

MCOC Baseball – Rookie Rules

Cal Ripken League rules are in effect, with the following exceptions and explanations.

Game:

Six innings, time limits supersede innings limits.

Weekday games - 1 hour 30 minutes - strict

 Saturday games - 1 hour 55 minutes - strict

\*\*No new inning started with less than 10 minutes remaining.\*\*

7 runs per inning maximum, including the last inning.

If multiple runners score on the last batter, only the 7th run counts.

Mercy rule - 15 runs after four innings. Let the losing team bat once more.

Game is official after three complete innings. Ties are ties. No reverting back to last inning.

No extra innings unless there is enough time. If there is time and BOTH coaches agree to continue, a tie game may be extended.

Participation:

All players bat in the lineup.

No player sits more than one inning in a game. (Can play with up to 6 outfielders)

A player may play the entire game.

All players must play at least 2 innings in the infield (includes catcher) and 1 inning in the outfield.

If a player is hurt, or for any reason cannot continue, the team is not required to take an out for that batter, BUT that player cannot return to the lineup for the remainder of the game (as a fielder or batter) unless both coaches agree.

***\*\*\*ALL PLAYERS MUST PLAY THEIR OUTFIELD SLOT BY END OF 3RD INNING. \*\*\****

Fielding:

Gentlemen's agreement on more than four outfielders, unless both agree, then four outfielders.

12 players = catcher, five infielders, six outfielders

 11 players = catcher, five infielders, five outfielders

10 players = catcher, five infielders, four outfielders

9 players = catcher, five infielders, three outfielders

8 players = five infielders, three outfielders, coach acts as catcher

7 or less - reschedule game

If you start with enough players and someone is sick or injured, you may continue the game without substitution. Teams must be ready to play at game time. Player count is at game time. Outfielders must play on the grass.

Physically aiding a fielder = runner gets at least the next base safely. You may yell and point, but may not touch. Fielders may not block a base unless they have the ball or it is about to be thrown to them. Blocking the base will result in the runner being automatically safe. Chatter is NOT allowed.

Hitting:

 Once the Machine is set, it shall not be moved during the game.

Pitching Machine to be set close to 42 feet. The home team shall put the machine away after the game. If the batted ball hits the machine it is a no pitch. WE WILL START THE SEASON WITH THE BLACK MACHINE SET ON A 7.

Ball fielded on or ending up on the foul line = fair ball (it's really the fair line).

Five pitch limit. You may continue to pitch if the 5th pitch is fouled until there is a missed or hit ball.

Thrown bat while batting - one warning, second time = an out. PER TEAM, NOT PER PLAYER. SAFETY, SAFETY, SAFETY!!

Base Running:

Overthrows to first base - that go into foul territory - each runner advances one base. IF THE FIELDER ATTEMPTS TO MAKE A THROW TO SECOND THEN IT IS STILL A LIVE BALL.

Overthrows - that stay in fair territory - live ball.

Runner impeded on base path is awarded the next base.

Runner knocked down on the base path awarded two bases.

Runner blocked from a base by a player without a ball in hand - awarded at least that base.

Coach closest to a play makes the call. Pitcher Coach is the tiebreaker. UNLESS YOUTH VOLUNTEER UMPIRES ARE PRESENT, THEN THEY MAKE THE CALL.

Physically aiding a runner = an out. You may yell and point, but may not touch.

No head-first slides.

Cannot knock down a fielder with the ball in hand - if so, runner is out.

Play Stoppage:

The ball must be secured by an infielder and have control of it. Play will stop when the infielder has it with-in the base path. If the infielder has control of the ball but is outside the base path, the runner can continue. If the infielder gets inside the base path prior to the runner passing the halfway mark, the runner will go back to the previous base.

Ball in control by infielder with intent to hold will stop play. If the player attempts to run or throw at a runner, the runner can try to advance.

 Half way lines will determine if a runner goes back to previous base if the ball is in control.

Coach Pitcher should make a reasonable effort to catch balls thrown in the vicinity of the circle.

Coach Pitcher asking for the ball on a potential double play = double play.

Coaching:

Foul language = ejection. If heard by a coach or Optimist member anywhere on the playing field.

No more than two coaches on the playing field when your team is fielding.

Must be positioned behind the base paths or anywhere in the outfield.

A coach shall be positioned behind home plate to facilitate retrieval of pitched balls. While we encourage the catcher to field the ball, passed balls should be retrieved by the coach and thrown back by the coach to the pitching coach.

Coach to coach discussions and arguments should be away from the kids.

Only the head coach may address the umpire if present. If more than one coach approaches or addresses the umpire, the umpire may eject one of the coaches.

Coaches and scorekeeper/team parent ONLY in the dugout. No parents, no siblings, no friends.

Miscellaneous:

Thrown bat or helmet after an out - one warning. Second time = ejection. PER PLAYER

If the thrown bat or helmet strikes another person = immediate ejection. Parents harassing coaches or kids subject to ejection.

DO NOT HARASS THE VOLUNTEER UMPS AND LET THE PARENTS KNOW AS WELL.