RIPKEN LEAGUE RULES

Burlington Baseball - Softball Association, Inc. Ripken Rules & Regulations  
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THE BURLINGTON BASEBALL/SOFTBALL ASSOCIATION ADHERES TO ALL OF THE RULES AND REGULATIONS OF “BABE RUTH INTERNATIONAL”, WITH THE FOLLOWING EXCEPTIONS AND MODIFICATIONS:

- THE BBSA RULES AND REGULATIONS SUPERSEDE “BABE RUTH” RULES. IN THE EVENT THE BBSA RULE DOES NOT COVER A SPECIFIC PLAYING RULE THE APPROPRIATE “BABE RUTH” RULE WILL BE IN EFFECT.

- ALL RULES MUST BE ADHERED TO WITH NO EXCEPTIONS OR MODIFICATIONS.

- ALL BBSA MANAGERS/COACHES SHALL BE GIVEN A COPY OF THE LATEST BBSA RULES AND REGULATIONS AND A COPY OF THE LATEST COPY OF THE “BABE RUTH” RULE BOOK

1.00

1.01

1.02

MANAGERS AND COACHES

(A) All managers, coaches and other on field staff must fill out the latest copy of the managers/coaches application and code of conduct form.

(B) Each manager/coach and on field staff must submit to a “CORI Report”. (C) Each manager/coach must take the on-line Ripken test to be able to participate in Ripken games.

The Board of Directors of the BBSA will review the performance of all managers and coaches from the previous season. Managers/coaches will be rated on their overall handling of players, attendance at practices, games and meetings, overall adherence to the Spirit of the BBSA Rules. Upon completion of this review, the BBSA Board of Directors shall decide to extend an invitation to these managers, to submit their name as a Managerial candidate for the upcoming season. Managerial positions will be offered to the best-qualified candidates who have expressed an interest in writing. Managerial positions are not guaranteed from season to season. First preference shall be given to Burlington

residents.  
Managers are free to-engage-their own coaches, the Board of Directors however, retains the right of final approval or disapproval of selected coaches and assistants with the provisions of rule 1.01(A)

If an umpire does not show up for a scheduled game, that game must be played. The managers are to attempt to find an appropriate candidate, if the managers

cannot agree, both managers will appoint an umpire  
The home team is responsible to supply two (2) game balls for each home game

(all game balls will be supplied by the BBSA Equipment Manager). All managers are to display fair play and sportsmanship at all times.

GENERAL RULES AND PROCEDURES

Each player will play at least three (3) defensive innings per game, in all leagues. A player maybe substituted for before any inning.

A manager can sub in any inning, but all players must play 9 defensive outs. Subs can only be made at the start of a half inning.

In the event a game goes into extra innings, no player will sit on the bench for more than six defensive outs.

If a player sat out in the fifth and sixth innings, the player must enter the game in the seventh inning.

This rule applies to regular season and playoffs. Any offenses to this rule must be reported to the league rep. (See 2.09)  
PENALTY: Forfeiture of the game.

Batting Order:  
The A and AA will use a perpetual batting order. The perpetual order will continue from game to game (i.e. if batter #5 makes the last out in a game, batter #6 leads off the next game. Prior to the first game, the manager will submit the batting order to the league director. There is one opportunity to change the order at the mid-season point.  
Managers are permitted to change their batting order prior to the playoffs. However, the order must stay the same throughout the playoffs.  
NO ON DECK BATTERS IN ALL LEAGUES  
Note: The last player to bat in the game for their team will be the last batter in the batting order for that team in the next game.  
All players on the team shall be listed in the score book, even if they are not present. This is to allow a late arrival to enter the game in his/her proper position in the batting order.  
The Major League and the AAA will use a rotating batting order, however the manager/coach may change-the-batting order from game-to game.

1. 2.03  Over the regular season, a player must play at least the number of attended games times 3 plus 9 innings, provided he/she attends at least 9 games.
2. 2.04  If a player is being disciplined (for any reason), the opposing manager/coach and umpire must be notified before the game. If for some extreme reason a player must be disciplined during a game, the manager/coach shall get together with the opposing manager/coach and come up with an amicable and immediate solution to the problem and the league rep must be notified within 24 hours.
3. 2.05  Illegal Bats
4. All bats must fulfill official Little League (Babe Ruth Ripken) requirements. An illegal bat Must be removed. A legal bat is 33 inches maximum length and barrel diameter 2-1/4 inches maximum.
5. Any player who reaches base safely while using an illegal bat shall be declared out and the ball declared a dead ball. All runners shall return to the bases the occupied when the batter first took his/her position in the batters box. This is an appeal play. The manager/coach of the -defensive team Must make the appeal before the first pitch to the next batter.

2.06 Collision Rule

1. A runner MUST avoid a collision with a fielder by attempting to get around the

fielder or by sliding. If in the judgment of the umpire the runner does not avoid a

collision, the runner is out.

1. If in the judgment of the umpire, deliberately collides with a fielder, the runner

shall be ejected from the game for unsportsmanlike

conduct.

1. 2.07 Every player on the field must wear full uniforms and team caps, provided that

they were provided with one.

1. 2.08 The batter, base runner, and any player that is acting, as a base coach MUST

WEAR A HELMET at all times. There must be NO REMOVAL OF HELMETS. This is for the safety of everyone involved. Failure to comply with this safety measure will result in the following action:  
First Offense: Warning

Second Offense: Expulsion from the game.

1. 2.09 Violation (protest) of the rules must be reported to the league rep with in 48

Hours and must be followed with a written statement.

1. 2.10 Stealing: Stealing is allowed in accordance with Ripken rules, except that

stealing of home is prohibited in the A league.

1. 2.11 No slash rule in any league (batter fakes a bunt and then swings away). Batter is ruled out.

3.0 PITCHING

3.01 Ripken A League

1. During the entire season and the playoffs the players will do all of the pitching.
2. A manager coach has the option of pitching any player on the roster in accordance with the following restrictions:

1) No player may pitch more than six (6) innings per week (Sunday through Saturday)  
2) No player may pitch more than two (2) innings per game.  
3) Each team will be allowed time outs in accordance with rule 3.07 (time-outs)

4) A pitcher MUST be removed if he/she walks four batters in a row or six (6) in an inning.

5) All replacement pitchers must come from the field. No exceptions.

C. Playoff Pitching: The weekly pitch limit in 1) above will not be in effect. There are no rest rules.

* 1. Ripken AA League

1. A manager/coach has the option of pitching on the roster in accordance with the following restrictions:
2. 1) No player may pitch more that six (6) innings per week (Sunday through Saturday)  
   2) No player may pitch more than three (3) innings per game.  
   3) Each team will be allowed time outs in accordance with rule 3.07 (time-outs) 4) A pitcher MUST be removed if he/she walks four batters in a row or six (6) in an inning.  
   5) All replacement pitchers must come from the field. No exceptions!
3. Playoff pitching: The weekly pitch limit in 1) above will not be in effect. There are no rest rules.

3.03 Ripken Major and AAA Leagues

1. A manager/coach has the-option-of-pitching any player on the roster in

accordance with the following restrictions:  
1.) No-player may pitch more that six (6) innings per week (Sunday through Saturday)  
2.) No player may pitch more than three (3) innings per game.  
3.) Each team will be allowed time outs in accordance with the rule 3.07 (time outs)  
4. All replacement pitchers must come from the field. No exceptions!

1. Playoff pitching: The weekly pitch limit in 1) above will not be in effect. There are no rest rules. (i.e. the official Ripken rules are in effect).

3.04 Rest Periods

1. A week by the-Burlington Baseball-Softball Association (BBSA) is defined as

Sunday through Saturday

1. If a player pitches two or less innings in a game that pitcher must have one full calendar’s day rest before he/she may pitch again.  
   For example: A player pitches two (2) innings on Monday would not be eligible to pitch again until Wednesday, provided that he/she still has innings left for the week  
   Exception: If a team has two games on a day in the playoffs, the day rest will be waived. The innings limit for the week will still be in effect.

C. A pitcher shall be considered entered into the game and charged with his/her first inning of work when he/she throws his/her first warm-up pitch.

D. If a player pitches more than two innings in a game must have two (2) full calendar days of rest.

SEE CHART BELOW If a player pitches more than 2 innings on...

MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY SUNDAY

And is still eligible,  
that player can pitch again on:

THURSDAY FRIDAY SATURDAY SUNDAY MONDAY TUESDAY WEDNESDAY

NOTE: Rest Periods do overlap from week to week!

1. Once a pitcher is relieved, that pitcher may not pitch again that day.
2. No pitcher may pitch more than six (6) innings per week.
3. One pitch counts as one inning pitching for the week

3.05 Curve Balls  
The Board of Directors as the duly elected governing body of the Burlington Baseball Association, Inc. d/b/a/ Burlington Baseball-Softball Association, prohibits the throwing of “Curve-balls’. Any manager/coach who encourages the throwing of curve balls will face disciplinary by the Board of Directors.  
First Offense – Warning- No Pitch  
Second Offense – Removal from the mound

3.07 Time-outs & Trips to the Mound  
A pitcher MUST be removed from pitching on the second trip to the pitchers mound by any coach during an inning, or on the third trip to the mound by any coach during a game.  
A “trip” is defined in the following manner:

1. Any time an umpire calls ‘time-out’ so that any of the coaches may confer with the pitcher either at the pitcher’s mound or along the foul line.
2. Any time an umpire calls ‘time out’ so that any of the coaches may confer with any player who subsequently confers with the pitcher before the pitcher delivers another pitch.
3. Time outs are not allowed for delaying the game.
4. An injury shall not be charged as a “trip” unless the coach does more than

chatting with the pitcher. In this case, when the manager/coach asks for a “Time Out”, he/she shall ask the umpire to go to the mound with him/her.

3.08 Major/AAA/AA and A Leagues Mercy Rule

1. The first time the mercy rule can be considered is after 4 1⁄2 innings.
2. If at the beginning of, or at any time during the bottom half of the 5th inning the

HOME TEAM is leading by at least 12 runs, the game WILL be ended.

1. If the VISITING TEAM is leading by at least 12 runs at the end of 5 innings, the

game WILL be ended.

4.00 VACANCIES

1. 4.01  Any Major League team that has a permanent vacancy, after the rosters have been submitted, MUST fill its vacancy immediately. The Major League team must fill its vacancy from an AAA league team within the guidelines of rule 4.06.
2. 4.02  When a Major league team knows there will be a temporary vacancy, the - manager MAY bring up a player up from any AAA league team (or an AA League team if necessary), as long as rule 4:06 does not get broken. The AAA League (or AA League) player activated for that particular game must play in accordance with rule 2.00 (General rules and procedures). However that player may not start in front of, or play more innings than a player from that teams roster. The AAA League (or AA League) player may not pitch for the- Major League Team. The AAA League (or AA League) player will bat at the end of the order. No conflict of games will be permitted, and the player’s AAA League (AA League) game would take preference.

If a player misses four consecutive games, the manager MUST notify the league rep or the baseball commissioner of the situation. The league director will decide what course of action will be taken.

1. 4.03  Any AAA League team that has a temporary vacancy, may take a player from any team in the AA League as long as rule 4.06 does not get broken.. The AA League player activated for that particular game must play in accordance with rule 2.00 (General Rules). However, that player may not start in front of or play more innings than a player on the AAA league’s roster. The AA league player may not pitch for the AAA league team. The AA League player will bat at the end of the order. No conflict of games will be permitted and the AA players league game would take preference. If a player misses four consecutive games, the manager MUST notify the league rep of the situation. The league director will decide what course of action is to be taken.
2. 4.04  Any AA League team that has a temporary vacancy, may take a player from any team in the A League as long as rule 4.06 does not get broken. The A League player activated for that particular game must play in accordance with rule 2.00 (General rules and procedures). However, that player may not start in front of or play more innings than a player from that teams AA league’s roster. The A League player may not pitch for the AA League Team. The A League player will bat at the end of the order (last player to bat that day). No conflict of games will be permitted, and the player’s A League game would take preference.

If a player misses four consecutive games, the manager MUST notify the league rep of the situation. The league director will decide what course of action is to be taken.

1. 4.05  Any A League team that has a temporary vacancy, may take a player from any team in the Rookie League as long as rule 4.06 does not get broken. The Rookie League player activated for that particular game must play in accordance with rule 2.00 (General rules and procedures). However, that player may not start in front of or play more innings than a player from that teams A league’s roster. The Rookie League player may not pitch for the A League Team. The Rookie League player will bat at the end of the order (last player to bat that day). No conflict of games will be permitted, and the player’s Rookie League game would take preference. If a player misses four consecutive games, the manager MUST notify the league rep of the situation. The league director will decide what course of action is to be taken.
2. 4.06  The same AAA/AA/A/Rookie League player may not be called up for a temporary vacancy more than once a week or six (6) times in a season.
3. 4.07  Procedure for filling a permanent vacancy.  
   The league reps from which the player is involved with must be notified of the following:  
   1. The name, age, team of the player being replaced.  
   2. Reason for being replaced.  
   3. The age of the replacement player.  
   4. The name of the replacement player.  
   5. Team and league of the replacement player.  
   NOTE: The league rep of the team must approve All vacancy replacement requests with the vacancy.
4. 4.08  When, in case of a temporary vacancy, time constraints do not permit the league reps and managers to be-duly notified, they must be notified with in 24 hours.
5. 4.09  League Reps should send a list of recommended players from their respective

leagues to the managers of the higher leagues to choose from for any vacancies.

5.00 OFFENSES

BATTING / PLAYER PARTICIPATION

1. 5.01  Any manager/coach violating the batting or player participation rules on the: FIRST OFFENSE: If the game is won by the offending team, the entire game shall be replayed, a warning issued to the manager/coach, and MAY be brought in front of the Board of Directors for disciplinary action.

SECOND OFFENSE: If the offending team wins the game, the game will be forfeited and the manager/coach WILL be brought before for disciplinary action. Any manager/coach violating the pitching rules on the:

PITCHING

FIRST OFFENSE: If the game is won by the offending team, the game shall be declared a forfeit and a warning issued to the manager/coach, and MAY be brought in front of the Board of Directors for disciplinary action.

SECOND OFFENSE: If the offending team wins the game, the game will be forfeited and the manager/coach WILL be brought before for Board of Directors for further disciplinary action.

1. 5.02  Any protest of the batting order, player participation, or pitching rules must be made to the proper league-rep within Forty-eight (48) hours of the end of the game written statement must follow with in twenty four (24) hours of after the protest has been filed.
2. 5.03  Any protest of the playing-rules must be made to the umpire before the last out

of the game. The umpire will then sign the score book noting the protest. The protesting manager must notify the league rep with in 24 hours and follow in writing within 24 hours of the protest.

1. 5.04  Judgment calls of the umpire ARE NOT PROTESTABLE
2. 5.05  Protest procedure:
3. League Rep shall make a ruling.
4. If protest is appealed, a Protest Committee made up from the following:

1. the league rep.  
2. the Baseball Commissioner.  
3. the President or his/her appointee.

1. The ruling of the Protest Committee is not eligible for an appeal.

6.00 OFFICIAL BBSA EVENTS

1. Twilight Games: No inning shall begin more than 1 hour 45 minutes after the start of the game. The inning that is in progress at the 1:45 mark shall be the last inning.
2. Night Games: No inning shall. begin after 9:30pm ALL SEASON. Any game that that has not become official it shall be suspended, and restarted from that point on the next available make-up date. THE LIGHTS AT SIMONDS PARK SHALL NOT BE TURNED ON UNDER ANY CIRCUMSTANCES BEFORE MAY 1st OF THE CURRENT SEASON!
3. Simonds Park: - twilight game which is not able to begin by 6:15pm must be canceled must be made up along the guidelines for make-ups.
4. Canceled Games: All rained out-games, tie games, suspended games, etc. must be scheduled for the following Saturday. The league rep shall schedule make- ups.
5. Games Per Week: No team should ever find itself in the position of having to play three games in two days due to postponements. This is to assure that no team’s pitching staffs shall be overtaxed. The oldest make-ups should be make up first, whenever possible. No team shall play more than 4 games per week or 2 games in a day.
6. Playoff Game: Any playoff game that is not completed due to weather or time restraints, MUST be finished before the next scheduled game of the series. This pertains to official and unofficial gamesShould both managers agree that the game is not necessary, this rule may-be-waived. Mutual consent of both teams must be obtained.
7. Sundays: No events will be scheduled prior to 12:00pm (noon) of a Sunday. This pertains to official BBSA events.
8. No game may be forfeited due to one team missing players to a school or religious function.
9. In all leagues, no team may begin a game with less than 8 players (except for A League which will not start a game with less than 7 players). In no case may a

team be allowed to continue if their roster is trimmed to 7 players (6 players for

A League). Result is to forfeit.  
J. The Press Box at Simonds park is off limits, except with permission by an

Executive Board member. K

7.00 CONDUCT

1. 7.01  Abuse to Equipment:  
   Abuse to Equipment will not be tolerated (e.g. throwing helmets, bats, etc.). Umpires will be instructed to obtain the names of any player who commits such an offense. The-players name will be forwarded to the league rep and or commissioner for the following actions.  
   First Offense: The player is expelled (benched) for the remainder of that game. Second Offense: The player will be expelled from that game and that players name will be forwarded to the Board of Directors for further disciplinary action.
2. 7.02  Fisticuffs:  
   Any player who-participates in an altercation WILL be suspended for at least one game. Any player who starts an altercation MAY be suspended for the remainder of the season.
3. 7.03  Any player expelled from a game will be automatically benched for the next game that he/she attends.
4. 7.04  All equipment must be stacked in a safe location that will not interfere with the action on the playing field in fair or foul territory.
5. 7.05  Players are encouraged to support their own teammates both in the field and a bat. Harassing the opposing team is not permitted, as to this is not in the best interest of good sportsmanship.
6. 7.06  In no case will a manager/coach dispute an umpires judgment call. If there is a question regarding a rule interpretation, the manager/coach may inquire of the umpire in a gentlemanly fashion to his/her decision. Remember that the umpires are volunteers, and as such, deserve your consideration.
7. 7.07  Managers/coaches who are expelled from a game is automatically be suspend for the next scheduled game and WILL face further disciplinary action by the Board of Directors. DO NOT BERATE THE UMPIRES!
8. 7.08  No one except team members, manager, coach, and an assistant coach (or scorekeeper) will be allowed on the team bench and/or dugout. No more than 4 coaches on the bench at one time.
9. 7.09  Only team members and volunteers above the specified age limits of the particular league level involved may be on the field, team bench, or in the team dugout during scheduled games or practice.

8.00 EQUIPMENT

1. 8.01  Managers/Coaches should put in every effort to collect all equipment and turn it in.
2. 8.02  Rating sheets are an important part of the equipment, and as such MUST be filled out and turned in to the league representative or the baseball commissioner

BEFORE THE PLAYOFFS. If the rating sheets aren’t turned in, the manager cannot manage in the playoffs.

9.0 SUMMER LEAGUE

All summer programs will have a separate registration and fee to be annually set forth by the Board of Directors.

10.00 RULES COMMITTEE

The President shall appoint a standing committee on “League Rules and Policy”. This committee shall report to the Board of Directors with a draft proposal for the upcoming season. The Board shall take action on the recommendations of the committee.

11.00 FAMILY DAY SELECTIONS

1. 11.01  Major, AAA, AA and A League: each manager (or duly designated coach in his/her absence) shall submit the names of twenty-four (24) (or 2 x each roster set forth by the Board of Directors) players who they worthy of family day selection. Managers shall only nominate players who merit consideration of the following guidelines.

1) Attendance and Attitude.  
2.) Achievements in BBSA Games  
3.) Players who would, by example, are a representative of the BBSA and the town of Burlington in family day competition.

1. 11.02  Clinic, Rookie and-Farm-league teams will be represented by their entire teams.
2. 11.03  Family Day selection has no bearing on town team status.

12.00 DRAFTING

1. 12.01  The number of players on each team shall be set annually by the board of directors. The number of players in each case shall not be less than 11 or greater than 15.
2. 12.02  Age Limitations:  
   A. Majors and AAA: 11 and 12 year olds. 12 year olds can choose which league to play in with one days notice prior to the first draft date.  
   B. AA: 10 year olds.  
   C. A: 9 year olds.  
   D. This is subject to annual review of the Board of Directors after all registrations are processed.
3. 12.03  Parent/Child Option  
   Any manager shall have the option of-taking his/her-son/daughter without being required to draft their child in the open draft. Managers wishing to exercise this option must do so in Writing to the league rep at the time of tryouts. League director and managers will agree on compensation for compensation in exchange for the manager’s and coach’s children. All managers will name one official coach (first coach listed) each year. If that manager moves up to manage at a higher level the following year, the manager can only name the official coach,

from the previous year, as their official coach the following year. If a manager has never managed at any level of the BBSA, the head coach will still have the parent/child option.

1. 12.04  The Board will determine each season the specific number of players from each age group for each team.
2. 12.05  Drafting Order  
   All teams will draft in random order. Draft order will be 1st pick through last pick, followed by last pick through 1st pick and continuing in that manner.
3. 12.06  Each team may not take more than 4 minutes to make a selection. If it takes more than the allotted time the person running the draft may elect to skip over that team if he/she deems that the team is stalling.
4. 12.07  The Board of Directors shall determine annually the amount of games to be played by each team in each division.

13.00 PLAYOFF SEEDING

13.01 All teams shall be eligible for a post season double elimination playoff. Teams will be seeded according to the following point system based on regular season records.

* • Win = 2 points
* • Tie = 1 point
* • Loss = 0 points
* • Forfeit = -1 point

13.02 In the event of a tie that should occur in the seeding of teams for the playoffs, the breakers shall be applied in the following order:

1. Head to Head competition
2. Fewest runs allowed in head to head competition
3. Run differential
4. Coin flip

13.03 The home team for any game will be the team with the higher seeding on the basis of regular season results.

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| Exception: in the game between the winners' bracket winner and the losers' bracket winner, the winners' bracket winner shall be the home team. |
| Exception: if there is an "if" game, the home team will be the team that was the away team in the prior game. |

Changes to these rules and regulations require a majority vote by the Board of Directors.