

PINELANDS BASEBALL LEAGUE

CAL RIPKEN MINORS RULES AND REGULATIONS

All Pinelands (Indian Mills, Southampton, Tabernacle, Woodland & Pemberton) Cal Ripken Baseball League games will be played in accordance with the Cal Ripken Division of Babe Ruth Baseball Rules, and the Official Baseball Rules with the following clarifications and exceptions:

1. BATTING

- a) Batting helmets must be worn at bat and when base running.
- b) Based on availability from each organization's recreational baseball program, a protective batting vest along with a caged batting helmet will be provided upon request for each team for use by any batter.
- c) All rostered players present for the game shall bat in a continuous, fixed rotation whether playing defensively or not. A player's position in the batting order can never be changed during the game.
- d) Bunting is allowed.

2. PITCHING/CATCHING

- a) A pitcher may pitch no more than three (3) innings per game. As a guideline, we suggest the coaches keep count of the pitchers number of pitches and remove the pitcher if his pitch count for the game exceeds sixty-five (65) pitches, (even if the pitcher has not gone three (3) complete innings).
- b) If a pitcher delivers one (1) pitch in an inning, that pitcher will be charged with one (1) inning pitched.
- c) A Player may catch up to four (4) innings per game.
- d) Any pitcher removed from the mound during an inning, or taken out of the pitcher position between innings, cannot return to the mound for the remainder of the game. On the second visit to the mound (in an inning) by a coach or manager, the pitcher must be removed from the pitcher's position for the remainder of the game. This rule applies to the end of season tournament as well. This rule is for the protection of the pitcher's arms.
- e) Any player who turns eleven (11) years old before April 30th, 2013 cannot play the position of pitcher or catcher.
- f) A pitcher who hits three (3) batters during a game must be immediately removed from the pitcher position and is not eligible to pitch for the remainder of the game.
- g) All teams must use at least 2 catchers per game.

3. FIELDING

- a) A game can be played with eight (8) players. An automatic out will not be called at the end of the batting order, when the ninth (9th) batter would normally come to bat.
- b) If the catcher drops the ball on the third strike, the batter is still considered out.
- c) When the fielder does not have a play on the base runner, a fielder is not allowed to fake a tag at a base or home plate that would cause the base runner to slide unnecessarily.
- d) Regarding the above potential action and at the discretion of the umpire, the fielder may be ejected from the game for causing a dangerous play.
- e) The fielder is not allowed to block the base, baseline or home plate when there is not a play at that base or on the base runner.
- f) The infield fly rule is in effect and is a judgment call determined by the umpire.
- g) The catcher must wear a chest protector, mask including throat guard (subject to availability), head gear, and leg guards.
- h) All players must wear a protective cup.
- i) Any team may add up to two (2) players from another minor division team from their town in order to field a team of eight (8) or nine (9) players and avoid a forfeit. This situation must be identified and addressed before the start of the game with the opposing manager. These added players shall not play the positions of catcher nor pitcher during the game and must be inserted at the bottom of the batting lineup.
- j) All players must play three (3) full innings in the field and enter the game by the third inning.

4. BASE RUNNERS

- a) Stealing of second (2nd) and third (3rd) base will be allowed for the entire season. Players may not advance more than the base they are stealing.
- b) From the start of the season until April 30th, 2015, home plate can only be reached on a batted ball or forced in by a walk. From May 1st, 2015 until the end of the season, including playoffs, stealing home is allowed.
- c) Head first sliding will not be permitted when advancing to another base. The runner will be called out. Head first sliding is only permitted when returning to the previous base.
- d) Only one base can be advanced on each overthrow on a batted ball.
- e) Stealing second (2nd) base on a walk is allowed. Each manager should encourage the catcher to return the ball to the pitcher quickly.
- f) No leading. A runner can only advance after the pitched ball has crossed the beginning of the batters box. If a runner leaves the base before the pitched ball has crossed the beginning of the batters box, then the umpire is to give the runner a warning. If during the same sequence or time on base, the runner leaves the base early (before the pitched ball crosses the beginning of the batter's box) then the umpire is to rule the runner out. If the pitched ball is hit during this

sequence, then it will be ruled a "Dead Ball".

- g) When a defensive player is in possession of the ball or is about to receive the ball, the runner is obligated to avoid collision with that player. If in the umpire's judgment the runner's failure to slide or veer results in other than incidental contact, he shall be called out, and if the contact is deemed to be malicious, the umpire shall eject the runner from the game. In either case, the ball is dead at the point of the collision and no runner may advance beyond the base occupied at the point of collision. NOTE: If the runner fails to slide or veer, but causes no contact or only incidental contact with the fielder, no penalty shall be applied. This is a judgment call by the umpire and as such, is not grounds for a protest by either team.

5. RE-ENTRY

- a) Free defensive and offensive substitution will be permitted.

6. GAME

- a) The regulation game is six (6) innings or three and one-half (3 ½) innings if the home team is ahead (e.g., darkness, rain). If the game remains tied after six innings, then the game ends in a tie.
- b) There will be a five (5) run limit per half inning. Exception: If an over-the-fence homerun forces in runs beyond the five (5) run limit, the balance of runs will be counted. The five (5) run rule is waived for the last inning. If daylight will not permit the playing of six (6) innings, then the managers and umpire should be sure to meet and declare in advance the waiving of the five (5) run limit for whichever inning is to be the last inning.
- c) Ten (10) Run Rule is in effect. A game will be terminated once the losing team has had four (4) times at bat and is losing by ten (10) or more runs.
- d) No new inning will start after the 1 hour, 45 minute mark of the game.
- e) Starting time for all evening games is 6:00 pm during the month of April, and 6:00pm thereafter (unless otherwise scheduled). The game is forfeited fifteen (15) minutes after the scheduled start of a game if the offending team fields less than eight (8) players or does not show.
- f) Home team manager is responsible for notifying the visiting team of game cancellations due to inclement weather, etc. at least one (1) hour prior to the scheduled start of the game.

7. SUSPENSION RULE (Players, Managers and Coaches)

- a) 1st unsportsmanlike incident – In case of Player, they will sit remainder of game and the next game on the bench. In case of Manager or Coach, they must leave the field area and are not permitted to attend the next game.

- b) 2nd unsportsmanlike incident – In case of Player, they will sit remainder of game and the next game on the bench. In case of Manager or Coach, they must leave the field area and are not permitted to attend the next game.
- c) 3rd unsportsmanlike incident – In case of Player, Manager or Coach are suspended for the remainder of the season.

Note:

All unsportsmanlike incidents must be reported to the respective commissioners of each town (Indian Mills, Southampton, Tabernacle, Woodland & Pemberton) within twenty-four (24) hours of the occurrence for disposition. Any Player, Manager, or Coach has the right to appeal the suspension to their Cal Ripken Town Commissioner within twenty-four (24) hours.

8. FIELD PROCEDURES

- a) The home team is responsible for lining the field and placing bases.
- b) The home team will supply two (2) new game balls per game.
- c) The home team will have possession of the field for warm up for ten (10) minutes [thirty (30) minutes before the start of play]. The visiting team then has possession of the field for warm up for fifteen (15) minutes [twenty (20) minutes before the start of play]. The home team will then take the field five (5) minutes before the start of play for final warm up. It is important the game starts on time.
- d) All players must remain inside the enclosed dug-out. Only the on-deck batter is allowed outside this area and must wear a batting helmet.
- e) The home team will occupy the dug-out located on the third base line. The visiting team will occupy the dug-out located on the first base. Exception: Tabernacle will take the first base dugout at home.
- f) It is requested that the home team fill, rake and tamp down the pitchers rubber area, home plate area and the base areas following every game.

9. RULES FOR CANCELLING A GAME

- a) It is recommended that games only be cancelled due to weather/field conditions.
- b) ONLY the Home team coach can cancel the game.
- c) Home team coach must call opposing coach to cancel game.
- d) Home team coach must call Umpire at least one hour prior to game time to cancel a game.
- e) Home team coach cancels game on website only after opposing team and umpire have been called.

10. TO RESCHEDULE A GAME

- a) Home team coach and opposing coach must check availability of fields, date and time on website(s) themselves and have an agreed upon date before calling a game.
- b) Home team coach must contact Umpires to set rescheduled game up.
- c) Home team coach must contact Baseball Director to enter rescheduled game onto website.
- d) Both teams shall make every effort to reschedule and play a cancelled or suspended game within three (3) weeks of the game in question

11. LEAGUE STANDINGS

- a) League standings will be determined by each teams' total points. Teams will be awarded three (3) points for a win, two (2) points for a tie and one (1) point for a loss. Teams are awarded zero (0) points for not playing a game.
- b) The official standings will be posted on the IMAA website and be found at the following link: <http://www.imaabaseball.org/standings.php>. **The manager of the winning team is responsible for entering the game scores on the IMAA website @ www.imaabaseball.org.** In the event of a tie, the home team manager will be responsible for entering the scores. Failure to enter your scores in a timely manner may adversely affect your seeding for the end of the season tournament.
- c) At the end of the season, division standings will be determined by each teams' total points. In the event of a tie, the first (1st) tie breaker will be the head to head record. The second (2nd) tie breaker will be fewest runs allowed. The third (3rd) tiebreaker will be the flip of the coin.
- d) Near the end of the regular season, the Minors Commissioners from Indian Mills, Medford, Medford Lakes, Southampton, Tabernacle, and Woodland will meet to review standings, playoff format, schedule, etc...

12. END OF SEASON TOURNAMENT

- a) At the end of the season, the Pinelands Minors league will have a playoff to determine the League Champion.
- b) Seeding for the playoffs will be determined by the division standings at the end of the regular season play and the tournament schedule will be posted on the IMAA website (www.imaabaseball.org).
- c) No extra players will be allowed to be used in tournament play. If a team cannot field a minimum of 8 players, a forfeit will be declared. If a non-rostered player is used, a forfeit shall be declared. No out will be awarded for the vacant ninth batting position.
- d) Tournament game results must be emailed to the tournament director on the night of each game. The tournament director will fill in the brackets, determine the time and location of the next round, and insure every manager concerned knows the schedule of the next game. The

tournament will be played on successive days to the maximum extend possible, even if it requires a neutral field to be used.

13. TOURNAMENT GAME RULES

- a) Each team will supply one (1) game ball. Each team will be billed for half the umpire fees.
- b) Trophies will be given to the first place and second place teams. Each team in the league will be assessed a fee for trophies.
- c) No extra players will be allowed to be used in tournament play. If a team cannot field a minimum of 8 players, a forfeit will be declared. If a non-rostered player is used, a forfeit shall be declared. No out will be awarded for the vacant ninth batting position.
- d) The pitching rule for the tournament shall be no more than two (2) innings pitched per game. All players will begin the tournament with their full pitching eligibility. Pitchers removed from the mound at any time during the game will not be allowed to re-enter the game as a pitcher.