

CAL RIPKEN A DRAFT RULES



- 1) Goal is for each team to have 12 to 14 players on their roster
- 2) In Single A, no team will have more than three (3) 8 year old players. Note, 8 year olds will not be permitted to play on the 7U Allstar team which plays by Single A rules. The 8U Allstar team will play with AA Rules which include, among other things, live pitching by players.
- 3) Team Managers are allowed to freeze three (3) players
 - a) Must turn in freeze letters to player agent, prior to draft
 - b) Cannot freeze players that are in the tryout pool.
 - c) Teams that freeze less than three players, will be awarded extra picks in the third round of the draft choice.
- 4) Prior to the start of the draft, the draft pool is listed
 - a) All fees must be paid, prior to the start of the draft
 - i) League President will list exceptions/exemptions from fee requirements and include those players in the draft pool.
 - b) Special circumstances cases will be discussed (special request, relatives, etc.)
 - i) Each case will be presented by the involved Team Manager.
 - ii) Each case must be unanimously approved by all Team Managers for the division.

NOTE: In the case that a Team Manager cannot attend the draft, his designee will vote in his place.

 - iii) Each case that results in the placing of a player on a team, outside of the normal draft procedure, the team will forfeit its third round selection.
 - c) Once the draft pool is determined and the draft begins, the draft pool **CANNOT** be modified.
 - d) When verifying draft pool, verification of playing ages will be made and any discrepancies in the League's records noted before the start of the draft.
 - e) Before the draft begins, the League President will designate a record-keeper for the draft, to record team selections by round number and pick number (suggest Excel spreadsheet to aid in later sorting).
- 5) Draft order is determined by random selection of numbers from a hat.
- 6) Draft progresses in "snake" order.
- 7) Each team has 90 seconds to select a player, when it is their turn.
 - a) League President or his designee will monitor the time.
 - b) Team Manager will be told when it is their time to select and that the timer will start.
 - c) Monitor will call out a warning after 60 seconds, and another when 15 seconds remain.
 - d) At the end of 90 seconds, the League President will ask the Team Manager to name a player, and will wait 5 seconds for a reply.
 - e) If the Team Manager cannot provide a name, their turn is over and "NO SELECTION" is recorded on the roster.
- 8) Draft is over when all of the available players in the draft pool have been assigned to teams.
 - a) Team Managers are not allowed to "pass" on players. The last player in the draft pool automatically goes to the team whose turn it is.
 - b) Because of the amount of players and the number of teams, team rosters may be unequal after the draft.
- 9) Players that register late will be placed on a waiting list, and subject to a "Supplementary Draft".
 - a) Every effort will be made to have all Team Managers present for a try-out for late registering players.
 - b) Supplementary Draft will begin where the original draft left off (next team up has first pick)
 - i) Teams cannot "pass" on players in the Supplementary Draft.
 - c) The process for the Supplementary Draft can repeat, as needed, until the League President determines that registrations are closed.
- 10) Player information cards will be given to Team Managers immediately after the draft is completed.
- 11) A summary of the draft, showing draft order, player name and team rosters will be distributed to all Team Managers in the division, within three days after the completion of the draft, by the designated record keeper.
- 12) A summary of Supplementary Drafts will be distributed to all Team Managers in the division, within three days after the completion of the draft, by the Player Agent for Cal-Ripken.



**CAL RIPKEN A DIVISION
REGULAR SEASON RULES**



ITEM	RULE	NOTES
Advancing on Overthrows	The runner is permitted to advance one (1) base and only one (1) base on each overthrow. If a play is made on the runner at a particular base, then the runner is permitted to take the next base but at the runner's risk. In other words, the runner may take an extra base on an overthrow, but the play is live and the runner may be thrown out while trying to take the extra base.	
Advancing to the Next Base	Runners need to be passed the halfway mark between the bases when play is "dead" or "stopped" to proceed to the next base. If the runners are not passed the halfway mark when the play is stopped, then the runners go back to the previous base. Play is "dead" or "stopped" when in the judgment of the umpire an infielder has possession and control of the ball, standing in the infield dirt, and is not attempting to make a play on a runner.	Coaching tip. To assist the umpire to determine if an infielder is making an attempt or not on the runner, teach the infielder to call "time."
Base Path	60'	
Bats	No big barrel bats; No 2 5/8" or 2 3/4" bats. No Senior League Bats or Big Barrel Youth bats.	If a batter uses an illegal bat, then batter will be called out as though batter struck out.
Batting Order	The entire lineup will bat in sequential order. All teams will bat sequentially per the official lineup card submitted to the Official Scorekeeper and opposing Manager prior to the start of the game. When a player is hurt and unable to play, and the injury is verified by the umpire, the player may either temporarily sit-out until returning to the game, or they can choose to be removed from that game's roster. If the player chooses to temporarily sit-out until they feel better and if the team has batted through its order and if the injured player still chooses to sit out instead of batting, then that player's at-bat will be counted as an out. If the player chooses to be removed from the roster, the Manager must notify the Umpire and opposing Scorekeeper, and that player's spot will be skipped without penalty. A player who chooses to be removed from the roster for injury may not re-enter the game.	
	A player who is injured or absent for his/her at-bat will be bypassed and their absence must be revealed to the umpire, at which time the absent player will be counted as an out. If a player bats "out-of-order," and even one pitch is thrown, and if it is noticed immediately by the opposing team and confirmed by the umpire, that batter is out and any runs resulting from the at-bat are disqualified. If the "out-of-order" is caught after the at-bat is complete, then challenging team may not protest the game. The at bat is considered complete when a pitch is thrown to the next batter. The batting order will resume as if the out-of-order batted did not bat out-of-order.	
Bunting Allowed	Bunting is not allowed.	
Cleats	Rubber cleats only.	



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ITEM	RULE	NOTES
Coaching Rules	Coaches shall remain in the coaches' boxes along the first base line and third base line. In no event is the offensive coach permitted to cross over the half-way marker on the home plate side. Defensive coaches shall remain near their dugout. No coaches are to be on the playing field except for the pitching coach. Coaches are not permitted to make any contact with any player while the ball is in play. If an offensive coach touches a runner while the ball is in play, then the runner is out. No coaches should touch a batter to show him/her where to line/set up. In fact, no coach should be near the batter.	The enforcement of this rule is relaxed at the beginning of the season and during Fall Ball when some players may not be as experienced as others and may need guidance in setting up in the batter's box.
Courtesy Runners	In order to speed gameplay, when there are two (2) outs and the team's catcher is on base, a courtesy runner can be substituted for the catcher. Courtesy Runner will be the last recorded out.	
Dead ball Interference, Ball Hitting a Runner	If a batted ball touches a runner before the ball touches a defensive player, coach, or the pitching machine, then the runner is out and the play is considered dead upon contact of the ball by the runner. Conversely, if the ball first hits a defensive player, coach, or the pitching machine and then hits the runner, the runner is not out and the ball is live.	
Dropped 3rd Strike	No. Batter will be called out on a missed swing for the 3rd strike or the 5 pitch, assuming the batter does not foul the ball.	
Ejections	If a manager, coach, or scorekeeper is ejected from a game, they must immediately leave the park and is subject for suspension for the next game pending review.	
	If a fan or parent is ejected from a game, they will not be allowed back for the rest of the event.	
End of Half-Inning	Five (5) Runs or Three (3) Outs will cause the half inning to be over. There is no mercy rule. We will play six (6) complete innings regardless of score or for one and a half hour (1 1/2 hr), whatever occurs first.	
Field Prep	Home team is responsible for pre-game setup. Away team is responsible for post-game field work.	In the spirit of cooperation, both teams should help with both pre-game and post-game duties.
Fielding	A circle is drawn around the pitching mound around the machine. No players are allowed in the circle. If the player/pitcher makes incidental contact with the safety circle, i.e. one (1) foot inside the circle, while making a play on a batted ball, the ball is a live ball and the player may complete the play. If the player/pitcher makes full contact with the safety circle, i.e. both feet inside the circle, while making a play on a batted ball, then the ball is called dead for safety reasons. The batter is awarded first base and all other base runners advance one base. The player/pitcher shall receive a warning from the umpire. This is a safety issue.	Field Setup: In addition to drawing the circle around the pitching machine, draw two 18" square boxes to each side of the circle, next to the pitchign rubber. These boxes will tell the pitcher where to stand with one foot inside the box.
	The pitcher must line up even or behind the pitching machine (towards the outfield or away from the batter). One of the pitcher's feet must be inside the pitcher's box.	



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ITEM	RULE	NOTES
	A batted ball that hits the pitching machine and stays in the circle is a dead ball. (Batter takes first base and all runners move up one base.)	
	A batted ball that hits the pitching coach is a dead ball (No pitch). Runners return back to the previous base and the batter bats again.	
	A batted ball that hits the pitching machine and stays in play is a live ball.	
	A batted ball that hits the pitching machine and goes foul is a dead ball. (No Pitch. Runners return back to the previous base and the batter bats again.)	
	Only infielders can make put outs or tag outs. An outfielder may catch a ball or a throw a ball to an infielder standing on the base; an outfielder is not permitted to make a put out or tag out unless it is in a run-down that was initiated by an infielder. (An outfielder cannot field the ball, run, and tag a baserunner/base for an out. Play is considered stopped if this occurs and runners will either go back to the previous base or be awarded the next base, depending on whether the runners have crossed the halfway mark or not. But an outfielder may join a "pickle" that was initiated by an infielder.)	
	Defense is played with 10 players with 4 outfielders	
	All teams must field a catcher.	
	Players cannot sit out for two consecutive innings. There is no limit on how many innings a player can sit out so long as it does not exceed two consecutive innings.	
	A player can play a particular position no more than three (3) innings.	
Game Balls	Home team is required to supply two game balls prior to the start of the game.	
Game Format	Game will start on time as scheduled. If a team does not have a minimum of ten (10) players, then it may request a five (5) minute delay of the start time. After the five (5) minute delay, the game will start regardless of whether one team has at least ten (10) players or not.	
	Injuries (or emergency bathroom breaks) on the base paths will be replaced by the last out or the last batter, sitting in the dugout.	
	Use flex "squishy" balls (LEVEL 5 BALLS AND NOT LEVEL 1 BALLS)	
Game Length	6 innings or no new inning after 1 1/2 hour from start time, whatever occurs first. Once an inning starts, play to finish the inning.	
Helmets	All batters and base runners must wear protective helmets at all times. Sliding head-first is not allowed, unless the runner is returning to a previously occupied base, then sliding/diving head first is permitted.	
Home Team and Away Team	Determined by Scheduler	
IF Fly Rule	No.	
Injuries	If a player is injured and cannot play, that spot in the lineup will be skipped with no penalty.	



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ITEM	RULE	NOTES
Late Arrivals	Players arriving late may be added to the lineup regardless of what inning he/she arrives. The player is added to the bottom of the lineup, regardless of where the team currently is in the lineup.	
Leads	No leading. One foot must remain touching the base at all times.	
Lineup	It is each team's responsibility to check the opposing lineup prior to the start of the game. Each Manager must supply two copies of the lineup to the opposing Manager. Lineup must contain Player's First and Last Names, Number and Starting Position. For those batting with substitutions, Starting players are listed on the left and substitute players are on the right.	Scorekeepers must also record first and last names, numbers and starting positions in the official book.
Lineup	Must bat through the entire lineup. Each player cannot sit out more than two consecutive innings, i.e. a player cannot sit out back-to-back innings.	All Players will bat. By following the "no more than two consecutive innings rule" each player will play 3 innings defensively (unless the game is called early).
Mercy Rule	No Mercy Rule in effect. Limit is 5 runs per inning.	Note for Postseason , for innings 5 and 6, there is no cap on the number of runs per inning.
Must Avoid Contact	Yes	If an Umpire determines that a runner failed to avoid contact, it will result in an out and a warning. Second instance will result in runner ejection. A runner can still be ejected at the first instance, if the Umpire believes it to be a case of unsportsmanlike conduct.
Number of Pitches	Each batter will receive five (5) pitches or three (3) swings. There are no called strikes. If the 5th pitch or 3rd swing is a foul ball, then the batter shall receive another pitch and this process will continue until the batter is out. (A coach may call a "No Pitch" if the machine throws an "un-hittable" pitch. A coach may call "No Pitch" only once per batter per at-bat. The coach should call it as soon as the ball is deemed unhittable and not after the batter has swung, but is not required to do so. The coach's call cannot be challenged unless it is deemed blatant gamesmanship by the umpire. Only the umpire may overrule a coach's "No Pitch." If the umpire over-rules a coach's "No Pitch" twice in one game (based on an unhittable pitch), then that coach's team will lose its privilege to call any further "No Pitch" in the game for an unhittable pitch.)	
On Deck Batters	Only the batter at bat, and one additional batter (the On-Deck batter) may be out of the dugout at one time. All on-deck batters must stay near their own dugout, on the warning track, with a helmet on.	
Pitcher Distraction	During a game, managers or coaches are not allowed to take a position near or behind the catcher/umpire for the purpose of clocking pitching speeds, determining balls or strikes, etc. Managers and coaches must stay in or near the dugout, or in the base coaching boxes.	This includes the time between innings/half innings when pitchers are warming up before play resumes.
Pitching Machine Distance	The pitching distance is forty-three feet (43') to forty-six feet (46'). The exact distance is to be agreed by the managers from both teams. If there is a disagreement, then the pitching machine will be set at forty-six feet (46').	When properly set up, the pitching machine that the league uses has three legs with a single, back leg. Set the back, single leg to touch the center of the pitching rubber.



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ITEM	RULE	NOTES
Pitching Machine Speed	The pitching machine speed is 35 MPH but may be increased up to 40 MPH when managers from both teams agree.	The current optimal speed of the machine that the league owns is best set at 38 MPH.
Pool Players	Player Agent to establish a list of players who volunteer for pool play. This list will be established one week prior to the start of the regular season and distributed to all managers within the division. During the season, this list is to be kept up to date and redistributed as necessary.	
	Managers who will not be able to field 9 players for a game, will contact the Player Agent 48 hours prior to the game time to secure pool players.	
	Abuse of the pool player system may result in a manager being denied the use of pool players.	Abuse of the pool player system will be reviewed by the President's Committee
	A maximum of three pool players can be used at one time, and, when using pool players, roster size cannot exceed 10 players.	
	Pool players may only be used in the outfield and must bat at the end of the lineup. Pool players must also be designated as pool players on the scorecard, and the opposing manager must be made aware of their participation prior to the game.	At the manager's meeting, verbally inform the opposing manager, umpire and scorekeeper of the pool players. Simply noting them on the scorecard is not sufficient notice.
Protests	When protesting a rule interpretation, it is the responsibility of the protesting manager to show the Umpire and opposing manager the written rule in question.	Judgement calls (balls vs strikes, etc.) are NOT subject to protest. Only the interpretation of playing rules will be reviewed.
	In order to prevent an excessive delay in the game, a three minute time limit will be imposed on resolving the protest.	
	If the resolution will take longer than three minutes, then the protesting manager informs the scorekeeper to mark the time on the scorebook with the notation "protest by (manager's name) at this point".	
	Within 48 hours of the end of the game, a written protest will be submitted by the protesting manager to any board member. This protest will include a narrative of the incident, a copy of the rule in question, the Manager's interpretation and the Umpire's decision.	
	The President's Committee will review the protest and respond in writing within 7 days.	No one managing or coaching a team in the same division, or who has a family member playing in the same division will be allowed to participate in the Committee's decision.
Rosters	No limits on number of players.	
Scorekeeping	Keep official score for all games with players' first and last names and uniform number in the scorebook.	
	Teams must give opposing team and scorekeeper a lineup card.	
Sliding	Sliding head-first is not allowed, unless the runner is returning to a previously occupied base, then sliding/diving head first is permitted.	This is a safety rule and not a competitive rule. The first violation is a warning. Any subsequent violation is called an out.
Stealing	No.	
Time limits	No new inning after 1 hour and 30 minutes from start time, but play to completion of inning.	Games may end in tie due to time limits.



CAL RIPKEN A DIVISION POST SEASON RULES



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Advancing on Overthrows	The runner is permitted to advance one (1) base and only one (1) base on each overthrow. If a play is made on the runner at a particular base, then the runner is permitted to take the next base but at the runner's risk. In other words, the runner may take an extra base on an overthrow, but the play is live and the runner may be thrown out while trying to take the extra base.	
Advancing to the Next Base	Runners need to be passed the halfway mark between the bases when play is "dead" or "stopped" to proceed to the next base. If the runners are not passed the halfway mark when the play is stopped, then the runners go back to the previous base. Play is "dead" or "stopped" when in the judgment of the umpire an infielder has possession and control of the ball, standing in the infield dirt, and is not attempting to make a play on a runner.	Coaching tip. To assist the umpire to determine if an infielder is making an attempt or not on the runner, teach the infielder to call "time."
Base Path	60'	
Bats	No big barrel bats; No 2 5/8" or 2 3/4" bats. No Senior League Bats or Big Barrel Youth bats.	If a batter uses an illegal bat, then batter will be called out as though batter struck out.
Batting Order	The entire lineup will bat in sequential order. All teams will bat sequentially per the official lineup card submitted to the Official Scorekeeper and opposing Manager prior to the start of the game. When a player is hurt and unable to play, and the injury is verified by the umpire, the player may either temporarily sit-out until returning to the game, or they can choose to be removed from that game's roster. If the player chooses to temporarily sit-out until they feel better and if the team has batted through its order and if the injured player still chooses to sit out instead of batting, then that player's at-bat will be counted as an out. If the player chooses to be removed from the roster, the Manager must notify the Umpire and opposing Scorekeeper, and that player's spot will be skipped without penalty. A player who chooses to be removed from the roster for injury may not re-enter the game.	
Bunting Allowed	Bunting is not allowed.	
Cleats	Rubber cleats only. No metal cleats at this age. This is a safety rule given how young the players are.	
Coaching Rules	Coaches shall remain in the coaches' boxes along the first base line and third base line. In no event is the offensive coach permitted to cross over the half-way marker on the home plate side. Defensive coaches shall remain near their dugout. No coaches are to be on the playing field except for the pitching coach. Coaches are not permitted to make any contact with any player while the ball is in play. If an offensive coach touches a runner while the ball is in play, then the runner is out. No coaches should touch a batter to show him/her where to line/set up. In fact, no coach should be near the batter.	The enforcement of this rule is relaxed at the beginning of the season and during Fall Ball when some players may not be as experienced as others and may need guidance in setting up in the batter's box.
Courtesy Runners	In order to speed gameplay, when there are two (2) outs and the team's catcher on base, a courtesy runner can be substituted for the catcher. Courtesy Runner will be the last recorded out.	



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ITEM	RULE	NOTES
Dead ball Interference, Ball Hitting a Runner	If a batted ball touches a runner before the ball touches a defensive player, coach, or the pitching machine, then the runner is out and the play is considered dead upon contact of the ball by the runner. Conversely, if the ball first hits a defensive player, coach, or the pitching machine and then hits the runner, the runner is not out and the ball is live.	
Dropped 3rd Strike	No. Batter will be called out on a missed swing for the 3rd strike or the 5 pitch, assuming the batter does not foul the ball.	
Ejections	If a manager, coach, or scorekeeper is ejected from a game, they must immediately leave the park and is subject for suspension for the remainder of the event, pending review.	
	A player who is injured or absent for his/her at-bat will be bypassed and their absence must be revealed to the umpire, at which time the absent player will be counted as an out. If a player bats "out-of-order," and even one pitch is thrown, and if it is noticed immediately by the opposing team and confirmed by the umpire, that batter is out and any runs resulting from the at-bat are disqualified. If the "out-of-order" is caught after the at-bat is complete, then challenging team may not protest the game. The at bat is considered complete when a pitch is thrown to the next batter. The batting order will resume as if the out-of-order batted did not bat out-of-order.	
	If a fan or parent is ejected from a game, they will not be allowed back for the rest of the event.	
End of Half-Inning	Five (5) Runs or Three (3) Outs will cause the half inning to be over. There is no mercy rule. We will play six (6) complete innings regardless of score or for one and a half hour (1 1/2 hr), whatever occurs first.	
Field Prep	Home team is responsible for pre-game setup. Away team is responsible for post-game field work.	In the spirit of cooperation, both teams should help with both pre-game and post-game duties.
Fielding	A circle is drawn around the pitching mound around the machine. No players are allowed in the circle. If the player/pitcher makes incidental contact with the safety circle, i.e. one (1) foot inside the circle, while making a play on a batted ball, the ball is a live ball and the player may complete the play. If the player/pitcher makes full contact with the safety circle, i.e. both feet inside the circle, while making a play on a batted ball, then the ball is called dead for safety reasons. The batter is awarded first base and all other base runners advance one base. The player/pitcher shall receive a warning from the umpire. This is a safety issue.	Field Setup: In addition to drawing the circle around the pitching machine, draw two 18" square boxes to each side of the circle, next to the pitchign rubber. These boxes will tell the pitcher where to stand with one foot inside the box.
	The pitcher must line up even or behind the pitching machine (towards the outfield or away from the batter). One of the pitcher's feet must be inside the pitcher's box.	
	A batted ball that hits the pitching machine and stays in the circle is a dead ball. (Batter takes first base and all runners move up one base.)	
	A batted ball that hits the pitching coach is a dead ball (No pitch. Runners return back to the previous base and the batter bats again. This is to avoid any gamesmanship.)	



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	A batted ball that hits the pitching machine and stays in play is a live ball.	
	A batted ball that hits the pitching machine and goes foul is a dead ball. (No Pitch. Runners return back to the previous base and the batter bats again.)	
	Only infielders can make put outs or tag outs. An outfielder may catch a ball or a throw a ball to an infielder standing on the base; an outfielder is not permitted to make a put out or tag out unless it is in a run-down that was initiated by an infielder. (An outfielder cannot field the ball, run, and tag a base runner for an out. Play is considered stopped if this occurs and runners will either go back to the previous base or be awarded the next base, depending on whether the runners have crossed the halfway mark or not. But an outfielder may join a "pickle" that was initiated by an infielder.)	
	Defense is played with 10 players with 4 outfielders	
	All teams must field a catcher.	
	Players cannot sit out for two consecutive innings. There is no limit on how many innings a player can sit out so long as it does not exceed two consecutive innings.	
	There are no limits on the amount of innings a player can play a particular position.	
Game Balls	Home team is required to supply two game balls prior to the start of the game.	Balls supplied by the League. Contact Board member on site to obtain balls (per directive issued by Rudi Broshears)
Game Format	Game will start on time as scheduled. If a team does not have a minimum of ten (10) players, then it may request a five (5) minute delay of the start time. After the five (5) minute delay, the game will start regardless of whether one team has at least ten (10) players or not.	
	Injuries (or emergency bathroom breaks) on the base paths will be replaced by the last out or the last batter, sitting in the dugout.	
	Keep official score for all games with players' first and last names and uniform number in the scorebook.	
	Teams must give opposing team and scorekeeper a lineup card.	
	Use flex "squishy" balls (LEVEL 5 BALLS AND NOT LEVEL 1 BALLS)	
	It is each team's responsibility to check the opposing lineup prior to the start of the game. Each Manager must supply two copies of the lineup to the opposing Manager. Lineup must contain Player's First and Last Names, Number and Starting Position. For those batting with substitutions, Starting players are listed on the left and substitute players are on the right.	Scorekeepers must also record first and last names, numbers and starting positions in the official book.
Game Length	6 innings or no new inning after 1 1/2 hour from start time, whatever occurs first. Once an inning starts, play to finish the inning.	Games may not end in ties. Play an additional full inning until there is a winner.
Helmets	All batters and base runners must wear protective helmets at all times. Sliding head-first is not allowed, unless the runner is returning to a previously occupied base, then sliding/diving head first is permitted.	
Home Team and Away Team	Determined by Scheduler	
IF Fly Rule	No.	



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ITEM	RULE	NOTES
Injuries	If a player is injured and cannot play, that spot in the lineup will be skipped with no penalty.	
Late Arrivals	Players arriving before the end of the third inning may be added to the lineup. The player is added to the bottom of the lineup, regardless of where the team currently is in the lineup.	This rule is different from the regular season.
Leads	No leading. One foot must remain touching the base at all times.	
Lineup	Must bat through the entire lineup. Each player cannot sit out more than two consecutive innings, i.e. a player cannot sit out back-to-back innings.	All Players will bat. By following the "no more than two consecutive innings rule" each player will play 3 innings defensively (unless the game is called early).
Mercy Rule	For the first four (4) innings, maximum of six (6) runs per inning. For the fifth and sixth inning, there is no cap on the maximum of runs. Play until three (3) outs are recorded.	
Must Avoid Contact	Yes	If an Umpire determines that a runner failed to avoid contact, it will result in an out and a warning. Second instance will result in runner ejection. A runner can still be ejected at the first instance, if the Umpire believes it to be a case of unsportsmanlike conduct.
Number of Pitches	Each batter will receive five (5) pitches or three (3) swings. There are no called strikes. If the 5th pitch or 3rd swing is a foul ball, then the batter shall receive another pitch and this process will continue until the batter is out. (A coach may call a "No Pitch" if the machine throws an "un-hittable" pitch. A coach may call "No Pitch" only once per batter per at-bat. The coach should call it as soon as the ball is deemed unhittable and not after the batter has swung, but is not required to do so. The coach's call cannot be challenged unless it is deemed blatant gamesmanship by the umpire. Only the umpire may overrule a coach's "No Pitch." If the umpire over-rules a coach's "No Pitch" twice in one game (based on an unhittable pitch), then that coach's team will lose its privilege to call any further "No Pitch" in the game for an unhittable pitch.)	
On Deck Batters	Only the batter at bat, and one additional batter (the On-Deck batter) may be out of the dugout at one time. All on-deck batters must stay near their own dugout, on the warning track, with a helmet on.	
Pitcher Distraction	During a game, managers or coaches are not allowed to take a position near or behind the catcher/umpire for the purpose of clocking pitching speeds, determining balls or strikes, etc. Managers and coaches must stay in or near the dugout, or in the base coaching boxes.	This includes the time between innings/half innings when pitchers are warming up before play resumes.
Pitching Machine Distance	The pitching distance is forty-three feet (43') to forty-six feet (46'). The exact distance is to be agreed by the managers from both teams. If there is a disagreement, then the pitching machine will be set at forty-six feet (46').	When properly set up, the pitching machine that the league uses has three legs with a single, back leg. Set the back, single leg to touch the center of the pitching rubber.
Pitching Machine Speed	The pitching machine speed is 35 MPH but may be increased up to 40 MPH when managers from both teams agree.	The current optimal speed of the machine that the league owns is best set at 38 MPH.
Pool Players	Pool Players not allowed in tournament play	



**CAL RIPKEN A DIVISION
POST SEASON RULES**



ITEM	RULE	NOTES
Protests	When protesting a rule interpretation, it is the responsibility of the protesting manager to show the Umpire and opposing manager the written rule in question.	Judgement calls (balls vs strikes, etc.) are NOT subject to protest. Only the interpretation of playing rules will be reviewed.
	In order to prevent an excessive delay in the game, a three minute time limit will be imposed on resolving the protest.	
	If the resolution will take longer than three minutes, then the protesting manager informs the scorekeeper to mark the time on the scorebook with the notation "protest by (manager's name) at this point".	
	Immediate contact must be made to the Heartwell Baseball representative present at the tournament. The HBI representative will discuss the protest with the tournament organizers and determine a course of action.	
Rosters	No limits on number of players.	
Sliding	Sliding head-first is not allowed, unless the runner is returning to a previously occupied base, then sliding/diving head first is permitted.	This is a safety rule and not a competitive rule. The first violation is a warning. Any subsequent violation is called an out.
Stealing	No.	
Time limits	No new inning after 1 hour and 30 minutes from start time, but play to completion of inning.	

CAL RIPKEN AA DRAFT RULES



- 1) Goal is for each team to have 12 players on their roster
 - 2) In the AA division no team will have more than 13 players
 - 3) Team Managers are allowed to freeze three players
 - a) Must turn in freeze letters to player agent, prior to draft
 - b) Cannot freeze players that are in the tryout pool.
 - c) Teams that freeze less than three players, will be awarded extra picks on their third round draft
 - 4) Prior to the start of the draft, the draft pool is listed
 - a) All fees must be paid, prior to the start of the draft
 - i) League President will list exceptions/exemptions from fee requirements and include those players in the draft pool.
 - b) Special circumstances cases will be discussed (special request, relatives, etc.)
 - i) Each case will be presented by the involved Team Manager.
 - ii) Each case must be unanimously approved by all Team Managers for the division.

NOTE: In the case that a Team Manager cannot attend the draft, his designee will vote in his place.

 - iii) Each case that results in the placing of a player on a team, outside of the normal draft procedure, the team will forfeit its third round selection.
 - c) Once the draft pool is determined and the draft begins, the draft pool **CANNOT** be modified.
 - d) When verifying draft pool, verification of playing ages will be made and any discrepancies in the League's records noted before the start of the draft.
 - e) Before the draft begins, the League President will designate a record-keeper for the draft, to record team selections by round number and pick number (suggest Excel spreadsheet to aid in later sorting).
- 5) Draft order is determined by random selection of numbers from a hat.
- 6) Draft progresses in "serpentine" order.
- 7) Each team has two minutes to select a player, when it is their turn.
 - a) League President or his designee will monitor the time.
 - b) Team Manager will be told when it is their time to select and that the timer will start.
 - c) Monitor will call out a warning after 90 seconds, and another when 15 seconds remain.
 - d) At the end of two minutes, the League President will ask the Team Manager to name a player, and will wait 5 seconds for a reply.
 - e) If the Team Manager cannot provide a name, their turn is over and "NO SELECTION" is recorded on the roster.
- 8) Draft is over when all of the available players in the draft pool have been assigned to teams.
 - a) Team Managers are not allowed to "pass" on players. The last player in the draft pool automatically goes to the team whose turn it is.
 - b) Because of the amount of players and the number of teams, team rosters may be unequal after the draft.
- 9) Players that register late will be placed on a waiting list, and subject to a "Supplementary Draft".
 - a) Every effort will be made to have all Team Managers present for a try-out for late registering players.
 - b) Supplementary Draft will begin where the original draft left off (next team up has first pick)
 - i) Teams cannot "pass" on players in the Supplementary Draft.
 - c) The process for the Supplementary Draft can repeat, as needed, until the League President determines that registrations are closed.
- 10) Player information cards will be given to Team Managers immediately after the draft is completed.
- 11) A summary of the draft, showing draft order, player name and team rosters will be distributed to all Team Managers in the division, within three days after the completion of the draft, by the designated record keeper.
- 12) A summary of Supplementary Drafts will be distributed to all Team Managers in the division, within three days after the completion of the draft, by the Player Agent for Cal Ripken.



CAL RIPKEN AA DIVISION REGULAR SEASON RULES



ITEM	RULE	NOTES
Balks	N/A	
Base Path	60 Feet	
Bats	Use Current League Guidelines for bats	See the letter from Babe Ruth regarding bats. Available on HBI website.
Bunting Allowed	Yes	
Cleats	No metal	
Complete Game (innings)	4	
Courtesy Runners	In order to speed gameplay, when there are 2 outs and the team's catcher on base, a courtesy runner can be substituted for the catcher. Courtesy Runner will be the last recorded out.	
Dropped 3rd Strike	No	
Ejections	If a manager, coach, or scorekeeper is ejected from a game, they are automatically suspended for the next game with further sanctions possible.	
	If a player is ejected from a game, the next time his position in the lineup is reached, it will count as an out. Subsequent times, the player's position will be skipped without penalty.	
	If a fan or parent is ejected from a game, they will not be allowed back for the rest of the event.	
Field Prep	Home team is responsible for pre-game setup. Away team is responsible for post-game field work.	In the spirit of cooperation, both teams should help with both pre-game and post-game duties.
Game Balls	Home team is required to supply two game balls prior to the start of the game.	
Game Length (innings)	6	
Home Team and Away Team	Determined by Scheduler	
IF Fly Rule	No	
Injuries	If a player is injured and cannot play, that spot in the lineup will be skipped with no penalty.	
Intentional Walk	N/A	
Late Arrivals	Players arriving before the end of the second inning may be added to the lineup. The player is added to the bottom of the lineup, regardless of where the team currently is in the lineup.	
Leads	After pitch crosses plate	
Lineup	Must bat through the entire lineup. Each player cannot sit out more than two consecutive innings	
	It is each team's responsibility to check the opposing lineup prior to the start of the game. Each Manager must supply two copies of the lineup to the opposing Manager. Lineup must contain Player's First and Last Names, Number and Starting Position. For those batting with substitutions, Starting players are listed on the left and substitute players are on the right.	Scorekeepers must also record first and last names, numbers and starting positions in the official book.
Mercy Rule	5 runs maximum per inning	
Mound Visits	Pitcher must be removed on the second mound visit in the same inning (in case of injury there may be an exception)	A "visit" involves the Manager or Coach crossing the foul lines. A "visit" will also be counted when a Manager or Coach does not cross the foul line, but calls the pitcher off the mound and talks to him.



**CAL RIPKEN AA DIVISION
REGULAR SEASON RULES**



ITEM	RULE	NOTES
Must Avoid Contact	Yes	If an Umpire determines that a player failed to avoid contact, it will result in an out and a warning. Second instance will result in player ejection. A player can still be ejected at the first instance, if the Umpire believes it to be a case of unsportsmanlike conduct.
On Deck Batters	Only the batter at bat, and one additional batter (the On-Deck batter) may be out of the dugout at one time. All on-deck batters must stay near their own dugout, on the warning track, with a helmet on.	
Pitcher Distraction	During a game, managers or coaches are not allowed to take a position near or behind the catcher/umpire for the purpose of clocking pitching speeds, determining balls or strikes, etc. Managers and coaches must stay in or near the dugout, or in the base coaching boxes.	This includes the time between innings/half innings when pitchers are warming up before play resumes.
Pitching Distance	43 Feet	
Pitching Limits	Rolling 2 games, 6 innings max with the following limits: 7yo 2 innings per game 8yo 3 innings per game 9yo 3 innings per game	
Pitching Log	Each team must maintain a pitching log and have it signed by the opposing Manager/Coach and Umpire after each game.	Pitching log must include the playing age of the pitcher, in addition to his name and number.
Pool Players	Player Agent to establish a list of players who volunteer for pool play. This list will be established one week prior to the start of the regular season and distributed to all managers within the division. During the season, this list is to be kept up to date and redistributed as necessary.	
	Managers who will not be able to field 9 players for a game, will contact the Player Agent 48 hours prior to the game time to secure pool players.	
	Abuse of the pool player system may result in a manager being denied the use of pool players.	Abuse of the pool player system will be reviewed by the President's Committee
	A maximum of three pool players can be used at one time, and, when using pool players, roster size cannot exceed 10 players.	
	Pool players may only be used in the outfield and must bat at the end of the lineup. Pool players must also be designated as pool players on the scorecard, and the opposing manager must be made aware of their participation prior to the game.	At the manager's meeting, verbally inform the opposing manager, umpire and scorekeeper of the pool players. Simply noting them on the scorecard is not sufficient notice.
Protests	When protesting a rule interpretation, it is the responsibility of the protesting manager to show the Umpire and opposing manager the written rule in question.	Judgement calls (balls vs strikes, etc.) are NOT subject to protest. Only the interpretation of playing rules will be reviewed.
	In order to prevent an excessive delay in the game, a three minute time limit will be imposed on resolving the protest.	
	If the resolution will take longer than three minutes, then the protesting manager informs the scorekeeper to mark the time on the scorebook with the notation "protest by (manager's name) at this point".	



**CAL RIPKEN AA DIVISION
REGULAR SEASON RULES**



ITEM	RULE	NOTES
	Within 48 hours of the end of the game, a written protest will be submitted by the protesting manager to any board member. This protest will include a narrative of the incident, a copy of the rule in question, the Manager's interpretation and the Umpire's decision.	
	The President's Committee will review the protest and respond in writing within 7 days.	No one managing or coaching a team in the same division, or who has a family member playing in the same division will be allowed to participate in the Committee's decision.
Re-entry	Free substitution	
	If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game.	
Rosters	No limits on player rosters. Up to 4 adults allowed in the dugout.	
Sliding	Only feet first sliding when advancing	Head first only to get back to previous base
Stealing	Yes	Home plate closed in 1st 1/3 of season
Time limits	No new inning after 1:45. No Drop Dead time.	



CAL RIPKEN AA DIVISION POST SEASON RULES



ITEM	RULE	NOTES
Balks	N/A	
Base Path	60 Feet	
Bats	Use Current League Guidelines for bats	See the letter from Babe Ruth regarding bats. Available on HBI website.
Bunting Allowed	Yes	
Cleats	No metal	
Complete Game (innings)	4	
Courtesy Runners	In order to speed gameplay, when there are 2 outs and the team's catcher on base, a courtesy runner can be substituted for the catcher. Courtesy Runner will be the last recorded out.	
Dropped 3rd Strike	No	
Ejections	If a manager, coach, or scorekeeper is ejected from a game, they are automatically suspended for the next game with further sanctions possible.	
	If a player is ejected from a game, the next time his position in the lineup is reached, it will count as an out. Subsequent times, the player's position will be skipped without penalty.	If a Manager's lineup is "9 with subs" or "10 (EH) with subs", and no substitute is available, then the next time his position in the lineup is reached, it will count as an out. Subsequent times, the player's position will be skipped without penalty.
	If a fan or parent is ejected from a game, they will not be allowed back for the rest of the event.	If ejected from any game in post-season, they will not be allowed back for the remainder of the post-season games.
Field Prep	Home team is responsible for pre-game setup. Away team is responsible for post-game field work.	In the spirit of cooperation, both teams should help with both pre-game and post-game duties.
Game Balls	Home team is required to supply two game balls prior to the start of the game.	Balls supplied by the League. Contact Board member on site to obtain balls (per directive issued by Rudi Broshears)
Game Length (innings)	6	
Home Team and Away Team	During the first round, the Home Team will be the highest seeded team.	
	During subsequent rounds, the team coming from the winner's bracket (win in their last game) will be the home team.	
	During subsequent rounds, if the two teams are both coming from the same bracket (winner's or loser's) then the team that was originally the highest seeded team will be the home team	
IF Fly Rule	No	
Injuries	If a player is injured and no substitute available, that spot in the lineup will be skipped with no penalty.	
Intentional Walk	N/A	
Late Arrivals	Players arriving before the end of the third inning may be added to the lineup. For teams batting the whole lineup, the player is added to the bottom of the lineup, regardless of where the team currently is in the lineup.	
Leads	Yes	
Lineup	Must bat through the entire lineup. Each player cannot sit out more than two consecutive innings	



**CAL RIPKEN AA DIVISION
POST SEASON RULES**



ITEM	RULE	NOTES
	It is each team's responsibility to check the opposing lineup prior to the start of the game. Each Manager must supply two copies of the lineup to the opposing Manager. Lineup must contain Player's First and Last Names, Number and Starting Position. For those batting with substitutions, Starting players are listed on the left and substitute players are on the right.	Scorekeepers must also record first and last names, numbers and starting positions in the official book.
Mercy Rule	No Mercy Rule in effect	
Mound Visits	Pitcher must be removed on the second mound visit in the same inning	A "visit" involves the Manager or Coach crossing the foul lines.
Must Avoid Contact	Yes	If an Umpire determines that a player failed to avoid contact, it will result in an out and a warning. Second instance will result in player ejection. A player can still be ejected at the first instance, if the Umpire believes it to be a case of unsportsmanlike conduct.
On Deck Batters	Only the batter at bat, and one additional batter (the On-Deck batter) may be out of the dugout at one time. All on-deck batters must stay near their own dugout, on the warning track, with a helmet on.	
Pitcher Distraction	During a game, managers or coaches are not allowed to take a position near or behind the catcher/umpire for the purpose of clocking pitching speeds, determining balls or strikes, etc. Managers and coaches must stay in or near the dugout, or in the base coaching boxes.	This includes the time between innings/half innings when pitchers are warming up before play resumes.
Pitching Distance	43 Feet	
Pitching Limits	Rolling 2 games, 6 innings max	Tournament starts with a "clean slate". No prior regular season games count against his pitching totals. No minimum time off between starts required
	If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game.	
Pitching Log	Each team must maintain a pitching log and have it signed by the opposing Manager/Coach and Umpire after each game.	Pitching log must include the playing age of the pitcher, in addition to his name and number.
Pool Players	Pool Players not allowed in tournament play	
Protests	When protesting a rule interpretation, it is the responsibility of the protesting manager to show the Umpire and opposing manager the written rule in question.	Judgement calls (balls vs strikes, etc.) are NOT subject to protest. Only the interpretation of playing rules will be reviewed.
	In order to prevent an excessive delay in the game, a three minute time limit will be imposed on resolving the protest.	
	If the resolution will take longer than three minutes, then the protesting manager informs the scorekeeper to mark the time on the scorebook with the notation "protest by (manager's name) at this point".	
	Immediate contact must be made to the Heartwell Baseball representative present at the tournament. The HBI representative will discuss the protest with the tournament organizers and determine a course of action.	



**CAL RIPKEN AA DIVISION
POST SEASON RULES**



ITEM	RULE	NOTES
Re-entry	Free substitution	
Rosters	No limits on player rosters. Up to 4 adults allowed in the dugout.	
Sliding	Head first and feet first slides are allowed	Head first only to previous base
Stealing	After pitch crosses plate	Home plate open
Time limits	No new inning after 2:00 unless tie score. No Drop Dead time. If tied, then extra innings continue until an inning is completed without a tie score	If a tie game extends until darkness, then game is suspended. Contact Brent Tubbs immediately so that he can reschedule the continued game. Both teams review official scorebook, and sign off on status of game at time of suspension. Game will resume at exact point of suspension. Every effort needs to be made to suspend game at a "natural" break point, i.e., at the end of the inning or half inning.

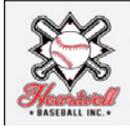
Cal Ripken AAA Draft Rules



- 1) Goal is for each team to have 11 to 12 players on their roster, ideally, all teams have the same amount of players.
 - 2) AAA Division is intended for 9 and 10 League Age players. (8 and 11 League Age players need league approval to participate.)
 - 3) Team Managers are allowed to freeze **four** players.
 - a) Must turn in freeze letters to Cal Ripken Player Agent, prior to draft
 - b) Cannot freeze players that are in the tryout pool.
 - c) Teams that freeze less than four players, will be awarded extra picks on their third round draft choice.
 - 4) Prior to the start of the Primary Draft, the draft pool is listed.
 - a) All League fees must be paid, prior to the start of the draft
 - i) League President will list exceptions/exemptions from fee requirements and include those players in the draft pool.
 - b) Special circumstances cases will be discussed (special request, relatives playing together, etc.)
 - i) Each case will be presented by the involved Team Manager.
 - ii) Each case must be unanimously approved by all Team Managers for the division and a determination made as to which round draft choice the "special circumstance" player would most likely be drafted. The acquiring team would lose that respective draft pick in the order

NOTE: In the case that a Team Manager cannot attend the draft, his designee will vote in his place.

 - iii) Each case that results in the placing of a player on a team, outside of the normal draft procedure, the team will forfeit its "majority voted on" appropriate round selection.
 - c) Once the draft pool is determined and the draft begins, the draft pool **CANNOT** be modified.
 - d) When verifying draft pool, verification of playing ages will be made and any discrepancies in the League's records noted before the start of the draft.
 - e) Before the draft begins, the League President will designate a record-keeper for the draft, to record team selections by round number and pick number (suggest Excel spreadsheet to aid in later sorting).
- 5) Draft order is determined by random selection of numbers from a hat.
- 6) Draft progresses in "snake" order.
- 7) Each team has 90 seconds to select a player, when it is their turn.
 - a) League President or his designee will monitor the time.
 - b) Team Manager will be told when it is their time to select and that the timer will start.
 - c) Monitor will call out a warning after 60 seconds, and another when 15 seconds remain.
 - d) At the end of 90 seconds, the League President will ask the Team Manager to name a player, and will wait 5 seconds for a reply.
 - e) If the Team Manager cannot provide a name, their turn is over and "NO SELECTION" is recorded on the roster.
- 8) The Primary Draft is over when all of the available players in the draft pool have been assigned to teams, with each team having the **same number of players**. If there are players "left over," at this time any team can "swap" an already drafted player for an undrafted player still in the pool. This swap opportunity would go in team order. After one "swap round," the Primary Draft rosters would be final
 - a) Team Managers are not allowed to "pass" on players. The last player in the draft pool automatically goes to the team whose turn it is.
 - b) Because of the amount of players and the number of teams, there may be players "left over" after the Primary Draft. These players will be available for the "Supplementary Draft."
- 9) Players that register late, or were not drafted in the Primary Draft, will be placed on a waiting list, and are subject to a "Supplementary Draft". The next subsequent Supplementary Draft will be conducted when a sufficient number of players are available for each team to pick the same amount of players
 - a) Every effort will be made to have all Team Managers present for a try-out for late registering players, however, due to time and schedules, this may not always be the case.
 - b) Supplementary Draft will begin where the original draft left off (next team up has first pick)
 - i) Teams cannot "pass" on players in the Supplementary Draft. Each team will pick until all teams have the same number of players. If there are players still "left over," they will be moved to the next Supplementary Draft
 - c) The process for the Supplementary Draft can repeat, as needed, until the League President determines that registrations are closed.
- 10) Player information cards will be given to Team Managers immediately after the draft is completed. If possible, at this time coordination should take place with the Purchasing Director in order to solidify the names, number, and jersey/hat sizes for uniforms.
- 11) A summary of the Primary Draft, showing draft order, player name and team rosters will be distributed to all Team Managers in the division, within three days after the completion of the draft, by the designated record keeper (League Secretary).
- 12) A summary of Supplementary Drafts will be distributed to all Team Managers in the division, within three days after the completion of the draft, by the Cal Ripken Player Agent.



CAL RIPKEN AAA DIVISION
REGULAR SEASON RULES



ITEM	RULE	NOTES
Balks	Yes- No penalty. The play will be stopped by the umpire and used as a teaching moment. Only the obvious ones will be called.	Umpires will be instructed to let subtle balks go; with the intention of keeping the game flow. A runner cannot be out on a balk.
Base Path Distance	65'	
Bats	2 1/4" bats only, NO big barrel bats.	See the letter from Babe Ruth regarding bats. Available on HBI website.
Batting the Lineup / Defensive Players	Must bat through the entire lineup in continuous order. A player cannot sit out for two consecutive innings of playing in the field (defense).	All Players will bat. There is free substitutions for position players (defense).
Bunting Allowed	Yes	
Cleats	Rubber cleats, NO metal cleats! allowed.	
Complete Game / Ties	6 innings. Any game tied after 6 innings is officially a tie.	An "official" game is 4 complete innings, can also end in a tie..
Courtesy Runners	In order to speed gameplay, when there are 2 outs and the team's catcher on is base, a courtesy runner can be substituted for the catcher. Courtesy Runner will be the last recorded out.	
Dropped 3rd Strike Rule	No	
Ejections	If a manager, coach, or scorekeeper is ejected from a game, they are automatically suspended for the next game with further sanctions possible.	All Ejections will be Reviewed
	If a player is ejected from a game, the next time his position in the lineup is reached, it will count as an out. Subsequent times, the player's position will be skipped without penalty.	If a parent is ejected they will be forced to leave the park and subsequent discipline may follow.
Field Cleanliness	Managers are responsible for keeping clean the field, the dugout, and their fan bleacher areas.	
Field Prep	Home team is responsible for pre-game setup. Away team is responsible for post-game field work.	In the spirit of cooperation, both teams should help with both pre-game and post-game duties.
Game Balls	Home team is required to supply 2-3 game balls prior to the start of the game.	Balls supplied by the League. Contact Board member on site to obtain balls.
Game Length / Time Limit	6 innings. No new inning after 1hr 45min , with no drop dead time limit.	Last inning started will be played to completion.
Hit By Pitch	For Non-Standings Games ONLY , a pitcher will be removed from the mound after hitting 2 batters in 1 inning, or 3 batters in a game.	For Standings Games, though not encouraged, there is no "hit by pitch" limit on the pitcher.
Home Team and Away Team	Determined by Scheduler	Home team occupies 3rd Base dugout.
InField Fly Rule	Yes	Umpies Discretion on what is a "routine" play
Injuries	If a player is injured/sick and cannot play AND is removed from the roster (Manager must notify umpire and scorekeeper), the batting order will remain intact, with the entire order shifting up to fill the hole, with NO penalty. Injured player can not be re-entered into the game.	If an injured/sick player chooses to temporarily sit out until they feel better, the batting order will continue and that player's at-bat will be counted as an out.

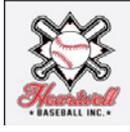


CAL RIPKEN AAA DIVISION



REGULAR SEASON RULES

ITEM	RULE	NOTES
Intentional Walk	The pitcher must throw to a hitter during an intentional walk situation	
Late Arrivals	Players arriving before the end of the third inning may be added to the lineup. The player is added to the bottom of the lineup, regardless of where the team currently is in the lineup.	If players arrive after the 3rd inning that it has to be agreed upon by both managers, with the emphasis on letting the kids play.
Leads/ Pick-Offs	Yes	
Make Up Games / Cancellations / Suspensions	If a game is called / cancelled or suspended due to weather or another unforeseen reason, contact League Scheduler (Brent Tubbs) in a timely manner.	If a tie game extends until darkness, then game is suspended. Contact Brent Tubbs immediately so that he can reschedule the continued game. Both teams review official scorebook, and sign off on status of game at time of suspension. Game will resume at exact point of suspension. Every effort needs to be made to suspend game at a "natural" break point, i.e., at the end of the inning or half inning.
Mercy Rule	6 run per inning is max.	IF more than 6 runs or scored, the play will continue but only 6 will be recorded.
Mound Visits	Pitcher must be removed when it's the second visit to the same pitcher in an "inning". An "injury" visit will not be counted when given by the umpire.	A "visit" involves the Manager or Coach crossing the foul lines. A "visit" will also be counted when a Manager or Coach does not cross the foul line, but calls the pitcher off the mound and talks to him.
Must Avoid Contact	Yes	If an Umpire determines that a player failed to avoid contact, it will result in an out and a warning. Second instance will result in player ejection. A player can still be ejected at the first instance, if the Umpire believes it to be a case of unsportsmanlike conduct.
On Deck Batters	Only the batter at bat, and one additional batter (the On-Deck batter) may be out of the dugout at one time. All on-deck batters must stay near their own dugout, on the warning track, with a helmet on.	
Pitcher Distraction	During a game, managers or coaches are not allowed to take a position near or behind the catcher/umpire for the purpose of clocking pitching speeds, determining balls or strikes, etc. Managers and coaches must stay in or near the dugout, or in the base coaching boxes.	This includes the time between innings/half innings when pitchers are warming up before play resumes.
Pitching Distance	46'	
Pitching Limits	Rolling Two Games and a Maximum of 6 innings. 9 and 10 yr may pitch a Maximum of 4 innings in one game. 11 Yr (Should Be in Majors) may pitch 2 innings. 8 Yr (Should be in AA) may pitch 3 innings per game.	Always determined by your last game and your current game . A pitcher throwing 3 or more innings in a game must have 2 full days rest.

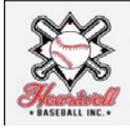


CAL RIPKEN AAA DIVISION



REGULAR SEASON RULES

ITEM	RULE	NOTES
Pitching Log	Each team must maintain a Pitching Log and have it signed by the opposing Manager/Coach after each game.	Pitching log must include the pitcher's name and number, and the date and innings pitched. Use Pitching Log on HBI web site.
Pool Players	Can only be used to field 10 players. Can only play in outfield and bat at the end of the line-up.	Please Follow League Policy
Pool Players	Player Agent to establish a list of players who volunteer for pool play. This list will be established one week prior to the start of the regular season and distributed to all managers within the division. During the season, this list is to be kept up to date and redistributed as necessary.	
	Managers who will not be able to field 9 players for a game, will contact the Player Agent 48 hours prior to the game time to secure pool players.	
	Abuse of the pool player system may result in a manager being denied the use of pool players.	Abuse of the pool player system will be reviewed by the President's Committee
	A maximum of three pool players can be used at one time, and, when using pool players, roster size cannot exceed 10 players.	
	Pool players may only be used in the outfield and must bat at the end of the lineup. Pool players must also be designated as pool players on the scorecard, and the opposing manager must be made aware of their participation prior to the game.	At the manager's meeting, verbally inform the opposing manager, umpire and scorekeeper of the pool players. Simply noting them on the scorecard is not sufficient notice.
Protests	When protesting a rule interpretation, it is the responsibility of the protesting manager to show the Umpire and opposing manager the written rule in question.	Judgement calls (balls vs strikes, etc.) are NOT subject to protest. Only the interpretation of playing rules will be reviewed.
	In order to prevent an excessive delay in the game, a three minute time limit will be imposed on resolving the protest.	
	If the resolution will take longer than three minutes, then the protesting manager informs the scorekeeper to mark the time on the scorebook with the notation "protest by (manager's name) at this point".	
	Within 48 hours of the end of the game, a written protest will be submitted by the protesting manager to any board member. This protest will include a narrative of the incident, a copy of the rule in question, the Manager's interpretation and the Umpire's decision.	
	The President's Committee will review the protest and respond in writing within 7 days.	No one managing or coaching a team in the same division, or who has a family member playing in the same division will be allowed to participate in the Committee's decision.
Re-entry / Substitutions	There is free substitution for defensive players. Pitchers may be re-entered, but not as pitcher.	



CAL RIPKEN AAA DIVISION



REGULAR SEASON RULES

ITEM	RULE	NOTES
	<p>If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game.</p>	
<p>Rosters / Manager / Coaches</p>	<p>No limits on player rosters. Up to 4 adults allowed in the dugout or on the field.</p>	<p>Managers and Coaches must be Certified by Cal Ripken in order to be on the field.</p>
<p>Scorekeepers</p>	<p>The HOME team is responsible for the Official Scorebook. It is each team's responsibility to check the opposing lineup prior to the start of the game. Each Manager must supply two copies of the lineup to the opposing Manager. Lineup must contain Player's First and Last Names, Number and Starting Position.</p>	<p>Very important it's neatly written with Player #, first and last names. Also need signature from umpire. This is to ensure post-season eligibility (which includes All-Stars)</p>
<p>Sliding</p>	<p>Head First is allowed back to a base. Head First to advanced will be given a 1 team warning. 2nd time the runner will be "Out"</p>	<p>Sliding Head first into a base is an "out"</p>
<p>Stealing / Pick-Offs</p>	<p>Yes</p>	<p>Including stealing Home.</p>
<p>Unsportsmanlike Conduct</p>	<p>Managers are responsible for the conduct of their team's fans, players and coaches, and will be held accountable.</p>	



CAL RIPKEN AAA DIVISION



POST SEASON RULES

ITEM	RULE	NOTES
Balks	Yes- No penalty. The play will be stopped by the umpire and used as a teaching moment. Only the obvious ones will be called.	Umpires will be instructed to let subtle balks go; with the intention of keeping the game flow. A runner cannot be out on a balk.
Base Path Distance	65'	
Bats	2 1/4" bats only, NO big barrel bats.	See the letter from Babe Ruth regarding bats. Available on HBI website.
Batting the Lineup / Defensive Players	In the spirit of competitive balance each team may play with 10 players (9 plus EH) even if you have more than 10 players at the game. The EH is allowed free substitution. The players not starting will need to be subbed in by the 3rd inning and play at least 2 defensive innings and 1 at-bat before being replaced. Starters may re-enter the game 1 time in the same spot they started in.	
Bunting Allowed	Yes	
Cleats	Rubber cleats, NO metal cleats allowed.	
Complete Game / Ties	6 innings, NO ties. If tied after 6 innings, one extra regular inning will be played. If still tied, "CA Tie Breaker" in effect until winner determined. Runner on 2B with 1 out starts each inning, runner is last recorded out.	An "official" game is 4 innings. Every effort will be made to play 6 innings (under act of God) but time limit will factor.
Courtesy Runners	In order to speed gameplay, when there are 2 outs and the team's catcher on is base, a courtesy runner can be substituted for the catcher. Courtesy Runner will be the last recorded out.	
Dropped 3rd Strike Rule	No	
Ejections	If a manager, coach, or scorekeeper is ejected from a game, they are automatically suspended for the next game with further sanctions possible.	Each ejection will be reviewed. Further penalties may be applied.
	If a player is ejected from a game, the next time his position in the lineup is reached, it will count as an out. Subsequent times, the player's position will be skipped without penalty.	If a fan or parent is ejected they will have to leave the field for the remainder of the game and a review by the board will determine if further penalties are necessary.
Field Cleanthiness	Managers are responsible for keeping clean the field, the dugout, and their fan bleacher areas.	Everyone should work together and keep our park clean.
Field Prep	Home team is responsible for pre-game setup. Away team is responsible for post-game field work.	In the spirit of cooperation, both teams should help with both pre-game and post-game duties.
Game Balls	Home team is required to supply 2-3 game balls prior to the start of the game.	Balls supplied by the League. Contact Board member on site to obtain balls.
Game Length / Time Limit	6 innings. No new inning after 2hr 00min , with no drop dead time limit.	Last inning started will be played to completion.
Hit By Pitch	There is no "hit by pitch" limit on the pitcher.	The "hit by Pitch" limit is only enforced in games that don't keep track of winner/loser
Home Team and Away Team	Team with fewer losses in the tournament is home. If team has the same number of loses then the team with the higher seed will be home.	Home team occupies 3rd Base dugout.
InField Fly Rule	Yes	Umpires Discretion



CAL RIPKEN AAA DIVISION



POST SEASON RULES

ITEM	RULE	NOTES
Injuries	If a player is injured/sick and cannot play AND is removed from the roster (Manager must notify umpire and scorekeeper), the batting order will remain intact, with the entire order shifting up to fill the hole, with NO penalty . Injured player can not be re-entered into the game.	If an injured/sick player chooses to temporarily sit out until they feel better, the batting order will continue and that player's at-bat will be counted as an out .
Intentional Walk	The pitcher must throw to a hitter during an intentional walk situation	
Late Arrivals	Players arriving before the end of the third inning may be added to the lineup. The player is added to the bottom of the lineup, regardless of where the team currently is in the lineup.	If players arrive after the third inning, their play is at the discretion of <u>both</u> Managers.
Leads/ Pick-Offs	Yes	
Make Up Games / Cancellations / Suspensions	If a game is called / cancelled or suspended due to weather or another unforeseen reason, contact League Scheduler in a timely manner.	If a tie game extends until darkness, then game is suspended. Contact League Scheduler immediately so that he can reschedule the continued game. Both teams review official scorebook, and sign off on status of game at time of suspension. Game will resume at exact point of suspension. Every effort needs to be made to suspend game at a "natural" break point, i.e., at the end of the inning or half inning.
Mercy Rule	10 Run Mercy Rule in effect after 4 complete innings of play.	
Mound Visits	Pitcher must be removed when it's the second visit to the same pitcher in an "inning". An "injury" visit will not be counted when given by the umpire.	A "visit" involves the Manager or Coach crossing the foul lines. A "visit" will also be counted when a Manager or Coach does not cross the foul line, but calls the pitcher off the mound and talks to him.
Must Avoid Contact	Yes	If an Umpire determines that a player failed to avoid contact, it will result in an out and a warning. Second instance will result in player ejection. A player can still be ejected at the first instance, if the Umpire believes it to be a case of unsportsmanlike conduct.
On Deck Batters	Only the batter at bat, and one additional batter (the On-Deck batter) may be out of the dugout at one time. All on-deck batters must stay near their own dugout, on the warning track, with a helmet on.	
Pitcher Distraction	During a game, managers or coaches are not allowed to take a position near or behind the catcher/umpire for the purpose of clocking pitching speeds, determining balls or strikes, etc. Managers and coaches must stay in or near the dugout, or in the base coaching boxes.	This includes the time between innings/half innings when pitchers are warming up before play resumes.



CAL RIPKEN AAA DIVISION



POST SEASON RULES

ITEM	RULE	NOTES
Pitching Distance	46'	
Pitching Limits	Rolling Two Games and a Maximum of 6 innings. 9 and 10 yr may pitch a Maximum of 4 innings in one game. 11 Yr (Should Be in Majors) may pitch 2 innings. 8 Yr (Should be in AA) may pitch 3 innings per game.	<u>Always</u> determined by your last game and your current game. No minimum time off between starts is required.
Pitching Log	Each team must maintain a Pitching Log and have it signed by the opposing Manager/Coach after each game.	Pitching log must include the pitcher's name and number, and the date and innings pitched. Use Pitching Log on HBI web site.
Pool Players	Pool Players not allowed in tournament play	
Protests	When protesting a rule interpretation, it is the responsibility of the protesting manager to show the Umpire and opposing manager the written rule in question.	Judgement calls (balls vs strikes, etc.) are NOT subject to protest. Only the interpretation of playing rules will be reviewed.
	In order to prevent an excessive delay in the game, a three minute time limit will be imposed on resolving the protest.	
	If the resolution will take longer than three minutes, then the protesting manager informs the scorekeeper to mark the time on the scorebook with the notation "protest by (manager's name) at this point".	
	Immediate contact must be made to the Heartwell Baseball representative present at the tournament. The HBI representative will discuss the protest with the tournament organizers and determine a course of action.	
Re-entry / Substitutions	If NOT batting the entire roster, starters may be re-entered once , including the EH, as long as the player occupies the same position in the batting order.	*Standard re-entry rule for Ripken Baseball Tournaments.
	If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game.	
Rosters / Manager / Coaches	No limits on player rosters. Up to 4 adults allowed in the dugout or on the field.	Managers and Coaches must be Certified by Cal Ripken in order to be on the field.
Scorekeepers	The HOME team is responsible for the Official Scorebook. It is each team's responsibility to check the opposing lineup prior to the start of the game. Each Manager must supply two copies of the lineup to the opposing Manager. Lineup must contain Player's First and Last Names, Number and Starting Position.	Scorekeepers must also neatly record first and last names, numbers and starting positions in the official book. The Official Scorebook is kept in the League Office.
Sliding	Head First is allowed back to a base. Head First to advanced will be given a 1 team warning. 2nd time the runner will be "Out"	
Stealing / Pick-Offs	Yes	Including stealing Home.



CAL RIPKEN AAA DIVISION

POST SEASON RULES



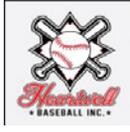
ITEM	RULE	NOTES
Unsportsmanlike Conduct	Managers are responsible for the conduct of their team's fans, players and coaches, and will be held accountable.	

CAL RIPKEN MAJORS DRAFT RULES



- 1) Goal is for each team to have 11 to 12 players on their roster, ideally, all teams would have the same number of players
- 2) Majors Division players should be 11 and 12 years old. 10 year old players should play in the AAA division.
- 3) Team Managers are allowed to freeze four (4) players
 - a) Must turn in freeze letters to player agent, prior to draft
 - b) Players that are frozen will not participate in tryouts. Tryouts will be held before the Primary Draft, managers/coaches are encouraged to evaluate all eligible players.
 - c) Teams that freeze less than four players, will be awarded extra picks on their third round draft choice.
- 4) Prior to the start of the draft, the draft pool is listed
 - a) All fees must be paid, **prior** to the start of the draft
 - i) League President will list exceptions/exemptions from fee requirements and include those players in the draft pool.
 - b) Special circumstances cases will be discussed (special request, relatives, etc.)
 - i) Each case will be presented by the involved Team Manager.
 - ii) Each case must be unanimously approved by all Team Managers for the division and a determination made as to which draft round the special placement will forfeit.

NOTE: In the case that a Team Manager cannot attend the draft, his designee will vote in his place.
 - iii) Each case that results in the placing of a player on a team, outside of the normal draft procedure, the team will forfeit its "majority voted on" appropriate round selection.
 - c) Once the draft pool is determined and the draft begins, the draft pool **CANNOT** be modified.
 - d) When verifying draft pool, verification of playing ages will be made and any discrepancies in the League's records noted before the start of the draft. It would be helpful to have the player's jersey and hat size.
 - e) Before the draft begins, the League President will designate a record-keeper for the draft, to record team selections by round number and pick number (suggest Excel spreadsheet to aid in later sorting).
- 5) Draft order is determined by random selection of numbers from a hat.
- 6) Draft progresses in "snake" order.
- 7) Each team has 90 seconds to select a player, when it is their turn.
 - a) League President or his designee will monitor the time.
 - b) Team Manager will be told when it is their time to select and that the timer will start.
 - c) Monitor will call out a warning after 60 seconds, and another when 15 seconds remain.
 - d) At the end of 90 seconds, the League President will ask the Team Manager to name a player, and will wait 5 seconds for a reply.
 - e) If the Team Manager cannot provide a name, their turn is over and "NO SELECTION" is recorded on the roster.
- 8) The Primary Draft is over when all of the available players in the draft pool have been assigned to teams. The goal for each team is to have the same number of players.
 - a) Team Managers are not allowed to "pass" on players. The last player in the draft pool automatically goes to the team whose turn it is.
 - b) Because of the amount of players and the number of teams, team rosters may be unequal after the draft. Additional players should be available for a Supplementary Draft so that, ultimately, each team will end up with the same number of players.
- 9) Players that register late will be placed on a waiting list, and subject to a "Supplementary Draft". The Supplementary Draft will be held when enough players are available to balance out the teams.
 - a) Supplementary Draft players will be assigned a number, which will be put in a hat. Each team will then draw numbers from the hat to determine the player drafted.
 - b) Supplementary Draft will begin where the original draft left off (next team up has first pick)
 - i) Teams cannot "pass" on players in the Supplementary Draft. Each team will pick until all teams have the same number of players. If there are players still left over, they will be placed in the next Supplementary Draft.
 - c) The process for the Supplementary Draft can repeat, as needed, until the League President determines that registrations are closed.
- 10) Player information cards will be given to Team Managers immediately after the draft is completed. If possible, coordination should take place with the Purchasing Director in order to confirm the names and jersey/hat sizes for the uniforms.
- 11) A summary of the draft, showing draft order, player name and team rosters will be distributed to all Team Managers in the division, within three days after the completion of the draft, by the designated record keeper.
- 12) A summary of Supplementary Drafts will be distributed to all Team Managers in the division, within three days after the completion of the draft, by the Player Agent for Babe Ruth.



**CAL RIPKEN MAJORS
DIVISION
REGULAR SEASON RULES**



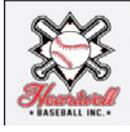
ITEM	RULE	NOTES
Balks	Yes - 1 balk warning per pitcher for 1st two regular season games. No warnings issued beginning with 3rd regular season game. HBI uses the MLB rule book when pertaining to what constitutes a balk.	After balk, umpire explain balk and correction to pitcher. Fake to 3rd base, throw to 1st base <u>IS</u> a balk for 2014!! *see CR/BR Rule 8.05(c)
Base Path Distance	70'	
Bats	2 1/4" bats only, NO big barrel bats.	See the letter from Babe Ruth regarding bats. Available on HBI website.
Bunting Allowed	Yes	
Cleats	Rubber cleats, NO metal cleats allowed.	
Complete Game / Ties	6 innings. Any game tied after 6 innings is officially a tie.	An "official" game is 4 complete innings, can also end in a tie.
Courtesy / "Pinch" Runners	In order to speed gameplay, when there are 2 outs and the team's catcher is on base, a courtesy runner can be substituted for the catcher. Courtesy Runner will be the last recorded out.	Otherwise, NO "pinch runners," unless original batter/runner is injured.
Dropped 3rd Strike Rule	Yes	Provided 1B is unoccupied OR 1B is occupied with 2 outs
Ejections	If a manager, coach, or scorekeeper is ejected from a game, they are normally suspended for the next game with further sanctions possible.	ALL ejections will be reviewed.
	If a player is ejected from a game, the next time his position in the lineup is reached, it will count as an out. Subsequent times, the player's position will be skipped without penalty. An ejected player is NOT automatically suspended for the next game.	If a fan or parent is ejected from a game, they will not be allowed back for the rest of the event.
Hit By Pitch	For Non-Standings Games ONLY , a pitcher will be removed from the mound after hitting 2 batters in 1 inning, or 3 batters in a game.	For Standings Games, though not encouraged, there is no "hit by pitch" limit on the pitcher.
Field Prep	Home team is responsible for pre-game setup. Away team is responsible for post-game field work.	In the spirit of cooperation, both teams should help with both pre-game and post-game duties.
Game Balls	Home team is required to supply 2-3 game balls prior to the start of the game.	Balls supplied by the League. Contact Board member on site to obtain balls.
Game Length / Time Limit	6 innings. No new inning after 2hr, with no drop dead time limit.	Last inning started will be played to completion.
Home Team and Away Team	Determined by Scheduler	Home team occupies 3rd Base dugout.
Unsportsmanlike Conduct	Managers are responsible for the conduct of their team's fans , players and coaches, and will be held accountable.	
Field Cleanliness	Managers are responsible for keeping clean the field, the dugout, and their fan bleacher areas.	
InField Fly Rule	Yes	
Injuries	If a player is injured/sick and cannot play AND is removed from the roster (Manager must notify umpire and scorekeeper), the batting order will remain intact, with the entire order shifting up to fill the hole, with NO penalty. Injured player can not be re-entered into the game.	If an injured/sick player chooses to temporarily sit out until they feel better, the batting order will continue and that player's at-bat will be counted as an out.



**CAL RIPKEN MAJORS
DIVISION
REGULAR SEASON RULES**



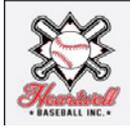
ITEM	RULE	NOTES
Intentional Walk	Yes	An intentional base on balls may be given by the defensive team by having its catcher or manager/coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award. No pitches will be counted against the pitcher other than any thrown to the batter before the intentional walk (if applicable).
Late Arrivals	Players arriving before the end of the third inning may be added to the lineup. The player is added to the bottom of the lineup, regardless of where the team currently is in the lineup.	If players arrive after the third inning, their play is at the discretion of <u>both</u> Managers.
Leads/ Pick-Offs	Yes	
Batting the Lineup / Defensive Players	Must bat through the entire lineup in continuous order. A player cannot sit out for two consecutive innings of playing in the field (defense).	All Players will bat. There is free substitutions for position players (defense).
Re-entry / Substitutions	There is free substitution for defensive players. Pitchers may be re-entered, but not as pitcher.	
	If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game.	
Scorekeepers	The HOME team is responsible for the Official Scorebook. It is each team's responsibility to check the opposing lineup prior to the start of the game. Each Manager must supply two copies of the lineup to the opposing Manager. Lineup must contain Player's First and Last Names, Number and Starting Position.	Scorekeepers must also neatly record first and last names, numbers and starting positions in the official book. The Official Scorebook is kept in the League Office.
Mercy Rule	10 Run Mercy Rule in effect after 4 complete innings of play.	
Mound Visits	Pitcher must be removed on the second mound visit in the same inning.	A "visit" involves the Manager or Coach crossing the foul lines. A "visit" will also be counted when a Manager or Coach does not cross the foul line, but calls the pitcher off the mound and talks to him.
Must Avoid Contact	Yes	If an Umpire determines that a player failed to avoid contact, it will result in an out and a warning. Second instance will result in player ejection. A player can still be ejected at the first instance, if the Umpire believes it to be a case of unsportsmanlike conduct.
On Deck Batters	Only the batter at bat, and one additional batter (the On-Deck batter) may be out of the dugout at one time. All on-deck batters must stay near their own dugout, on the warning track, with a helmet on.	



**CAL RIPKEN MAJORS
DIVISION
REGULAR SEASON RULES**



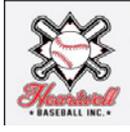
ITEM	RULE	NOTES
Pitcher Distraction	During a game, managers or coaches are not allowed to take a position near or behind the catcher/umpire for the purpose of clocking pitching speeds, determining balls or strikes, etc. Managers and coaches must stay in or near the dugout, or in the base coaching boxes.	This includes the time between innings/half innings when pitchers are warming up before play resumes.
Pitching Distance	50'	
Pitching Limits	Rolling 2 games, 6 innings MAX with the following limits: 10 year olds, 4 innings max per game. If 1 pitch is pitched, it is considered a full inning.	Always determined by your last game and your current game . A pitcher throwing 3 or more innings in a game must have 2 full days rest.
Pitching Log	Each team must maintain a Pitching Log and have it signed by the opposing Manager/Coach after each game.	Pitching Log must include the pitcher's name and number, and the date and innings pitched. Use Pitching Log on HBI web site.
Pool Players	Player Agent to establish a list of players who volunteer for pool play. This list will be established one week prior to the start of the regular season and distributed to all managers within the division. During the season, this list is to be kept up to date and redistributed as necessary.	
	Managers who will not be able to field 9 players for a game, will contact the Player Agent 48 hours prior to the game time to secure pool players.	
	Abuse of the pool player system may result in a manager being denied the use of pool players.	Abuse of the pool player system will be reviewed by the President's Committee
	A maximum of three pool players can be used at one time, and, when using pool players, roster size cannot exceed 10 players.	
	Pool players may only be used in the outfield and must bat at the end of the lineup. Pool players must also be designated as pool players on the scorecard, and the opposing manager must be made aware of their participation prior to the game.	At the manager's meeting, verbally inform the opposing manager, umpire and scorekeeper of the pool players. Simply noting them on the scorecard is not sufficient notice.
Protests	When protesting a rule interpretation, it is the responsibility of the protesting manager to show the Umpire and opposing manager the written rule in question.	Judgment calls (balls vs strikes, etc.) are NOT subject to protest. Only the interpretation of playing rules will be reviewed.
	In order to prevent an excessive delay in the game, a three minute time limit will be imposed on resolving the protest.	
	If the resolution will take longer than three minutes, then the protesting manager informs the scorekeeper to mark the time on the scorebook with the notation "protest by (manager's name) at this point".	
	Within 48 hours of the end of the game, a written protest will be submitted by the protesting manager to any board member. This protest will include a narrative of the incident, a copy of the rule in question, the Manager's interpretation and the Umpire's decision.	



**CAL RIPKEN MAJORS
DIVISION
REGULAR SEASON RULES**



ITEM	RULE	NOTES
	The President's Committee will review the protest and respond in writing within 7 days.	No one managing or coaching a team in the same division, or who has a family member playing in the same division will be allowed to participate in the Committee's decision.
Rosters / Manager / Coaches	No limits on player rosters. Up to 4 adults allowed in the dugout or on the field.	Managers and Coaches must be Certified by Cal Ripken in order to be on the field.
Sliding	Head first and feet first slides are allowed.	
Stealing / Pick-Offs	Yes	Including stealing Home.
Make Up Games / Cancellations / Suspensions	If a game is called / cancelled or suspended due to weather or another unforeseen reason, contact League Scheduler (Brent Tubbs) in a timely manner.	If a tie game extends until darkness, then game is suspended. Contact Brent Tubbs immediately so that he can reschedule the continued game. Both teams review official scorebook, and sign off on status of game at time of suspension. Game will resume at exact point of suspension. Every effort needs to be made to suspend game at a "natural" break point, i.e., at the end of the inning or half inning.



**CAL RIPKEN MAJORS
DIVISION
POST SEASON RULES**



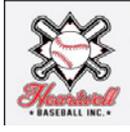
ITEM	RULE	NOTES
Balks	Yes - 1 balk warning per pitcher for 1st two regular season games. No warnings issued beginning with 3rd regular season game. HBI uses the MLB rule book when pertaining to what constitutes a balk.	After balk, umpire explain balk and correction to pitcher. Fake to 3rd base, throw to 1st base <u>IS</u> a balk for 2014!! *see CR/BR Rule 8.05(c)
Base Path Distance	70'	
Bats	2 1/4" bats only, NO big barrel bats.	See the letter from Babe Ruth regarding bats. Available on HBI website.
Batting the Lineup / Defensive Players	At the Managers discretion, anywhere from 9 + EH (10 total) to the whole roster can bat in the lineup (no DH). An EH is a player starting in the lineup but not in the field, the EH is defined as "extra hitter."	Teams that choose to bat entire the roster will have free defensive substitution during that game.
Bunting Allowed	Yes	
Cleats	Rubber cleats, NO metal cleats allowed.	
Complete Game / Ties	6 innings, NO ties. If tied after 6 innings, one extra regular inning will be played. If still tied, "CA Tie Breaker" in effect until winner determined. Runner on 2B with 1 out starts each inning, runner is last recorded out.	An "official" game is 4 complete innings.
Courtesy / "Pinch" Runners	In order to speed gameplay, when there are 2 outs and the team's catcher on is base, a courtesy runner can be substituted for the catcher. Courtesy Runner will be the last recorded out.	Otherwise, NO "pinch runner" unless a substitution is made.
Dropped 3rd Strike Rule	Yes	Provided 1B is unoccupied OR 1B is occupied with 2 outs.
Ejections	If a manager, coach, or scorekeeper is ejected from a game, they are normally suspended for the next game with further sanctions possible.	ALL ejections will be reviewed.
	If a player is ejected from a game, the next time his position in the lineup is reached, it will count as an out. Subsequent times, the player's position will be skipped without penalty. An ejected player is NOT automatically suspended for the next game.	If a fan or parent is ejected from a game, they will not be allowed back for the rest of the event.
Field Cleanliness	Managers are responsible for keeping clean the field, the dugout, and their fan bleacher areas.	
Field Prep	Home team is responsible for pre-game setup. Away team is responsible for post-game field work.	In the spirit of cooperation, both teams should help with both pre-game and post-game duties.
Game Balls	Home team is required to supply 3 game balls prior to the start of the game.	Balls supplied by the League. Contact Board member on site to obtain balls.
Game Length / Time Limit	6 innings. No new inning after 2hr 00min , with no drop dead time limit.	Last inning started will be played to completion.
Hit By Pitch	There is no "hit by pitch" limit on the pitcher.	



**CAL RIPKEN MAJORS
DIVISION
POST SEASON RULES**



ITEM	RULE	NOTES
Home Team and Away Team	Determined by seeding.	Home team occupies 3rd Base dugout.
InField Fly Rule	Yes	
Injuries	If a player is injured/sick and cannot play AND is removed from the roster (Manager must notify umpire and scorekeeper), the batting order will remain intact, with the entire order shifting up to fill the hole, with NO penalty . Injured player can not be re-entered into the game.	If an injured/sick player chooses to temporarily sit out until they feel better, the batting order will continue and that player's at bat will be counted as an out .
Intentional Walk	The pitcher must throw to a hitter during an intentional walk situation	
Late Arrivals	Players arriving before the end of the third inning may be added to the lineup. The player is added to the bottom of the lineup, regardless of where the team currently is in the lineup.	If players arrive after the third inning, their play is at the discretion of <u>both</u> Managers.
Leads/ Pick-Offs	Yes	
Make Up Games / Cancellations / Suspensions	If a game is called / cancelled or suspended due to weather or another unforeseen reason, contact League Scheduler in a timely manner.	If a tie game extends until darkness, then game is suspended. Contact League Scheduler immediately so that he can reschedule the continued game. Both teams review official scorebook, and sign off on status of game at time of suspension. Game will resume at exact point of suspension. Every effort needs to be made to suspend game at a "natural" break point, i.e., at the end of the inning or half inning.
Mercy Rule	10 Run Mercy Rule in effect after 4 complete innings of play.	
Mound Visits	Pitcher must be removed on the second mound visit in the same inning	A "visit" involves the Manager or Coach crossing the foul lines. A "visit" will also be counted when a Manager or Coach does not cross the foul line, but calls the pitcher off the mound and talks to him.
Must Avoid Contact	Yes	If an Umpire determines that a player failed to avoid contact, it will result in an out and a warning. Second instance will result in player ejection. A player can still be ejected at the first instance, if the Umpire believes it to be a case of unsportsmanlike conduct.
On Deck Batters	Only the batter at bat, and one additional batter (the On-Deck batter) may be out of the dugout at one time. All on-deck batters must stay near their own dugout, on the warning track, with a helmet on.	



**CAL RIPKEN MAJORS
DIVISION
POST SEASON RULES**



ITEM	RULE	NOTES
Pitcher Distraction	During a game, managers or coaches are not allowed to take a position near or behind the catcher/umpire for the purpose of clocking pitching speeds, determining balls or strikes, etc. Managers and coaches must stay in or near the dugout, or in the base coaching boxes.	This includes the time between innings/half innings when pitchers are warming up before play resumes.
Pitching Distance	50'	
Pitching Limits	Rolling 2 games, 6 innings MAX with the following limits: 10 year olds, 4 innings max per game. If 1 pitch is pitched, it is considered a full inning.	Always determined by your last game and your current game. No minimum time off between starts is required.
Pitching Log	Each team must maintain a Pitching Log and have it signed by the opposing Manager/Coach after each game.	Pitching Log must include the pitcher's name and number, and the date and innings pitched. Use Pitching Log on HBI web site.
Pool Players	No pool players in post season.	
Protests	When protesting a rule interpretation, it is the responsibility of the protesting manager to show the Umpire and opposing manager the written rule in question.	Judgement calls (balls vs strikes, etc.) are NOT subject to protest. Only the interpretation of playing rules will be reviewed.
	In order to prevent an excessive delay in the game, a three minute time limit will be imposed on resolving the protest.	
	If the resolution will take longer than three minutes, then the protesting manager informs the scorekeeper to mark the time on the scorebook with the notation "protest by (manager's name) at this point".	
	Immediate contact must be made to the Heartwell Baseball representative present at the tournament. The HBI representative will discuss the protest with the tournament organizers and determine a course of action.	
Re-entry / Substitutions	If NOT batting the entire roster, starters may be re-entered once , including the EH, as long as the player occupies the same position in the batting order. The EH is considered a defensive starter for substitution purposes.	*Standard re-entry rule for Ripken Baseball Tournaments.
	If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game.	
Rosters / Manager / Coaches	No limits on player rosters. Up to 4 adults allowed in the dugout or on the field.	Managers and Coaches must be Certified by Cal Ripken in order to be on the field.



CAL RIPKEN MAJORS DIVISION

POST SEASON RULES



ITEM	RULE	NOTES
Scorekeepers	The HOME team is responsible for the Official Scorebook. It is each team's responsibility to check the opposing lineup prior to the start of the game. Each Manager must supply two copies of the lineup to the opposing Manager. Lineup must contain Player's First and Last Names, Number and Starting Position.	Scorekeepers must also neatly record first and last names, numbers and starting positions in the official book. The Official Scorebook is kept in the League Office.
Sliding	Head first and feet first slides are allowed.	
Stealing / Pick-Offs	Yes	Including stealing Home.
Unsportsmanlike Conduct	Managers are responsible for the conduct of their team's fans , players and coaches, and will be held accountable.	

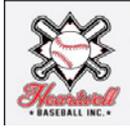
BR JUNIORS DRAFT RULES



- 1) Goal is for each team to have 13 players on their roster
- 2) In the Juniors division no team will have more than five 15 year old players
- 3) Team Managers are allowed to freeze four players
 - a) Must turn in freeze letters to player agent, prior to draft
 - b) Cannot freeze players that are in the tryout pool.
 - c) Teams that freeze less than four players, will be awarded extra picks on their third round draft
 - d)
- 4) Prior to the start of the draft, the draft pool is listed
 - a) All fees must be paid, prior to the start of the draft
 - i) League President will list exceptions/exemptions from fee requirements and include those players in the draft pool.
 - b) Special circumstances cases will be discussed (special request, relatives, etc.)
 - i) Each case will be presented by the involved Team Manager.
 - ii) Each case must be unanimously approved by all Team Managers for the division.

NOTE: In the case that a Team Manager cannot attend the draft, his designee will vote in his place.

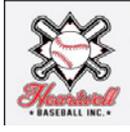
 - iii) Each case that results in the placing of a player on a team, outside of the normal draft procedure, the team will forfeit its third round selection.
 - c) Once the draft pool is determined and the draft begins, the draft pool **CANNOT** be modified.
 - d) When verifying draft pool, verification of playing ages will be made and any discrepancies in the League's records noted before the start of the draft.
 - e) Before the draft begins, the League President will designate a record-keeper for the draft, to record team selections by round number and pick number (suggest Excel spreadsheet to aid in later sorting).
 - f) Supplementary Draft dates and deadlines will be determined prior to the start of the First Draft. This includes Late Registrations at the beginning of the season, and High School players' late registration (at the end of their school season)
- 5) Draft order is determined by random selection of numbers from a hat.
- 6) Draft progresses in "snake" order.
- 7) Each team has 90 seconds to select a player, when it is their turn.
 - a) League President or his designee will monitor the time.
 - b) Team Manager will be told when it is their time to select and that the timer will start.
 - c) Monitor will call out a warning after 60 seconds, and another when 15 seconds remain.
 - d) At the end of 90 seconds, the League President will ask the Team Manager to name a player, and will wait 5 seconds for a reply.
 - e) If the Team Manager cannot provide a name, their turn is over and "NO SELECTION" is recorded on the roster.
- 8) Draft is over when all of the available players in the draft pool have been assigned to teams.
 - a) Team Managers are not allowed to "pass" on players. The last player in the draft pool automatically goes to the team whose turn it is.
 - b) Because of the amount of players and the number of teams, team rosters may be unequal after the draft.
- 9) Players that register late will be placed on a waiting list, and subject to a "Supplementary Draft".
 - a) Every effort will be made to have all Team Managers present for a try-out for late registering players.
 - b) Supplementary Draft will begin where the original draft left off (next team up has first pick)
 - i) Teams cannot "pass" on players in the Supplementary Draft.
 - c) The process for the Supplementary Draft can repeat, as needed, until the League President determines that registrations are closed.
 - d) High School Players that register after their school season ends will be placed into a Supplementary draft pool as well. Dates, Deadlines, etc. to be determined prior to start of the First Draft.
- 10) Player information cards will be given to Team Managers immediately after the draft is completed.
- 11) A summary of the draft, showing draft order, player name and team rosters will be distributed to all Team Managers in the division, within three days after the completion of the draft, by the designated record keeper.
- 12) A summary of Supplementary Drafts will be distributed to all Team Managers in the division, within three days after the completion of the draft, by the Player Agent for Babe Ruth.



**BABE RUTH JUNIORS
DIVISION
REGULAR SEASON RULES**



ITEM	RULE	NOTES
Balks	Yes. No warnings issued. We use the MLB rule book when pertaining to what constitutes a balk	Fake to 3rd base, throw to 1st base is considered a balk for 2014.
Base Path	90'	
Bats	Use Current League Guidelines for bats	See the letter from Babe Ruth regarding bats. Available on HBI website.
Bunting Allowed	Yes	
Cleats	Rubber / Metal allowed	
Complete Game (innings) / Ties	7 innings. Any game tied after 7 innings is officially a tie.	An "official" game is 5 complete innings, can also end in a tie.
Courtesy Runners	In order to speed gameplay, when there are 2 outs and the team's catcher on base, a courtesy runner can be substituted for the catcher. Courtesy Runner will be the last recorded out.	
Dropped 3rd Strike	Yes	Provided 1B is unoccupied OR 1B is occupied with 2 outs.
Ejections	If a manager, coach, or scorekeeper is ejected from a game, they are required to leave the field and cannot return during the game. Further sanctions (suspended for the next game, etc.) reviewed by President's Committee.	President's Committee must rule on ejections before manager, coach, or player may return to play.
	If a player is ejected from a game, the next time his position in the lineup is reached, it will count as an out. Subsequent times, the player's position will be skipped without penalty.	
	If a fan or parent is ejected from a game, they will not be allowed back for the rest of the event.	
Field Prep	Home team is responsible for pre-game setup. Away team is responsible for post-game field work.	In the spirit of cooperation, both teams should help with both pre-game and post-game duties.
Game Balls	Home team is required to supply three game balls prior to the start of the game.	Balls supplied by the League. Obtain from the snack Bar or Contact Board member on site to obtain balls.
Game Length (innings)	7 innings. No new inning after 2hr 15 min , with no drop dead time limit.	Last inning started will be played to completion. See rule above "Complete Game (innings) / Ties"
Home Team and Away Team	Determined by Scheduler	
IF Fly Rule	Yes	
Injuries	If a player is injured and cannot play, that spot in the lineup will be skipped with no penalty.	
Intentional Delays	Intentionally delaying a game is considered unsportsmanlike conduct and will not be tolerated. (i.e. excessive timeouts, protest activity or any behavior that appears in the opinion of the umpire or league officials present) The umpires and/or league officials at the game reserve the right to extend play the length of the delay or declare a forfeit at their discretion for intentionally delaying a game.	

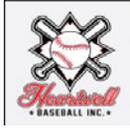


BABE RUTH JUNIORS DIVISION

REGULAR SEASON RULES



ITEM	RULE	NOTES
Intentional Walk	Yes	An intentional base on balls may be given by the defensive team by having its catcher or manager/coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award. No pitches will be counted against the pitcher other than any thrown to the batter before the intentional walk (if applicable).
Late Arrivals	Players arriving before the end of the third inning may be added to the lineup. The player is added to the bottom of the lineup, regardless of where the team currently is in the lineup.	
Leads	Yes	
Lineup (Batting Lineup / Defensive Players)	Must bat through the entire lineup. Each player cannot sit out more than two consecutive innings	All Players will bat. By following the "no more than two consecutive innings rule" each player will play a minimum of 3 innings defensively (unless the game is called early)
	It is each team's responsibility to check the opposing lineup prior to the start of the game. Each Manager must supply two copies of the lineup to the opposing Manager. Lineup must contain Player's First and Last Names, Number and Starting Position.	Scorekeepers must also record first and last names, numbers and starting positions in the official book.
Mercy Rule	10 run differential after 5 innings	
Mound Visits	Pitcher must be removed on the second mound visit in the same inning	A "visit" involves the Manager or Coach crossing the foul lines. A "visit" will also be counted when a Manager or Coach does not cross the foul line, but calls the pitcher off the mound and talks to him, without either one crossing a foul line.
	An "injury visit" to check on the welfare of the pitcher does not count as a mound visit.	
Must Avoid Contact	Yes	If an Umpire determines that a player failed to avoid contact, it will result in an out and a warning. Second instance will result in player ejection. A player can still be ejected at the first instance, if the Umpire believes it to be a case of unsportsmanlike conduct.
On Deck Batters	Only the batter at bat, and one additional batter (the On-Deck batter) may be out of the dugout at one time. All on-deck batters must stay near their own dugout, on the warning track, with a helmet on.	
Pitcher Distraction	During a game, managers or coaches are not allowed to take a position near or behind the catcher/umpire for the purpose of clocking pitching speeds, determining balls or strikes, etc. Managers and coaches must stay in or near the dugout, or in the base coaching boxes.	This includes the time between innings/half innings when pitchers are warming up before play resumes.
Pitcher Hitting Batter	For Non-Standings Games ONLY , a pitcher will be removed from the mound after hitting 2 batters in 1 inning, or 3 batters in a game.	For Standings Games, though not encouraged, there is no "hit by pitch" limit on the pitcher.
Pitching Distance	60'6"	



**BABE RUTH JUNIORS
DIVISION
REGULAR SEASON RULES**



ITEM	RULE	NOTES
Pitching Limits	Pitch count rule applies	95 pitches daily max. Rest period 1-45 pitches, 0 days rest Rest period 46-75 pitches, 1 day rest Rest period 76+, 2 days rest. (per 2017 Official Babe Ruth rules pg. 27)
Pitching Log	Each team must maintain a pitching log and have it signed by the opposing Manager/Coach and Umpire after each game.	Pitching log must include the playing age of the pitcher, in addition to his name and number.
Pool Players	No	Teams may field a team with 8 players. Teams fielding less than 8 players shall forfeit the game and must give the league as much advanced notice as possible to allow re-tasking of umpires and field usage if possible. There will be no pool players to fill teams with 8 players. Teams with 8 players will utilize a player from the opposite team to fill the open field position. The provided player will continue to play on their own team, including fielding and batting, and will only be used by the receiving team to fill an open outfield position. The player provided will be of the sending manager's choice and typically will be the last batter at the start of the game or the last out from the previous inning.
Practice Limits	No limits on the number of meetings per week	
Protests	When protesting a rule interpretation, it is the responsibility of the protesting manager to show the Umpire and opposing manager the written rule in question.	Judgment calls (balls vs strikes, etc.) are NOT subject to protest. Only the interpretation of playing rules will be reviewed.
	In order to prevent an excessive delay in the game, a three minute time limit will be imposed on resolving the protest.	
	If the resolution will take longer than three minutes, then the protesting manager informs the scorekeeper to mark the time on the scorebook with the notation "protest by (manager's name) at this point".	
	Within 48 hours of the end of the game, a written protest will be submitted by the protesting manager to any board member. This protest will include a narrative of the incident, a copy of the rule in question, the Manager's interpretation and the Umpire's decision.	
	The President's Committee will review the protest and respond in writing within 7 days.	No one managing or coaching a team in the same division, or who has a family member playing in the same division will be allowed to participate in the Committee's decision.

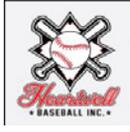


BABE RUTH JUNIORS DIVISION

REGULAR SEASON RULES



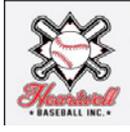
ITEM	RULE	NOTES
Re-entry	<p>Players removed for injury may re-entered in the game, if they are physically able to play. The substitute player that filled in for the injured player does not get credit for having played one inning, unless the substitute finishes the inning.</p>	<p>Defensively, if a player is injured with a cut, and is removed from play to dress the wound, he can then return to the game. The player that covered his position (coming in from the bench) does not get credit for an inning played. If the player that covered his position (coming in from the bench) plays until the end of the inning, he does get credit for an inning played. (both players get credit for an inning played).</p>
	<p>If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game.</p>	
Rosters	<p>Max 15 players. Up to 4 adults allowed in the dugout.</p>	
Sliding	<p>Head first and feet first slides are allowed</p>	
Stealing	<p>Yes</p>	
Time limits	<p>No new inning after 2:15. No Drop Dead time. See "Game Length (innings)" rule above.</p>	<p>If a tie game extends until darkness, then game is suspended. Contact Brent Tubbs immediately so that he can reschedule the continued game. Both teams review official scorebook, and sign off on status of game at time of suspension. Game will resume at exact point of suspension. Every effort needs to be made to suspend game at a "natural" break point, i.e., at the end of the inning or half inning.</p>



BABE RUTH JUNIORS DIVISION POST SEASON RULES



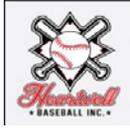
ITEM	RULE	NOTES
Balks	Yes. No warnings issued. We use the MLB rule book when pertaining to what constitutes a balk	Fake to 3rd base, throw to 1st base is considered a balk for 2014.
Base Path	90'	
Bats	Use Current League Guidelines for bats	See the letter from Babe Ruth regarding bats. Available on HBI website.
Bunting Allowed	Yes	
Cleats	Rubber / Metal allowed	
Complete Game (innings)	5	
Courtesy Runners	In order to speed gameplay, when there are 2 outs and the team's catcher on base, a courtesy runner can be substituted for the catcher. Courtesy Runner will be the last recorded out.	
Dropped 3rd Strike	Yes	
Ejections	If a manager, coach, or scorekeeper is ejected from a game, they are required to leave the field and cannot return during the game. Further sanctions (suspended for the next game, etc.) reviewed by President's Committee.	President's Committee must rule on ejections before manager, coach, or player may return to play.
	If a player is ejected from a game, the next time his position in the lineup is reached, it will count as an out. Subsequent times, the player's position will be skipped without penalty.	If a Manager's lineup is "9 with subs" or "10 (EH) with subs", and no substitute is available, then the next time his position in the lineup is reached, it will count as an out. Subsequent times, the player's position will be skipped without penalty.
	If a fan or parent is ejected from a game, they will not be allowed back for the rest of the event.	If ejected from any game in post-season, they will not be allowed back for the remainder of the post-season games.
Field Prep	Home team is responsible for pre-game setup. Away team is responsible for post-game field work.	In the spirit of cooperation, both teams should help with both pre-game and post-game duties.
Game Balls	Home team is required to supply three game balls prior to the start of the game.	Balls supplied by the League. Contact Board member on site to obtain balls (per directive issued by Rudi Broshears)
Game Length (innings)	7	
Home Team and Away Team	During the first round, the Home Team will be the highest seeded team.	
	During subsequent rounds, the team coming from the winner's bracket (win in their last game) will be the home team.	
	During subsequent rounds, if the two teams are both coming from the same bracket (winner's or loser's) then the team that was originally the highest seeded team will be the home team	
IF Fly Rule	Yes	
Injuries	If a player is injured and no substitute available, that spot in the lineup will be skipped with no penalty.	
Intentional Walk	The pitcher must throw to a hitter during an intentional walk situation	
Late Arrivals	Players arriving before the end of the third inning may be added to the lineup. For teams batting the whole lineup, the player is added to the bottom of the lineup, regardless of where the team currently is in the lineup. For teams batting 9 or 10 with substitute, the player is added as a substitute.	
Leads	Yes	



BABE RUTH JUNIORS DIVISION POST SEASON RULES



ITEM	RULE	NOTES
Lineup	Each Manager will decide how they will handle their team's lineup. Bat 9 with substitutions, Bat 10 (EH) with substitutions or Bat the entire lineup. In a game, opposing teams do NOT have to use the same type of lineup. Managers have the discretion of using whichever method they prefer. Managers may change methods from game to game. Managers may not change methods once a game has started.	No minimum playtime requirement for players, regardless of lineup choice.
	Teams that choose to bat the entire roster will have free defensive substitutions during the game. Any player starting in the lineup but not in the field is an EH and is considered a defensive starter for sub purposes.	
	It is each team's responsibility to check the opposing lineup prior to the start of the game. Each Manager must supply two copies of the lineup to the opposing Manager. Lineup must contain Player's First and Last Names, Number and Starting Position. For those batting with substitutions, Starting players are listed on the left and substitute players are on the right.	Scorekeepers must also record first and last names, numbers and starting positions in the official book.
Mercy Rule	No Mercy Rule in effect	
Mound Visits	Pitcher must be removed on the second mound visit in the same inning	A "visit" involves the Manager or Coach crossing the foul lines. A "visit" will also be counted when a Manager or Coach does not cross the foul line, but calls the pitcher off the mound and talks to him, without either one crossing a foul line.
	An "injury visit" to check on the welfare of the pitcher does not count as a mound visit.	
Must Avoid Contact	Yes	If an Umpire determines that a player failed to avoid contact, it will result in an out and a warning. Second instance will result in player ejection. A player can still be ejected at the first instance, if the Umpire believes it to be a case of unsportsmanlike conduct.
On Deck Batters	Only the batter at bat, and one additional batter (the On-Deck batter) may be out of the dugout at one time. All on-deck batters must stay near their own dugout, on the warning track, with a helmet on.	
Pitcher Distraction	During a game, managers or coaches are not allowed to take a position near or behind the catcher/umpire for the purpose of clocking pitching speeds, determining balls or strikes, etc. Managers and coaches must stay in or near the dugout, or in the base coaching boxes.	This includes the time between innings/half innings when pitchers are warming up before play resumes.
Pitcher Hitting Batter	No automatic withdrawal of pitcher	Managers must use best judgement. If a pitcher is struggling, they should be removed.
Pitching Distance	60'6"	
Pitching Limits	Rolling 2 games, 7 innings max with the following limits: 13yo 4innings per game 14yo 5 innings per game 15yo 7 innings per game	Tournament starts with a "clean slate". No prior regular season games count against his pitching totals. No minimum time off between starts required
Pitching Log	Each team must maintain a pitching log and have it signed by the opposing Manager/Coach and Umpire after each game.	Pitching log must include the playing age of the pitcher, in addition to his name and number.
Pool Players	Pool players not available in post-season play.	



**BABE RUTH JUNIORS
DIVISION
POST SEASON RULES**



ITEM	RULE	NOTES
Practice Limits	No limits on the number of meetings per week	
Protests	When protesting a rule interpretation, it is the responsibility of the protesting manager to show the Umpire and opposing manager the written rule in question.	Judgement calls (balls vs strikes, etc.) are NOT subject to protest. Only the interpretation of playing rules will be reviewed.
	In order to prevent an excessive delay in the game, a three minute time limit will be imposed on resolving the protest.	
	If the resolution will take longer than three minutes, then the protesting manager informs the scorekeeper to mark the time on the scorebook with the notation "protest by (manager's name) at this point".	
	Within 48 hours of the end of the game, a written protest will be submitted by the protesting manager to any board member. This protest will include a narrative of the incident, a copy of the rule in question, the Manager's interpretation and the Umpire's decision.	
	The President's Committee will review the protest and respond in writing within 7 days.	No one managing or coaching a team in the same division, or who has a family member playing in the same division will be allowed to participate in the Committee's decision.
Re-entry	Starters may be re-entered once, including the EH, as long as the player occupies the same position in the batting order. Starting pitchers may be re-entered, but not as pitcher.	
	For teams that are batting through the lineup: Players removed for injury may re-entered in the game, if they are physically able to play. The substitute player that filled in for the injured player does not get credit for having played one inning, unless the substitute plays until the end of the inning.	Playing time credit does not apply in Post-Season, as no minimum playing time is required.
	If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game.	
Rosters	No limits on player rosters. Up to 4 adults allowed in the dugout.	Managers and Coaches in the dugout must be Cal Ripken certified, in addition to the required background checks.
Sliding	Head first and feet first slides are allowed	
Stealing	Yes	
Time limits	No new inning after 2:15 unless tie score. No Drop Dead time. If tied, then extra innings continue until an inning is completed without a tie score	If a tie game extends until darkness, then game is suspended. Contact Brent Tubbs immediately so that he can reschedule the continued game. Both teams review official scorebook, and sign off on status of game at time of suspension. Game will resume at exact point of suspension. Every effort needs to be made to suspend game at a "natural" break point, i.e., at the end of the inning or half inning.

HEARTWELL RULES REVISION LOG

NO:	DATE	REV BY:	REV TO WHICH DIVISION:	REVISIONS MADE:
1	1/7/2014	MJacobsen	All	Rules adopted by board, codified and posted on HBI Website
2	1/26/2014	MJacobsen	All	Added footers with Revision Date and Page Numbers
3	1/27/2014	MJacobsen	Majors Reg Season	Modified Intentional walks to NO intentional walks per R Broshears At request of T Hassien and other board members, added rule to prevent opposing coaches taking position behind the pitcher in order to clock pitching speed, determine balls/strikes, etc. Coach remains in/near dugout or in base coach's box.
4	4/11/2014	MJacobsen	All	Revised Game Length / time Limit to 2 hours (was 1hr 45 min)
5	4/3/2017	Ramon Udria	Majors Reg Season	For Intentional Walk, changed Rule to "yes" and added Notes
6	4/3/2017	Ramon Udria	Majors Reg Season	Added "/" ties" to Item for Complete Game, revised Rule and Notes
7	4/3/2017	Ramon Udria	Babe Ruth Juniors Reg Season	Added Note to Item for Dropped Third Strike
8	4/3/2017	Ramon Udria	Babe Ruth Juniors Reg Season	Revised Note for Item - Game Balls
9	4/3/2017	Ramon Udria	Babe Ruth Juniors Reg Season	Revised Rule and Notes for Item - Game Length (innings)
10	4/3/2017	Ramon Udria	Babe Ruth Juniors Reg Season	Added Item - Rule for Intentional Delays
11	4/3/2017	Ramon Udria	Babe Ruth Juniors Reg Season	For Intentional Walk, changed Rule to "yes" and added Notes
12	4/3/2017	Ramon Udria	Babe Ruth Juniors Reg Season	Revised Item description for Lineup. Added "Batting The Line Up / Defensive Players"
13	4/3/2017	Ramon Udria	Babe Ruth Juniors Reg Season	Revised Rule and Notes for Pitching Hitting Batter
14	4/3/2017	Ramon Udria	Babe Ruth Juniors Reg Season	Revised Item for Pitching Limits. Added Pitch Count Rule and added Notes with details
15	4/3/2017	Ramon Udria	Babe Ruth Juniors Reg Season	Changed Rule for Pool Players to "No", added details to Notes
16	4/3/2017	Ramon Udria	Babe Ruth Juniors Reg Season	Added (See "Game Length Innings" rule above) to Item Time Limits Rules
17	4/3/2017	Ramon Udria	Babe Ruth Juniors Reg Season	

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