



## 2018 Cal Ripken “A” & “B” Rules and Regulations

Note: Official Cal Ripken Baseball Rules not changed by the content of this document will be followed. Attempts to circumvent these rules through any “loopholes” (violating the spirit of the rule) will not be tolerated. **In addition, all rules will be abided by—there will be no “gentleman’s agreement” between each team to modify certain rules in a particular game.**

1. The Cal Ripken League President (along with the Commissioners) reserves the right to appoint all managers and coaches, including any “acting” manager and/or coach, subject to General Board approval. We allow the approved manager and (1) coach to protect their own children (age appropriate) in regards to the league draft.
2. The Cal Ripken League President (along with the Commissioners) retains the right to clarify the rules as they pertain to the Cal Ripken League.  
**Note:** Commissioners are not to clarify rules and regulations unless first asked.  
During a game this would be at the umpires or managers request only.
3. Youth coaches (16 years or older) are allowed, assuming one meets the guide-lines of Homewood Baseball Leagues, Inc. By-Laws, Policies and Rules, etc.
4. All managers and coaches must coach/instruct from within the fenced playing area of the baseball field. Non-approved managers and coaches are not to be engaging in any type of discussions with the umpires within the playing area. There is to be a MAXIMUM of three coaches within the fenced playing area, including the dugout.

5. Only the manager (or acting manager) or coach (or acting coach) will be allowed to be involved in a discussion with the umpire(s). Any such discussions should be done away from the players and parents and in a courteous and educated manner.
6. No batboys or batgirls are permitted for safety reasons.
7. Homewood Baseball Leagues, Inc. policy will define the rules for starting and completing of games, usage of lights, rescheduling of games, etc. We will attempt to complete all games when possible. An inning is not to start less than fifteen (15) minutes prior to following games start time. All innings started will be completed (as long as the league following the game approves such action). This will be handled via the “on-duty” commissioner. No reverting to the previous inning unless the game is canceled due to weather.

\*\*\* Some flexibility to the above will be allowed, at the on-duty commissioner’s discretion, for games that are close in score—within a few of runs—provided that any games following the one in question are within Ripken league and that it is not exceptionally late.

8. Jewelry may not be worn by any player during practices or games. This includes earrings, watches, rings, bracelets, and necklaces of any material. Religious or medical medals may be worn, but must be taped to the body to prevent injury. Refusal by any player to comply with this policy will result in the immediate removal of the player by the manager. Umpires and league officials will have the power to remove any player (or manager) not complying, without warning, once the game has started.
9. A player will NOT be allowed to play without a complete uniform, which consists of a protective cup, jersey, pants, team-issued hat and team socks. Managers and then umpires are to verify all players are in compliance with this rule prior to the start of each game. **Jerseys will be tucked in at all times on the playing field; this includes the pre-game warm-up period.** Refusal by any player to comply with this policy will result in the manager keeping the player from participating in the game. Protective cups must also be worn during all team practices.  
**Note: No portion of an All-Star and/or Metro uniform is to be worn during any in-house game. “Homewood” pullovers or sweatshirts are acceptable as a jacket worn in the dugout or during pre-game, but not on the field during a game. Non-Homewood Baseball sponsored metro team jackets, pullovers, etc. are not allowed in the dugout or on the field at any time.**  
Managers will directly be held accountable for the enforcement of rule 9.
10. **Players are NOT allowed to consume food of any kind during the game. A beverage of their choice should be the only item. This includes gum, candy, and sunflower seeds, etc.** Food is not allowed on the field, in the dugout or in the surrounding the area of the players. Players are not permitted to purchase items at the concession stand during the game.

11. Dugout behavior shall reflect good sportsmanship. Players hanging on the fence or standing on the bench will not be permitted.
12. Both Managers are responsible for maintaining an accurate score of the game. Periodically check with the other manager (or assigned scorekeeper) to ensure both teams agree on the score.  
**Note:** If there are no pre-game volunteers, the Home team is responsible for seeing that a scoreboard operator is found and accurately operates the board.
13. All rostered players present must play a minimum of three (3) complete (three outs) defensive innings in a four (4) inning game and four (4) complete defensive innings in a five (5) or six (6) inning game. (These innings need not be consecutive)  
Each player must play one (1) complete defensive inning in the infield and this must occur within the first four (4) innings of the game. (Call-ups exempt – refer to rule #15).

**Ripken-B:** If more than 9-players are available, the time a player sits an inning defensively should be distributed throughout the entire team. At no point should a player sit 2-innings when other players have not sat at all in a specific game.

**Non-compliance with this rule may result in forfeiture of the game or next win, and/or suspension of some or all of the coaching staff.**

14. Any player arriving late to a game will be permitted to play and inserted at the end of the batting order, **provided that player arrives in time to begin the defensive third inning**. If a player is so late to the game that he cannot satisfy this rule, the player must remain out of the game for the duration of the contest. However, in this case, a player entering the game in the third inning because he was late will only have to play three of these final four innings in the field (this supersedes rule #13 above). In all cases, a late arriving player must play the field prior to hitting.
15. A team must have a MINIMUM of seven (7) **rostered** players available to play otherwise the game will be a forfeiture.  
In the event that there are eight (8) or less rostered players available prior to the start of a game, players can be called up with the **prior approval of the players' parent(s), manager and the Cal Ripken League President**. The call-up game cannot interfere with the players' own team's game. Refer to the league Call-Up Team Assignment sheet to identify what the team affiliations are.

**Call-Up Guidelines:**

Call-Ups can only play a maximum of two defensive innings at any one position, other than pitcher. (Call-ups cannot pitch)

Call-Ups must be placed at the end of the batting order, behind all rostered players.

If seven (7) rostered players are available the manager will be able to call-up two (2) players, but no more than that.

If eight (8) rostered players are available the manager will be able to call-up one (1) player, but no more than that.

If nine (9) or more rostered players are available the manager should not call up a player, but under certain circumstances it is permissible to do so.

**There will be no out charged in the batting order for a player that is injured or becomes ill during a game, but once he leaves the game he may not return. Any significant injuries MUST be brought to the attention of the league president for potential pending insurance claim purposes.**

Any call-up that arrives to the game will play, regardless of whether a team's rostered player shows up unexpectedly or not. **In this scenario, if a team winds up with ten players, the call-up will play only two innings defensively.** If the rostered player shows up late, he will be placed at the end of the batting order, but this is the only occasion that a call-up will not bat last in the order.

A "Call-Up Team Assignment" sheet will provide each Manager with the team or teams assigned to be their source of call-up players.

A **rotation** of capable players must be followed in the call-up process. This rule is in place to prevent taking the same one or two players if a team is in need of several call-ups throughout the season. Abuse of this rule could result in league action against the team or the coaching staff, including possible forfeiture of games or suspensions.

Cal Ripken "A" – Must call up ten (10) year olds.

Cal Ripken "B" – Will call up Rookie "A" nine (9) year olds unless otherwise approved by the League Presidents.

16. In the event that at game time a team, without prior knowledge, has less than nine (9) rostered players available, defensive players will be taken from the opposing team. Choice of players is based solely on the following:

- a) First inning selection would be the last batter in the order other than the pitcher and catcher.
- b) Every inning after the first inning, it will be the batter that made the last out of the previous inning other than the pitcher and catcher (this refers to the player that will be playing that position in the next inning).
- c) The defensive replacement(s) spot or spots in the batting order will be an automatic out. (Ninth spot or eighth & ninth spots)
- d) The borrowed player may only play an outfield position.

- e) If a player cannot finish a game for any reason other than injury or illness, that players' team must take an out in the spot that player occupied.

**Note:** A team must have seven (7) rostered players available or else the game will be forfeited.

17. Teams may replace players that permanently leave the team by submitting a written request to the Cal Ripken League President. The Cal Ripken League President will assign any player(s) through late sign-ups that are available.

**Note:** The League President must be notified of any player that officially resigns.

18. Protests to league games are allowed, if filed at the time the infraction occurs (before the next pitch is delivered) with both the home plate umpire and the commissioner on duty. The league's filing fee for the review is \$25.00 (paid up-front) and is non-refundable if the appeal is not overturned.

**Note:** No protest shall ever be permitted on a "judgment" decision by the umpire.

19. There are to be no infield warm-ups prior to the beginning of a game. Players can warm-up in the outfield and fly balls and grounders may be hit in the outfield as well. All pre-game pitching warm ups shall take place in the bullpen or in the outfield as applicable.

20. Each team has responsibilities on game day, either preparing the field for play and maintaining it afterward, or cleaning up the surrounding grounds:

a) The **Home Team** is responsible for making sure the field is prepared for play. This includes removing the tarps, installing the proper bases, chalking the base paths and batters boxes (if it is the 1<sup>st</sup>, 3<sup>rd</sup> or 5<sup>th</sup> game of the day), and making sure that the 40 foot pitching rubber is removed. The home team must also handle the post game procedures of raking the field and, if last game of the day, returning bases to equipment room, inserting base plugs, and tarping the mound and home plate area.

b) The **Visiting Team** is responsible for picking up loose garbage and emptying **all** garbage cans (to the dumpster) around the field on which the game was played, including **BOTH** sides of the field. The commissioner on duty is to enforce this policy.

**Non-compliance with this rule can result in suspensions of the coaching staff of the violating team.**

**\*\*After each game both teams' players are to clean dugouts prior to handing out the treat tickets.**

21. A team member may be benched (not allowed to play) for disciplinary reasons **only if the League President has given prior approval**. Approval can only be granted after a thorough review covering the reasons for the discipline. This

review would involve input from the player, the players' parent(s), the Team Manager and Coach.

**Note:** This is necessary so we have consistency in our policies.

22. A player, manager, or coach will be ejected from the game (and the Izaak Walton Fields) at the umpires' discretion for any of the following:
- a) Unsportsmanlike Conduct
  - b) Physical or Verbal abuse of any kind directed at an umpire, manager, coach, player or fan
  - c) Throwing of any equipment or objects.
  - d) Repeated horseplay in (or around) the dugout

**Note:** Once a player is ejected from a game, the player and his parent(s) must leave the ballpark entirely. **Any manager or coach ejected must also follow this policy and leave the ballpark immediately.** All ejections need to be reported to the League President for review and to determine if any additional action is needed.

\*\*\*General Board policy, enacted in 2005, is that any coach ejected shall serve a two-game suspension for a first offense, and a four-game suspension for a second offense. The third ejection will be a suspension for the remainder of the season. This policy is subject to the league president's discretion.

Fans ejected are also subject to 1-2 game suspension or a seasonal suspension (second offense). Reasons for ejection include, but aren't limited to, drinking at the field or verbal abuse of umpires, players, coaches, others.

**NOTE: MANAGERS** are responsible for their fans. If a manager doesn't control the fans, and a fan happens to be ejected, the manager will also be ejected.

\*\*\*\* **ALL suspensions assessed to managers, coaches, and fans will be determined by a rotating committee of commissioners and overseen by the league president.**

23. Intentionally delaying the game will not be allowed and may possibly result in forfeiture.
24. Immediately upon the completion of each game, each team, including all coaches, will shake hands at the pitching mound. Any team, player, manager or coach's refusal to adhere to this rule (or display other means of poor sportsmanship, (i.e. spitting on hand, hand slapping with excessive force...)) could result in disciplinary action up to and including game(s) suspension.
25. Games will be six (6) innings in length, three (3) outs per half inning, with teams consisting of no more than twelve (12) players. Extra innings will be played, if needed, as time permits. The ten (10) run slaughter rule is in effect after the

losing team has batted at least four times, and in all cases the losing team must bat at least the same number of times as the winning side.

26. Both the Home and Visiting team are to receive one of the game balls at the completion of each game. (If available)
27. The catcher while receiving pitches must wear protective equipment including chest protector, helmet, shin guards, and mask with throat guard during the game and any warm-up periods throughout the game.  
**Note:** Other than the catcher, only the manager and/or coach may warm-up a pitcher between innings of a game. A mask is required to be worn at all times if a player warms-up a pitcher on the side (either outside the foul lines or within the field/fenced area).
28. All team members present will bat in rotation order, except for any member benched for disciplinary reasons (see rule 20, 21). The batting order will be given to the opposing team manager prior to the start of the game. Any team member arriving after the batting orders are exchanged will be added to the bottom of the batting order (make sure opposing manager is made aware of the late arrival).
29. There will be free defensive substitution at the **beginning** of each inning. **Once entering the game the player must play the entire inning at that position in the field, subject to the following exceptions:**
  - A) When a pitching change takes place in the middle of an inning, any change in positions can only include a total of three (3) players, including the pitcher. The new pitcher may come from the bench, however minimum playing time requirements must still be honored. Example: Pitcher gets removed in the middle of an inning and goes to shortstop. The shortstop doesn't have to pitch, but only one other player can be involved if he does not become the new pitcher. So, if the second baseman comes into pitch, the previous shortstop must go to second.
  - B) If an injury occurs to a defensive player, including the pitcher, the defensive team may substitute the injured player with a player from the bench. Such substitutions may not involve more than a total of three (3) players, including the injured player. This must be in accordance with rule #15 (call-ups cannot pitch). Example: Shortstop gets hurt during the inning and must leave the game. One player comes from off the bench and goes to left field, the left fielder moves to shortstop. No other switches can be made.
30. A game is considered official at the completion of four (4) innings.  
Note: Three and a half (3 1/2) innings if the home team is leading.

## PLAYING RULES / PITCHING

31. The pitching distance is 46 feet. This is measured from the front of the rubber to the rear corner of home plate.
32. The type of pitching delivery will be a standard baseball fast-pitch, from either the full wind-up or the stretch position. From a full wind-up position, both feet must be on the rubber prior to starting the delivery (pitch). From the stretch position, the back foot must be in contact with the rubber prior to starting the delivery (pitch). Otherwise, not complying with this rule allows the umpire the option of allowing the pitch (or play) to stand, or call a “no pitch” and replay it.
33. Any player may pitch up to the following limits.
  - a) Innings
    1. A maximum of four **(4)** innings per game;
    2. A maximum of six **(6)** innings per (Pitching Calendar) week, regardless of age.
  - b) Pitch Count **\*\*\*RIPKEN A ONLY\*\*\***
    1. A maximum of **65** per game;
    2. A maximum of **130** per (Pitching Calendar) week.
    3. If a player reaches the stated pitch count limits during an at-bat, they will be allowed to complete pitching to that batter. All pitches will be included for pitch count purposes.
34. The Pitching Calendar Week **starts on Monday and runs through Sunday.**
35. **A pitcher must have two (2) calendar days rest between all pitching assignments in which the pitcher pitches in more than two (2) innings.**
36. **Managers will be responsible for keeping pitching logs during a game and both managers must sign off on them. These MUST be turned into the commissioner on duty at the game’s conclusion.**
37. Pitcher eligibility in regards to a re-scheduled/make-up game goes in accordance to the calendar week in which the game is **actually played.**  
**Note:** This includes the mandatory rest period if applicable.
38. If a pitcher delivers one (1) pitch in an inning, he shall be charged for one (1) inning pitched.
39. The pitcher will be considered removed when:
  - a) The home plate umpire is notified of a change.
  - b) When a pitcher hits three (3) batters in a **game.**
  - c) The manager/coach makes a **second** “trip” to the mound in the same **inning** to the same pitcher

- d) The manager/coach makes a **third** “trip” to the mound in the same game to the same pitcher.

**Note: Once a pitcher has been removed, he cannot pitch again in the same game**

40. All replacement pitchers must pitch to one (1) batter before another pitching change can be made.
41. Any conversation concerning strategy by the manager (or coach) to the pitcher during his route from the coaching box to the dugout (within the foul lines) between innings during warm-ups will be considered one (1) visit to the mound.
42. No balks will be called.
43. Intentional Walks will not be allowed. Violation of this rule will result in disciplinary action not limited to the ejection of the manager.
44. No pitcher will be allowed to wear a shirt with white or gray sleeves, wear a white glove or a glove with white piping while pitching. Multi-colored gloves are not permitted. In addition, no pitcher will be allowed to have any foreign articles (i.e. sweat bands, tape, batting gloves, etc.) on either arm or hand while pitching.
45. **Make sure any pitching warm-ups by relievers in the middle of games take place in a designated bullpen area, or as close to the fence and dugout near your respective dugout as possible (stay clear of main walkways, spectators, etc). No other throwing of baseballs should take place outside of the fenced areas.**
46. **CAL RIPKEN “B” LEAGUE – PITCHING OBLIGATION PER AGE GROUP**
- a) **One nine (9) year-old player must pitch at least one inning by the conclusion of the fourth inning of each game.** The inning pitched shall consist of three (3) outs. The three (3) outs do not have to be in the same inning. Multiple nine-year-old players may be used to comply with this rule.
- b) **One ten (10) year-old player must pitch at least one inning by the conclusion of the fourth inning of each game.** The inning pitched shall consist of three (3) outs. The three (3) outs do not have to be in the same inning. Multiple ten-year-old players may be used to comply with this rule.
- c) This pitching obligation in (a) or (b) can also be satisfied if a pitcher (the same pitcher) allows five (5) or more runners to reach base AND score while he is still on the mound. When the fifth runner scores, the pitching obligation for that age is met.
47. **VIOLATIONS** of any one of rules #32, #34, #35 and/or #42 will result in a forfeiture of the game (or next win). **All pitching rules will be strictly enforced.**

## PLAYING RULES / BATTING

48. Bunting is allowed. On third strike situations, a bunt is defined as not taking a full swing in the judgment of the home plate umpire. Some umpires could consider chopping at the ball the same as bunting. Fouling off a third strike bunt attempt is an out. **A defensive player must begin on the dirt—once the batter squares to bunt, the defense may charge.**
49. A player may not “square around” indicating an attempt to bunt, then pull the bat back and deliver a full swing. If this occurs, a dead ball strike will be called, runners may not advance. If this is the third strike, the batter is out. **One warning will be issued per team - following that, a repeat offense may result in an instant out and/or ejection from the game at the umpire’s discretion.**
50. Any bat not provided by the league is subject to inspection and approval of a league official prior to its use in a game. An official bat must have a barrel of no more than 2 5/8” in thickness, no longer than 33” in length, and **must include the USA Bat standard logo. NO WOOD BATS ARE ALLOWED.**



51. **NO BATS ARE TO BE SWUNG OUTSIDE OF THE FENCED AREAS OF THE FIELDS – EVER! Keep all bats in the dugout when not being used by the current batter or on deck batter.**
52. **No Hit Sticks are allowed during any Ripken game.**
53. When the batters’ foot is touching the ground completely outside the batter’s box when he hits the ball either fair or foul the batter is ruled out.
54. The batter should show safety when dropping the bat. The umpire will warn the batter once, but the second time he will be called out. An ejection may result without warning if deemed flagrant (Example: intentionally throwing the bat after a strike out).

55. When the pitched ball is swung at and missed by the batter and the pitched ball touches any part of the batters' person the pitch is a strike. In the case of the pitch being strike three, the batter is out.
56. Slaughter rule: One team is ahead by ten (10) runs and the team that is trailing has batted at least four times. However, the trailing team must have an equal number of innings at bat for this rule to apply (if the visiting team takes a ten run lead in the fifth, the game will not end immediately, the home team will have a chance to bat and get the lead under ten).
57. Any batted ball that hits any part of a tree within the fenced playing field is a dead ball. If the ball makes contact with the tree in foul territory it is a dead ball / foul ball-strike. If the contact is made in fair territory it is dead ball / no pitch. The ball is dead upon contact and cannot be caught for an out. If the ball happens to hit overhanging trees in the outfield in fair territory, the batter will be awarded a home run unless, in the umpire's opinion, it clearly wouldn't have been a home run.
58. The dropped third strike rule will not apply.

### **PLAYING RULES / BASERUNNING**

59. The runner is out when, in the umpire's judgment, the runner does not slide or attempt to **avoid contact** with the fielder who has the ball and is waiting to make the tag (except first base). If the fielder does not have the ball in his possession, he must yield a portion of the base to the runner or be possibly called for obstruction (runner is safe). **Malicious contact will result in an out and an ejection. This is not a must slide rule, it is a "no contact" rule.**
60. **Any coach yelling out, motioning, or otherwise making a call on a play at a base (i.e. 3<sup>rd</sup> base coach calling a runner "safe" on a play at third) is subject to immediate ejection.**
61. When players are approaching a base they are prohibited from sliding headfirst. Players may tag a base with their hand(s) and may return to the base head first on a pick off attempt. **Violation of this rule will result in an automatic out, no warnings will be issued.**
62. Stealing of bases will apply but there are NO lead-offs permitted. A base runner may NOT break for the next base until the pitched ball breaks the plane of home plate. If a player leaves early, he will be warned and returned to his base. Repeat offenses by a given **team** can result in a runner being called out and all other runners returned to their previous bases regardless of what else happens on the play. Otherwise, should a ball be put in play after the runner leaves early, he shall

be placed back to the open base nearest the one he left unless he is out on the resulting play, in accordance with the Official Cal Ripken rulebook.

**63. “Cat & Mouse” is not allowed.** This is defined when runners are dancing off a base, daring the pitcher or catcher to throw to the base or run at them. This can go on for a while and does nothing but slow down the game. **While this rule is written for third base, it applies to any base.**

When a runner on third begins to move toward home plate:

- 1) A fielder can attempt to get the runner out by throwing the ball to third and the play will continue until the runner retreats to and is safe at third, makes an out, or makes it home safely.
- 2) If the ball is not thrown by a fielder in attempt to get said runner out, once the runner takes a step back toward third base the play is ruled dead. If a defensive player subsequently throws the ball in an attempt to get that runner out, or to another base to get a different runner out, the play will be considered live. The play will also be considered live if the return throw to the pitcher is overthrown or gets away from the pitcher.
- 3) If the runner is not advancing and the pitcher has the ball on the mound, the play shall be deemed dead and the runner is to return to third base.

64. Delayed steals are allowed in Ripken-A provided rule #63 above is not violated.

### ***RIPKEN-B EXCEPTIONS***

#### **STEALING HOME**

Stealing home will only be allowed on a passed-ball or wild-pitch. Once the defensive team has control of the baseball, there is not an option to steal home unless the defensive team makes an attempt/throw to get the runner out at third-base. No delayed steals on the throw-back to the pitcher is allowed but the runner is allowed to advance on an *overthrow* of the pitcher.

#### **1ST & THIRD STEAL SITUATION**

Runners on 3rd-base are not able to advance on the throw from the catcher when the runner on 1st is attempting to steal. We want to encourage the catcher throwing to 2nd-Base and infielders working on receiving throws and applying tags as well as runners sliding into bases. No advancement on an overthrow of 2<sup>nd</sup>-Base as runners will be returned to their bases in this instance. Base-runners on 3<sup>rd</sup> may advance at their own risk on a passed-ball or wild-pitch or when the defense makes an attempt/throw to get the runner out at third-base.

65. **Infield Fly Rule applies in all Ripken games, A or B.** This rule is in effect when there are runners on first and second, or the bases loaded, and less than two outs. Should a ball be hit that is deemed to be a routine catch by an infielder, the batter is automatically out ***IF*** the Infield-Fly rule is called audibly by the umpires while the ball is in the air. Runners can run at their own risk should the fielder drop the ball or after the ball is caught.
66. A base runner may advance to the base he is going to PLUS one (1) additional base on an overthrow. An overthrow, by definition, is when the ball leaves the playing field (beyond the fence, including the ball going into the dugout).
67. With two (2) outs in an inning, if the catcher is a base runner, he must be substituted for with a pinch runner. The pinch runner must be the player who committed the second out of the inning. The umpire should remind the managers of this rule throughout the game. The opposing manager has the right to ask that this rule be enforced.

### **METRO TEAMS**

68. The priority “ranking” for in-house vs. metro is as follows:
- 1) In- house game
  - 2) Metro game
  - 3) In-House practice
  - 4) Metro practice

**\*\*\*\* An exception to the above is that Sunday will be a designated Metro Day. If a Metro team has practice on a Sunday at the same time as an in-house team, any player having a conflict with is to attend the Metro practice. This is for Sundays only, and is in effect until Opening Day at Izaak Walton. \*\*\*\***

### **POST SEASON – Cal Ripken “A”**

69. **All regular season rules remain the same during the post-season playoffs.**
70. The playoff seeding will be as follows:
1. All teams will be seeded into a playoff bracket.
  2. Teams will be seeded in order of winning percentage for all regular season games. If there are divisions, the division winners will be seeded 1 and 2, based on which one has the higher winning percentage.
  3. Tie breakers are as follows:

Head to Head  
Total of runs allowed throughout the season.  
Run Differential  
Coin Flip

4. Better seed (lowest, number-wise) is always Home Team.

### **POST SEASON – Cal Ripken “B”**

**71. All regular season rules remain the same during the post-season playoffs.**

72. The playoff seeding will be as follows:

1. All teams will be seeded into a playoff bracket.
2. Teams will be seeded in order of winning percentage for all regular season games. If there are divisions, the division winners will be seeded 1 and 2, based on which one has the higher winning percentage.

3. Tie breakers are as follows:

Head to Head  
Total of runs allowed throughout the season  
Run Differential  
Coin Flip

4. Better seed (lowest, number-wise) is always Home Team.

73. The All-Star meeting/balloting will take place in early June.

**\*\*Reminder:** Team Clean up days are mandatory. We need to be diligent on this and need to have ALL families from each team present on their assigned day. Have the Team Mom make several reminders to the team in advance of their scheduled day.

**\*\*\*Reminder:** When inclement weather occurs, the league asks that those managers and coaches scheduled for play arrive one (1) hour early to help prepare the fields. Where one's work schedule may conflict in him performing this duty, it's still his responsibility to see that at least three (3) from his team are there to assist in his absence. Please call the league President for rescheduling of rainouts. Please do not call the scheduler.