inning.
11. Offense and defense will switch after 3 outs or if 5 runs have been scored, whichever comes first.
12. The game will end when either team is losing by more runs than the max runs they could score in the remaining innings. For example, at the start of the 5th inning, the visiting team scores a run to go up 11 runs. The game is over. If the time limit is reached during an inning and either team is losing by 6 or more runs or the home team is winning and at bat, the game is over.
13. If a batted ball hits the pitching machine, bucket, coach or outlet cover, the batter receives a 1 base hit and the play is dead.
14. A coach from the team up to bat will feed the machine. The coach will ensure the defensive team is ready for play prior to the pitch and will crouch on batted balls so he/she does not interfere with the vision of the infielders. The umpire will be positioned behind the infielders.
15. There will be 10 players on the field at a time. The extra player must play in the outfield, giving the defensive team 4 players in the outfield.
16. The pitcher will be allowed to play on either side of the pitching machine. The pitcher must wear a mask. A chalk circle of 10-foot diameter will be drawn around the pitching machine.
17. **CRASH RULE WILL BE STRICTLY ENFORCED.** A player will be called out and/or ejected from the game upon the umpire's discretion for crashing into another player.
18. Each team shall warm-up prior to the official starting time of the game. The games will not be delayed to allow warm-ups.
19. **SUBSTITUTION.** A player once removed must sit out one inning before re-entering the game. Any player on the bench **SHALL** play in the field the next inning.
20. Any base runner intentionally throwing the batting helmet while running the bases may be called out by the umpire.

21. The pitching machine will be set at 38 m.p.h. A higher speed will be allowed if both coaches agree to it prior to the game. Using different speeds for the two teams will not be allowed, as this generally requires lots of modifications to the machine trajectory.

TIE-BREAKER FORMAT

Final standings will be determined as follows:

1) WIN – LOSS RECORD

The tie breakers are used in order to determine the final standings and/or seeding for ONE team at a time. Each time a tie is broken to advance one team, leaving a tie between two or more teams, the situation reverts to criterion #2. (Head-to-Head results).

If still tied:

2) RESULTS OF HEAD-TO-HEAD COMPETITION

Example: Three teams are tied with identical records. Teams A, B and C played against each other. Team A has the best record in head-to-head games against Teams B and C. Result – Team A advances, which then creates a two-way tie between Team B and Team C. That tie then is broken by reverting to criterion #2.

If still tied:

3) FEWEST RUNS GIVEN UP

If the results of the head-to-head match up(s) of the teams that are involved in the tie cannot break the tie, then the tie is broken using criterion #3. The remaining teams' tie is broken by reverting to criterion #2.

If still tied:

4) RUN DIFFERENTIAL WITH A MAXIMUM OF 10 PER GAME

In the event a tie is created by virtue of a forfeited game, and the tie cannot be broken by criterion #2 or #3, the order of criterions #3 and #4 will be reversed and applied to the tie. Since the number of runs which might have been scored during the game may have affected the fewest runs allowed standing (and the awarding of the forfeit gives the “winning team” no additional runs given up), this order will better adjust for that event.

Note:

The score in any forfeited Cal Ripken game will be 6-0 for the non-forfeiting team and 7-0 for any 13-15 game.

If still tied:

5) COIN TOSS