

# INTERBORO CAL RIPKEN BASEBALL LEAGUE

## BOYS CADET DIVISION

### OFFICIAL RULES—6 & 7 YEAR OLDS

**2018**

*The latest edition of the Cal Ripken Division of Babe Ruth Baseball Rules & Regulations shall be the official playing rules of the INTERBORO CAL RIPKEN BASEBALL LEAGUE subject to certain variations determined by the Board of Directors of the League. When any rule or its interpretation is in conflict, the INTERBORO Official Rules and their intent will apply.*

## ARTICLE I

### BATTING

- A. ALL rostered players present for the game shall bat in order, whether playing defensively or not. The batting order will be adhered to.
- B. There is no bunting.
- C. The pitcher should be at the depth of the rubber with one foot on the dirt area of the mound before the batter swings. The pitching coach must not block the view of the pitcher.
  - 1. Pitchers may play either side of the mound if instructed by the manager but if they wish to stay on one side of the machine for the entire game they will be allowed.
- D. A half inning is over when any of these occur. (8) batters, (6) runs have scored or (3) outs are recorded whichever occurs first. This rule will apply to every inning including the last.
- E. Batting helmets must be used while at bat. If a runner intentionally shakes off his helmet while running, he is out.
- F. The Cadet League will be using a soft baseball similar to TBall.
- G. No stealing or leading off is permitted.
- H. A thrown bat constitutes an out after a warning by the umpire/managers.
- I. Batters will get 7 pitches during their AB unless:
  - 1. The first ball hit into play ends the AB.
  - 2. The batter strikes out in less than 7 pitches
  - 3. If the batter fouls off the 7<sup>th</sup> pitch, they will continue to bat until AB ends with a SO, hit, or an unswung pitch.
- J. Coaches are not permitted to instruct players to take a pitch. For example, "... Johnny, let the first go by to get your timing."
- K. Start innings with kids on base to teach base-running and drive engagement. Use kids not from other end of lineup that may not bat in that inning. The following is the starting positions by inning:
  - 1. Runner on 1<sup>st</sup>.

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2. Runners on 1<sup>st</sup> and 2<sup>nd</sup>.
3. Bases loaded
4. Runner on 1<sup>st</sup> and 3<sup>rd</sup>.
5. Runners on 2<sup>nd</sup> and 3<sup>rd</sup>.
6. Bases Loaded

## ARTICLE II

### FIELDING

- A. All players present for a game must play at least three (3) innings as a defensive player in the field. No player can play more than three (3) innings in the same position and that includes extra innings.
- B. Ten (10) defensive players will be allowed on the field during an inning of play. Players will be positioned at all infield positions with the remaining four players in the outfield. At no time will any of the outfielders assume the position of a short fielder.
- C. Two (2) coaches may be stationed beyond the infielders to instruct all defensive players (between left center and right center). Those coaches may, at their discretion, knock down a line drive that they feel will injure a child—the ball will stay in play. If a coach on the mound must knock down a batted ball to protect a child, or if the batted ball hits the machine, it will be a ground rule single and runners advance one base.
- D. If a thrown ball hits the pitching machine/ coach pitcher, the ball is dead and the coaches/umpire will advance the runners one base on an infield hit and two bases on an outfield hit.
- E. On balls hit to the outfield: play will cease when the ball reaches 2<sup>nd</sup>, 3<sup>rd</sup> or home plate depending on where an attempted out is being made.
  - i. Balls to the outfield all runners, including batter, are allowed to advance two bases; except for a homerun over the fence.
  - ii. Balls hit on the ground and a play on the ball is made by the infielder (touches his glove, between the legs) will be considered a single and all runners advance one base.
- F. Runners in motion: Any runner that advances past their given base is a live runner and a play that is made will result in an out, if the play is not made the runner will return to the previous base.
  - i. The purpose of this rule is to avoid confusion weather the hit was a single or double. When in doubt the runners can advance. After the play concludes the players can return to a base when the result of the hit is determined. If an out is made during the natural course of play the out will stand and the other runners will return.
  - ii. Note, if a player simply overruns a base they can be tug out.
- G. There is no "Infield Fly Rule".
- H. Caught 3<sup>rd</sup> Strike

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- i. If a catcher is positioned behind home plate and in the ready catcher's position of squatting they have the ability to make an out by catching clean a tipped 3<sup>rd</sup> strike.
  - ii. If the catcher is standing behind or on the side of home plate they do not have the ability to catch a tipped third strike because they are not in the squatted ready position when the ball is released from the machine.
- I. Pitcher position players are to have one foot in the circle while the coach delivers the pitch in the machine.

## ARTICLE III

### PITCHING

- A. The pitching machine will be used for all games and all players. A coach from the offensive team will feed the ball into the pitching machine.
- B. The speed range of the pitching machine will be set at the beginning of the season by the Cadet Division Coordinator. The Coordinator may change the speed range during the season.
- C. No player will bat from the tee.

## ARTICLE IV

### GAME

- A. A regulation game is six (6) innings. However, if the game has been played for One hour forty-five minutes (1:45) that inning is to be completed and no new inning is to begin, if another scheduled game is to follow, the game will end and winner declared. If no game is to follow than it may continue.
- B. When a game is called because of inclement weather before a regulation game has been played, it will be considered an official game if four (4) inning (complete) have been played and the home team is behind at that point. If the home team is ahead at the end of three and one half (3½) innings, the game will be declared an official game. Any game not meeting the above inning requirements will be a suspended game. The game will begin at the exact point it was halted including outs and batter count (balls and strikes)
- C. Darkness – Games ending due to darkness – If a game has been played for 1.5 hours the managers will meet to determine if an additional full inning can be played. If not, and official innings have been played the winner will be declared. If the decision is to continue to play and the inning cannot be completed than it will revert back to the previous inning and winner declared. No games will be suspended due to darkness.
- D. The home team coach shall make all postponement decisions, up to one hour before game time.
- E. Bases (1st and 3rd) will be forty-eight (48) feet from home plate and the pitcher's rubber will be forty (40) feet from home plate.

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## ARTICLE V

### FIELD DECORUM

- A. Smoking/chewing of any tobacco items will not be permitted, by anyone, inside the fenced-in boundaries of the playing field during pre-game preliminaries and games.
- B. Alcohol will not be permitted inside the fenced-in boundaries of the playing field at any time.
- C. No player will be allowed to use or touch the pitching machine.

## ARTICLE VI

### PLAYOFFS

- A. Because the Cadet League is highly instructional, there will not be any playoffs. The directors may substitute a separate event (All Star Game). TBD

## ARTICLE VII

### AWARDS

- A. The value of awards and material gifts shall be determined, sanctioned and presented by the Board of Directors only. No awards shall be made on the basis of individuality, comparable skills, or individual accomplishments.

## ARTICLE VIII

### PROTESTS

- A. Protests shall be considered only if based upon the violation of a playing rule or the use of ineligible players. No protest will be allowed if based upon a decision involving an umpire's judgment. Equipment which does not meet League specifications must be removed from the game and shall not be the basis of a protest.
- B. The manager of the offended team solely has the right to protest a game.

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C. Protests shall be made as follows:

1. The protesting manager shall immediately and before any succeeding play begins, notify the plate umpire that he is now playing the game under protest.
2. Following such notice, the umpire shall consult with his associate umpires. If he is convinced that his decision is in conflict with the rules, he shall reverse his decision. If he decides that his decision is correct, he shall announce that the game is being played under protest.
3. If it is discovered that an ineligible player is being used, such player shall be removed from the game and the game shall resume under protest and not depending upon the will or decision of the offended manager. If the ineligible player is recognized at the conclusion of the game, the manager may still submit his protest after having the official scorer concur.
4. The protesting manager shall have twenty-four (24) hours after the completion of the game to submit his protest in writing to the League President.

D. The President of the League shall receive all protests.

E. If a player is discovered to be batting out of turn or has batted out of turn, a protest should be made in compliance with Cal Ripken rules.