



# **Bentonville Parks and Recreation Baseball**

## **6U League Cal Ripken**

### **League Rules & Objectives**

- Have Fun! Keeping baseball FUN-especially in the early stages of youth baseball-is a primary concern of Babe Ruth League's Cal Ripken Division.
- **(6yo league)** Coach Pitch with Tee backup: Ballplayers learn basic rules, hitting and fielding fundamentals (catching and throwing) in a supportive team environment.
- Development of players in baseball skills, leadership, teamwork, competition and sportsmanship.
- **The Sportsmanship Code of Babe Ruth League**

*Develop a strong, clean, healthy body, mind and soul.*

*Develop a strong urge for sportsmanlike conduct.*

*Develop understanding of and respect for the RULES.*

*Develop courage in defeat, tolerance and modesty in victory.*

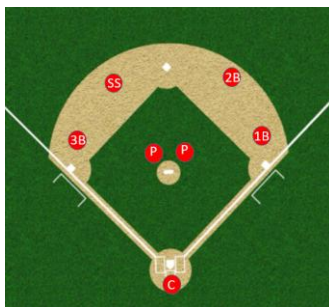
*Develop control over emotions and speech.*

*Develop spirit of cooperation and team play.*

*Develop into real, true CITIZENS*

- **6.01** Official Babe Ruth League Baseball Rules and Regulations & Official Playing Rules and any additional BYB Board approved League/Park Rules will regulate play. There will be absolutely **NO** special rules agreed upon between managers or between managers and umpires.
- **6.02** A regulation game is 6 innings OR a game that has ended due to the hard stop 60-minute time limit (regardless of number of innings) OR a game that has ended due to the mercy rule. A new inning will not begin after the 60-minute time limit. Games can end in a tie (no extra innings). Fall Ball is drop dead at the time limit. We will finish the at bat.
- **6.03 15 RUN RULE – (Cal Ripken Baseball)** Any game for Cal Ripken Baseball must be terminated immediately if one team is ahead by fifteen (15) or more runs after two and one half (2 ½) or three (3) innings and each team has had equal times at bat. Any game for Cal Ripken Baseball must be terminated immediately once becoming regulation (3 ½ or 4 innings) if one team is ahead by 10 or more runs and each team has had equal times at bat, or the home team is leading.
- **6.04** Six (6) run maximum per inning. The half inning is over after (3) outs or (6) runs are scored.
- **6.05** Teams will use a continuous batting order where all players will bat and are in the lineup and noted on a lineup card. Players must remain in the batting order. If a batter becomes injured/disabled during a game and cannot bat, the batting position is removed from the batting order and is not an out. The batting order will continue with the next available batter and resumes with the new order. Late players are inserted at the end of the lineup.
- **6.06** Closed Bases (no leading off, no stealing, and no advancement on a passed ball or wild pitch). A runner can only advance on a ball batted into play. A runner cannot steal home and can only score on a batted ball.
- **6.07** Batting Helmets are required to be worn for all batters when on the field of play, whether as an on-deck hitter, a batter, or a base runner.

- **6.08 Dead Ball:** Time is called when a player has control of the ball within the pitcher's circle AND gives the ball to the coach (pitcher). When the lead runner is forced back to a base, all play is dead. Runners who have reached the halfway line when time is called will be awarded the next base. Runners who are not halfway must return to the last base touched unless doing so would force a runner off first base.
- **6.09** Bunting is not allowed, and the infield fly rule will not be in effect.
- **6.10** On batted balls, all overthrown balls are live unless the ball leaves the field of play, in which case (1) additional base will be awarded to the runners. Any batted fair ball that bounces over or rolls through or under a fence will be a ground rule double.
- **6.11** Coach Pitch: The coach that will be delivering the pitch shall be within the pitching circle and on one knee.
  - **6.11.A** The coach pitching shall not verbally or physically coach after the ball is batted. 1<sup>st</sup> offense will receive a warning. 2<sup>nd</sup> offense coach will be removed from pitching for remainder of game.
  - **6.11.B** Once the ball has been hit, the pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play. Rule 6.11.A applies – no verbal or physical coaching is allowed once batter becomes a runner.
  - **6.11.C** The batter will be allowed ONLY (3) pitches from the coach. If the batter does not put a ball in play with these three (3) pitches, the batter will be allowed one (1) swing from a tee.
  - **6.11.D** A batted ball striking any part of the coach pitching the ball will be ruled dead and the batter will be awarded first base. No runners may advance unless forced to do so. If the coach pitcher intentionally interferes with a live ball, ball is called dead and batter/runner is out, and no runners may advance.
- **6.12** Defense: Will consist of (9) regular fielding positions with an extra Pitcher and (1) additional rover in the outfield grass for a total of (11) players in the field.
  - **6.12.A Pitchers** – will wear a helmet and must keep both feet in the circle until the ball is batted into play. When the ball is pitched by the coach, the pitchers must be behind the forward most point of the coach when ball is pitched.
    - Pitchers (2 players) are placed on opposite sides of the coach (pitcher) assuming the defensive position of a pitcher
    - When the ball is pitched from the coach (pitcher), the pitcher must be behind the forward most point of the coach (pitcher) before the ball is pitched.
  - **6.12.B Catcher** – Must wear shin guards, chest protector, and a catcher's helmet with facemask and throat protector and catcher's mitt. The catcher is required to wear a protective cup. Catcher must receive pitch within the catcher's box.
  - **6.12.C Infield** – Must play in normal fielding position as shown in the diagram. There are no zone wall infields allowed or setting up on the inside of the direct line between bases.



- **6.04.D** The extra player(s) in the batting order will be placed in the field defensively after the first inning. With each new inning the team manager must rotate the extra player(s) in the field and a new/different player(s) sits on the bench for the next inning. Using this concept, no

player is permitted to sit on the bench more than once unless a special situation warrants such action, such as an injury. This allows all players to take part in almost the entire game. At this age it is more important that players actively participate.

- **6.04.E** Players are required to rotate positions at each inning, so that each player gets an opportunity to play different positions (the catcher position is excluded from rotating every inning – due to time and the number of players who want to play the position).
- **6.12.F Free Substitution:** Will be in effect. The “Re-Entry” Rule is not in effect.
- **6.13** Courtesy Runner allowed for the catcher of record when there are two outs. The Courtesy Runner must be the last recorded out. Under no circumstances can that player be skipped.
- **MP1.01** No smoking or chewing tobacco will be allowed in the confines of the playing field. Alcoholic beverages and drugs are not permitted anywhere in the park. Coaches you may not go outside the dug out to smoke during the game in which your team is playing. These products include smokeless tobacco, **E-cigarettes, vapors**, and all related alcohol products. **(City of Bentonville Ordinance – only allowed in the parking lots)**
- **MP1.02** There will be no profanity, obscene gestures or throwing of any equipment. This can result in automatic ejection from the game in which it occurs and suspension from the next game. The second time one of these violations occurs, the person or persons involved will meet with the Program Supervisor. At this meeting it will be declared if the person(s) will be allowed to continue to coach/play in the league.
- **MP1.03** No player shall be suspended or disciplined by a team without league approval.
- **MP1.04** Removing team from the field: No manager shall refuse to have his team take the field or remove his team from the field for any reason. If the umpire has called the ball in play. **PENALTY:** Forfeit and 1 game suspension of the manager.
- **MP1.05** Violation of the coaches’ code of conduct, will be reviewed by the Program Supervisor and could result in a game suspension or removal.
- **MP1.06** Any ejection of a coach or a player is an automatic one game suspension. All ejections will be reported to the Umpire in Chief and Program Supervisor of that league. If an appeal is filed and upon hearing a detailed account from all sides, the Program Supervisor and Commissioner will determine if the penalty will be waived. It is a rare exception, not the rule, that a penalty will be waived.
- **MP1.08** If a runner attempting to reach home plate or another base intentionally and maliciously runs into a defensive player in the area of home plate or a base, he will be called out and ejected from the game. This is NOT an appeal play.
- **MP1.09** A player, coach, or a fan ejected from the game must leave the park. **Unless the player doesn’t have a parent or guardian at the park. Under that circumstance the player is to sit in the dugout.** Any additional bad behavior will result in multiple game suspensions.
- **MP1.10** No Jewelry! No exceptions! If a player steps into the batter’s box wearing any jewelry, batter will be called out! Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they must be taped or secured to the body so as to remain invisible. Wireless communication devices are not allowed. However, Electronic Scoring Devices are permitted. **No device on the field or in the dugout may be used as a means of communication.**
- **MP1.11** All equipment shall be kept in the dug outs during the game.
- **MP1.12** No thrown bats if you have player(s) whom are prone to this please work with them.
- **MP1.13** All players, Managers and Coaches - unless they are on the field playing a position, on base, in coach’s box, up at bat, or in the on-deck circle, will be in the dug-out. On offense, a first base and third base coach will be in their respective coaches’ box on the field, **in addition to one coach**

**pitching (6yo & 7yo Division). In both divisions there can be an offensive fourth coach in the dugout. On defense, coaches must remain in their dugout with one coach able to stand directly in front of the dugout door for the purpose of defensive instruction.**

- **MP1.14** Only one coach from each team - the manager (Head Coach) or an assistant designated by the manager will attend the pregame plate meeting. Bringing a single player with the coach is allowed and fine.
- **MP1.15** In case of a discussion with Umpires during the course of a game, only the manager or the coach who attended the pre-game plate meeting will speak to the home plate umpire in regard to a call. All other coaches and players will either stay at their positions or in the dug-out. If this is violated, the person(s) involved may be ejected and suspended for one game. If this happens a second time that person(s) will have to meet with the Program Supervisor where it will be decided if they can continue to coach in that league.
- **MP1.16 Two-minute turnaround on half innings – Hustle in and out. The scoreboard clock will not be activated during games.**
- **MP1.17 Visitors manage the scoreboards (Memorial Park)**
- **MP1.18** Game Line-up Cards – Please use 4 copy line-up cards and ensure that your line-up cards are properly filled out. *Keep your line-up cards after each game, they could be used in determining results of a protest.* Below is the list of information that needs to be on all lineup cards:
  - Players last name, first initial, jersey number, and starting field position number
  - Distribution of the 4 copies: coach of opposing team, the Home Plate Umpire, the official scorebook keeper, and keep one for your records.
  - Place Substitute names at the bottom of the line-up card

**MP1.19** Teams are allowed to start with 8 players and must take an automatic out in the ninth batting position in the lineup. If any additional players show up they go to the bottom of the lineup. Any team with less than 8 will have a 10-minute grace period before it is then considered a forfeit. However; the official game time will have started at the original game time and will not be added on once a player arrives. **A line up only consists of the teams League rostered players.**

**It is required for the manager/coach to notify the umpire at the plate meeting prior to the start of the game that an out is to be recorded in the empty batting position (the 9 hole). It is the responsibility of the opposing manager/coach (who attended the plate meeting) to notify the plate umpire.**

#### **The Batting Out of Turn Rule Applies**

##### **Babe Ruth Rule Book page 65 (Rule 6.07) Batting out of Turn**

(a) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place.

(1) The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

(b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise.

Note: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal.

(c) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat become legal.

(d)(1) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out.

(2) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

(Rule 6.07 Comment): The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams.

There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

- **MP1.20** Shortage of Players/ Substitutes: If a team is in a situation that they will not have enough players (8) to play a game, below will be the guidelines. The reasoning here is participation, insuring we do our best to play games, so a forfeit's does not take place.
  - You must notify the Program Supervisor 48 hours in advance – if there is an issue. If it is a need for a catcher – let your commissioner know – as he will need to make arrangements for this specific position, ensuring safety of the player and game time (innings) to be played for the day.
  - Program Supervisor will contact the coaches of other same age group league teams, to see if any players are available and willing to play an additional game. Coaches are not allowed to find their own substitute players or call other coaches to arrange for players based upon a skill set or position need. Again, the goal here is to play – not to insure equity or a competitive advantage. If a coach puts any unauthorized players on the field, it will be a forfeit and a one game suspension.
  - **Player Live Arm Pitching Only:** Substitute player is not allowed to pitch. This is for the safety of the player's arms and not to affect their pitching status.
  - Substitute Player must go into the back of the lineup (batting the 8<sup>th</sup> position).
  - **The goal is to get enough players to play an official game, so you can only have one substitute player to get you to 8 players for a game**
  - Only league age and league rostered players will be allowed as substitutes
  - If you are going to have less than 7 players able to attend – the game be a forfeit and no substitutes will be requested from other teams.
- **MP1.21** Protests: Only the **team manager** may file a protest. No protest shall ever be permitted on judgment decisions by the umpire. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless, in the opinion of the League President or his/her designated protest committee, the violation adversely affected the protesting team's chances of winning the game. Any protest must be immediately reported to the umpire and both scorekeepers and the books marked to identify the exact point of protest. No protest will be recognized unless made before the next pitch is made or a runner is retired.
- **MP1.22** The league will follow the rules regarding bats set forth by the Babe Ruth / Cal Ripken organization, including any changes that may occur during the course of the season.