

2009 Methuen West Cal Ripken Home Rules MAJORS DIVISION

Ages: **Majors:** **10 - 12**

Introduction: The Home Rules for the Majors Division imply a higher level of competition and selectivity of the players who participate. This atmosphere does not preclude continued instruction, player development and team inclusion, which not only promotes continued learning and interest for each player, but will ultimately result in a more competitive team.

Note to Managers: While there is minimum mandatory infield playing time, a word of caution to all coaches. You have drafted/selected these players to join your team. It is now your responsibility to DEVELOP these players. Pulling a player from the minors only to give them minimum innings and sticking them in the outfield every game, does NOT develop the player. The only way to improve – is to play. Please do not draft 10 year-olds for their ‘upside’ down the road if you only plan on minimizing their playing time. Every team makes the playoffs. There is no trophy for first place during the season. While it is understood that, in the playoffs, managers will most likely focus playing time differently – the regular season is the time to develop your players and build confidence.

Section 1: **Player Rules**

1 **General**

1.1. The ‘local league rules’ identified are adopted with the intent of maximizing every players involvement, enjoyment and contribution in each game, without regard to age or ability.

2. **Rosters**

2.1 A team will have 1 Manager and a maximum of 3 coaches.

2.1.1 Only 3 Adults (managers/coaches) are allowed in the dugouts during games.

Teams can have additional CORI’d assistants, but during games – not more than 3 adults may be in the bench area.

2.2 Due to availability of players, the league shall set the amount of players to be carried on a team prior to the draft. Unless modified by the president of the league, this number shall be **12**.

2.3 Major League teams must carry on their rosters no more than **five players of the same age**. At the 12 year old age level, teams are allowed to add a sixth player during that season’s draft.

2.4 At no time, may more than **6 at any age level** be allowed.

2.5 **At any time during the season, if a team drops below 12 on the roster**, the coach must look to promote another player from the minor leagues. This is done in conjunction with the League Vice President, the Director of the Major Leagues and the Director of

the Minor Leagues. Managers in the Minor Leagues nominate the player in the entire league they believe is best to move up. The League VP is guided to give preference to a 12 year old if the recommendations are close.

2.5.1 Teams are not allowed to carry less than 12 on their roster without approval of the VP of Cal Ripken and the President of the League.

3. **Playing Time**

3.1 All team members (who are not being disciplined) are to play at least **three defensive innings per game**. The innings do not need to be consecutive, nor do coaches need to follow starter/substitute rules. During the regular season, each player must play at least **one inning in the infield**. This rule is waived for the play-offs.

3.2 **Free substitution** is allowed.

3.3 All players present must be in the batting order.

4. **Playing Time** - Inter-League Major League Play with the MELL (Methuen East Little League):

4.1 During inter-league play, consecutive batting orders and free substitution is waived.

4.2 **Standard Cal Ripken Rules** for substitution and batting order must be followed.

4.2.1 During the regular season, every player must play at least **3 innings** in the field and have one at-bat.

4.2.2 During the **playoffs** – the maximum number of innings per player is reduced to **2 innings** per player.

4.2.3 A player may re-enter a game in any part of the order – as long as the person that substituted for them initially has played two innings with one at-bat.

5. **Pitching Restrictions** - (as outlined in the Cal Ripken/Babe Ruth Rule book) apply as follows:

5.1 A calendar week is Monday through Sunday.

5.2 Twelve year-old players are allowed to pitch.

5.2.1 A team may only use TWELVE combined 12-year-old pitching innings per week.

5.3 A pitcher may pitch no more than (6) innings per calendar week.

5.3.1 This includes rain-outs, make-ups, playoffs.

5.4 If a pitcher delivers (1) pitch in an inning, it counts as a full inning.

5.5 Pitchers must have (2) calendar days of rest between pitching assignments if he pitches more than (2) innings in any one game.

5.6 Games where an ineligible pitcher pitches will be considered a forfeit.

5.6.1 If it is rectified and a score change occurs, the League Director, VP and President may agree to keep the results in tact. However, it is up to the coaches to request such a review.

5.6.2 Regardless, the Manager of a team using an ineligible pitcher will be suspended for (2) games as a mandatory corrective action.

5.7 A pitcher may return to the mound (1) time during a game assuming that the max number of innings allowed for this pitcher has not been reached.

5.7.1 This is considered one assignment. A returning pitcher in the same game will then need (2) calendar days rest.

- 5.8 If a game is determined to be “no game”, due to weather or other circumstances, the pitching eligibility reverts to the same as it was prior to the beginning of the “no game” situation.
- 5.9 The “quick pitch” is an illegal pitch.
 - 5.9.1 The umpire may request removal of a pitcher if more than one quick pitch is done per game and the umpire believes it is a potential safety issue.
- 5.10 At the end of each game, the managers shall record the pitching statistics and it should be reported under the comment field on the web site so that all pitchers and their innings are accounted for and made visible to all other coaches
 - 5.10.1 Immediately after hitting **their 3rd batter**, they must be removed from pitching and cannot return as a pitcher during that game. The player may remain in the game in another position.

Section 2: Game Rules

1. Game Times / Length

- 1.1 Games are expected to be no longer than **2 hours**.
- 1.2 Games can be extended for another 1 hour (at the discretion of the umpire) if there is no game scheduled to follow and enough light is available to continue play. Both coaches can petition the umpire to end or suspend the game, should they agree that conditions do not warrant the continuation of the game at that time.
- 1.3 Games must start on time. If a team cannot field **9 players within 15 min.** of the posted start time, they will forfeit that game.
- 1.4 When a field is scheduled for another game, for the game in progress, no new full inning can begin **10 minutes prior to the start of the next game**.
 - *Example:* With a game scheduled for 7:00 PM on the field they are playing on, a game in progress may not start a new inning after 6:50. Results of that game are final.
- 1.5 Umpires will be responsible for implementing this rule and cannot be questioned.
- 1.6 There is a **10 run “Mercy Rule”**. This applies when one team is ahead of the other by 10 runs or more and the losing team has batted in the fourth inning. If at any point in time that one team is up by 10 or more, the game ends as long as the losing team has batted within that inning.
- 1.7 Games in progress during rainouts are official after the losing team has batted in the fourth inning. If a game is rained out after the fourth inning but that inning is not complete, the score reverts to the score after the last full inning completed.

2. Advancing Runners

- 2.1 Balks do not cause the advancement of the runner. However, umpires and coaches are encouraged to bring balks to the pitchers attention.
- 2.2 The batter may not advance to first on a dropped/missed strike three.

3. Safety

3.1 Bat Weight Restriction.

3.1.1 In **2008**, a new rule was implemented. Most bats are now being sold with a Bat Performance Factor (BPF). Bats must have a **BPF of 1.15 or less**. If they do not have a printed BPF, the maximum drop that will be allowed is -9. (Bats with a printed BPF of 1.15 or less *may* have a larger drop factor).

3.1.1.1 Legal Examples:

§ A bat has a BPF of 1.15 and a drop of -10. This is a legal bat.

§ A bat has without a BPF rating has a drop of -9, -8, or less. This is legal.

3.1.1.2 Illegal Example: A bat does not have a BPF and has a drop of -10, -11 or greater. This is an illegal bat.

4. Base Runners

4.1 Players must **slide to avoid** collision.

4.2 Players are not allowed to barrel into any player to dislodge the ball.

4.3 Players **MUST** slide at home where there is a play at the plate. If the catcher has the ball, the base runner must slide. If there is no reasonable defensive play at the plate, the player may run through the base. If, in the judgment of the umpire, the runner did not slide to avoid the collision at home plate on a close play, the runner may be called out.

4.4 When a player is hurt play will stop **IMMEDIATELY**. The player will then be attended to by the Manager and/or Coach. The umpire should keep all other players away from the injured player. Parents should remain in the stands unless summoned by the Team Manager. **NOTE:** When play is resumed, the umpire(s) will decide if any base advancement is warranted.

4.5 All batters and runners must wear helmets. Catchers also must wear helmet/mask with “billy goat” (no skull caps) and cup. There is no “on-deck” batter allowed. The only player with a bat is the batter.

4.6 All players not active during any given point in the game, must remain in their dugout (their bench area behind the fence). **No on deck hitters are allowed on the field while ball is in play.**

Section 3: General Rules

1. Umpiring

1.1 Only the manager may question an umpire’s call in regards to a rule. Judgment calls cannot be questioned.

1.2 There is a **‘zero tolerance’ policy** towards making comments to the umpire. If you have a problem with how the game is being called, **ALL** comments and concerns are to be addressed to the Umpire Coordinator, Division Director or League Vice President.

1.3 No comments should be directed to the umpires. Coaches and Managers represent the league and they must act on the umpire’s behalf should they notice comments coming from the stands.

2. Administration

- 2.1 The home team will provide (2) new baseballs to the umpire prior to the game.
- 2.2 The home team will be assigned the third base dugout.
- 2.3 Rainouts are determined by the League (President / VP) after an evaluation of field conditions. If games are cancelled, a message is left on the League telephone number 978-416-7273. If the coaches involved need to cancel/reschedule a game; a call must be made to the League Director and Scheduler.
- 2.4 Bench area:
 - 2.4.1 **Spectators, friends and family must be kept away from the bench area during games.**
 - 2.4.2 The bench should be kept orderly during games (no climbing on fences, water fights, or other activities should be stopped).
 - 2.4.3 Each coach must ensure that the bench area is clean after each game.
- 2.5 Players are not allowed to taunt any player from the other team. This includes chants that are intended (or even unintended if they coincide directly with pitches, swings or attempts to field) to disrupt the other teams pitcher or batter.
- 2.6 Lightning; The presence of lightning during a game is a potentially very dangerous situation. It is the responsibility of all (including umpires, coaches and parents) to report lightning observed to the coaches and umpire. It is the umpires obligation to suspend the game and coaches and parent responsibilities to guide players and spectators off of the field to safe locations.
 - 2.6.1 The umpire is occupied with his duties overseeing the game and may not observe lightning. Coaches and spectators should not continue the game after lightning has been observed assuming that the umpire has deemed it safe. Coaches should call time and bring the situation to the umpire's attention.
 - 2.6.2 There is a 20 min rule The game cannot be restarted until 20 minutes after the last lightning has been observed. This 20 minutes serves as a precaution to prevent residual lightning strikes from injuring any participants, once the game is resumed.
 - 2.6.3 Games should not be immediately cancelled because of a brief thuder storm. Many storms are of short duration, and result in acceptable weather, once they pass through. More sustained storms will result in postponements or game terminations, depending on the score and number of innings played.
- 2.7 Should playoffs be scheduled, the order will be determined as follows:
 - 2.7.1 Each Win is 2 points
 - 2.7.2 Each tie is 1 point
 - 2.7.3 If there is a tie for a specific position, then the following order will be followed:
 - 2.7.3.1 Head to head win/loss
 - 2.7.3.2 Head to head total score
 - 2.7.3.3 Strength of schedule (some divisions have an unbalanced schedule – teams with matching records will have their scheduled reviewed, and those that have a harder schedule will move on)
 - 2.7.3.4 If it remains balanced, then a coin flip will determine the standings.

2.8 Trophies are given only to the team that wins the championship round of the playoffs.
2.8.1 All teams qualify for the playoffs, regardless of regular season record. Regular season record is used to determine the seeding for the playoffs, but coaches are encouraged to emphasize skill development over winning, during the regular season.

2.9 The board reserves the right to modify the format of the playoffs, if necessary (e.g. chronic bad weather. However, in those cases, all teams would still be included in the playoffs.

2.10 Coaches are encouraged to call in scores to the Eagle Tribune. A small summary of the game is sufficient. Identify the league: Methuen Cal Ripken Majors. Avoid using negative terms (e.g. trounced, shellacked). Note at least one player from the opposing team that played well. If the score is very lopsided, it is appropriate to reduce the gap (21-2 is announced as 6-2).

2.10.1 Coaches can submit scores at <http://plus.eagletribune.com/ze/info/sports.htm>.

2.10.2 Or, you can send an email to: sports@eagletribune.com

3. Conduct

3.1 If, in the Umpire's judgment, a batter intentionally throws a bat or helmet, that player will be called out, the ball is immediately dead, any runners if advanced must return to their previously occupied base and ***the player will be removed from the game.*** Fielders can also be ejected for intentionally throwing his glove or for other overt displays of temper or poor sportsmanship.

3.2 The Umpire is authorized to eject any participant for actions intended to injure, using profane, abusive or threatening language, or other overtly unsportsmanlike actions during a game.

3.3 Any player, manager, or coach ejected from a game has to leave the field of play immediately.

3.4 Any player, manager, or coach ejected from a game will be subject to a one (1) game suspension that must be served during the next scheduled game.

3.5 The Discipline Director will review all behavior issues by coaches, parents and players and may, at its discretion, alter the punishment. If it is to be less severe, it must be approved by the Board. If it is more severe, they have the authority, on behalf of the Board, to make this decision.

3.6 A suspended player must show up at team's next game in uniform and sit on the bench. If they fail to show up or fails to be in uniform, they must show up for the next game in uniform and sit on the bench. Procedure continues.

3.7 **Suspensions with extenuating circumstances.** The league reserves the right to extend a suspension based on the nature and intent of the action. Said suspensions will be determined by the league Discipline Director.

3.8 There is an appeal process for suspensions. Suspensions maybe appealed through the (by phone call or in writing) Discipline Director. All suspensions will be reviewed by the division director, vice president, league president and umpire-in-chief. Appeals must be made known to a league official (Discipline Director, League president, League VP, Division director) within 24 hours of the incident. Time maybe a factor if there is a game the day after the incident. Answers to appeals will be made before the next game.

4. Playoffs

4.1 All teams make the playoffs.

4.2 Depending on the number of teams in the league, the format and number of teams with a bye is determined.

4.3 Format:

4.3.1 With fewer than 6 teams, the format shall be a round robin double-elimination

4.3.2 With 6 teams or greater, a standard format will be used.

4.4 Byes.

4.4.1 If an odd number of teams, the first place team gets a bye.

4.4.2 If even, then the first and second place may get a bye (for 6 teams, for less, all will play in the first round)

4.5 A 2 game elimination series is played based on rankings.

4.6 For each playoff game, including the championship round, the higher seed shall be home team.

4.7 The board reserves the right to modify the format of the playoffs, if necessary (e.g. chronic bad weather. However, in those cases, all teams would still be included in the playoffs.

5. Any rules not mentioned above will default to the National Babe Ruth Rule Book.