

2009 Pinelands Fall Ball League

Cal Ripken Minor (Ages 8-9) Player Development

Non-Competitive Rules and Regulations

Rev 2

All Pinelands Fall Ball games will be played in accordance with the Cal Ripken Division of Babe Ruth Baseball rules with the following clarifications and exceptions:

1. Batting

- A. Batting helmets must be worn at bat and as base runners.
- B. All rostered players present for the game shall bat in a continuous, fixed rotation whether playing defensively or not. A player's position in the batting order can NEVER be changed.
- C. Bunting is allowed.
- D. An injured player will not be counted as an out in the line-up if he is removed from the line-up. This player can not re-enter the game without agreement of the opposing coach.

2. Pitching / Catching

- A. A pitcher may pitch no more than (2) innings per game (Regular Season), (6) innings per calendar week (Monday through Sunday). This includes re-scheduled and make-up games.
- B. If a pitcher delivers (1) pitch in an inning, that pitcher will be charged with (1) inning pitched.
- C. A player may catch up to (4) innings per game.(6) during tournament play.
- D. A pitcher who hits 3 players during his/her tenure as pitcher shall be removed from pitching in that game.
- E. (Regular Season & Tournament rule) Any pitcher, including the starting pitcher removed from the game upon the second trip to the mound in an inning **may not return** as a pitcher (unless rule 2.B).

3. Fielding

- A. A game can be played with (8) players.
- B. If the catcher drops the ball on the third strike, the batter is considered out.
- C. A fielder is **not allowed** to fake a tag at a base or home plate, which would cause a base runner to slide unnecessarily when the fielder does not have a play on a base runner. The fielder at the discretion of the umpire will be ejected from the game for causing a dangerous play.
- D. The fielder is not allowed to block the baseline or home plate when there is not a play at that base or on the base runner.
- E. The infield fly rule is in effect and is a judgment call and will be determined by the umpire.
- F. The catcher must wear a throat and chest protector, mask, headgear, and leg guards. All players must wear a protective cup.
- G. Any team may add up to two (2) players from other fall teams to field a team and avoid a forfeit. This must be addressed before the start of the game with the opposing manager. The SUBS shall not play the positions of catcher or pitcher during the game and must be inserted at the bottom of the lineup.
- H. All players will play 3 innings in the field and start play by the third inning.

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4. Base runners

- A. Stealing of second and third base will be allowed. Stealing home once per inning if successful. After that home can be only be reached on a batted ball or forced in by a walk. Players may not advance more than the base they are stealing.
- B. Head first sliding will not be permitted when advancing to another base. The runner will be called out. Head first sliding is only permitted when returning to the previous base.
- C. Only one base can be advanced on each overthrow on a batted ball.
- D. Stealing second base on a walk is allowed. Each manager should encourage the catcher to return the ball to the pitcher quickly.
- E. No leading. A runner can only advance after the ball has entered the batters box.
- F. When a defensive player is in possession of the ball or is about to receive the ball, the runner is obligated to avoid collision with that player. If in the umpire's judgment the runner's failure to slide or veer results in other than incidental contact, he shall be called out, and if the contact is deemed to be malicious, the umpire shall eject the runner from the game. In either case, the ball is dead at the point of the collision. No runner may advance beyond the base occupied at the point of contact. **NOTE: if the runner fails to slide or veer, but causes no contact or only incidental contact with the fielder, no penalty shall be applied.** This is a judgment call by the umpire and as such, is not grounds for protest by either team.

5. RE-ENTRY

- A. Free defensive substitution will be permitted.

6. GAME

- A. The regulation game is (6) innings or 3 ½ innings if the home team is ahead (Darkness, rain etc. If the game remains tied after six innings the game ends in a tie.
- B. No new inning will start after 1:45 hours of play.
- C. There will be a (5) run limit per half inning. Exception: If an over the fence home run or ground rule double forces in runs beyond the 5 run limit, the balance of runs will be counted. The 5 run rule is waived for the last inning. If daylight or time will not permit the playing of 6 innings, be sure to declare in advance the waiving of the 5 run limit for whichever inning is to be the last inning.
- D. Standard 10 run mercy rules will apply after 4 completed innings of play.
- E. Starting time for all evening games are as scheduled. The game is forfeited 15 minutes after the scheduled start of any game if the opposing team fields less than (8) players or does not show.
- F. Home team manager is responsible for notifying the visiting team of game cancellations due to inclement weather etc. at least two hours prior to the scheduled start of the game.
- G. The home manager is responsible for notifying the visiting team of cancellations due to inclement weather, etc. at least one (1) hours prior to the start of the game. **The home team manager will also notify the umpire association at least one (1) hours prior to the scheduled start of the game.**
- H. The home team manager will notify the Fall Ball Commissioner to re-schedule any cancelled or postponed games. (Sunday afternoon should be the first choice) not notifying the commissioner can result in forfeiture of the security deposit.

7. SUSPENSION RULE

- A. 1st unsportsmanship incident: Player sits remainder of game and the next game on the bench, Manager or Coach must leave the field area.
- B. 2nd unsportsmanship incident: Player sits remainder of game and the next game on the bench, Manager or Coach must leave the field and is not permitted to attend the next game.
- C. 3rd unsportsmanship incident: Player, Manager or Coach is suspended for the remainder of the season.

NOTE:

All unsportsmanship incidents **must** be reported to the Fall Ball Commissioner within 24 hours of the occurrence for disposition. Any player, Manager, or Coach has the right to appeal the suspension to the Fall Ball Commissioner within 24 hours.

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8. Protest (Tournament Only)

A. There will be no protest for judgment calls by the umpires. The Team Manager may protest any other incident. The protest procedure is for the Manager to sign the Home team Score book and indicate the reason(s) for the protest. The Home manager must contact the Fall Ball commissioner or designee. The Baseball Directors for both teams will meet, discuss, and determine a fair and equitable solution.

9. Field Procedures

- A.** The home team is responsible for lining the field and placing bases.
- B.** Each team will supply the (1) new game balls per game.
- C.** The home team will have possession of the field for warm-up for (10) minutes, (30) minutes before the start of play. The visiting team will have possession of the field for warm-up for (15) minutes, (20) minutes before the start of play. The home team will then take the field (5) minutes before the start of play for the final warm-up. It is important that the game starts on time.
- D.** All players must remain inside the enclosed dugout. Only the on-deck batter is allowed outside this area and must wear a batting helmet.
- E.** No food will be permitted in the dugout during the game.
- F.** The home team will occupy the dugout located on the first base line. The visiting team will occupy the dugout located on the third base line.
- G.** It is mandatory that the home team fill, rake, and tamp down the pitchers rubber area, home plate area, and the base areas following every game.

10. Tournament

- A.** At the end of the season a double elimination tournament will be played to determine the Fall Ball Champion.
- B.** Seeding for the play-offs will be a blind draw.
- C.** Each team will supply two game balls. Each team will be billed for half the umpire fees.
- D.** Trophies will be given to the first place and the second place teams. Each team in the league will be assessed a fee for trophies.
- E.** All players will have full eligibility at the start of the playoffs (pitching and catching). In the playoffs, no pitcher shall be allowed to pitch more than Three (3) innings in any playoff game. Catchers may catch 6 innings.
- F.** Brackets will be available on by September 30th on the new Egypt baseball website www.newegyptbaseball.com .