

JUNIOR DEPUTY

2019 CAL RIPKEN LEAGUE SPRING SEASON RULES

LEAGUE SETUP

Definition

The Cal Ripken League is Junior Deputy's competitive league for players nine to twelve years-old. It is a draft and retention league.

Eligibility

Age is determined by player age as of April 30, 2019.

9-year-olds: Birth dates from 5/1/2009 to 4/30/2010.

10-year-olds: Birth dates from 5/1/2008 to 4/30/2009.

11-year-olds: Birth dates from 5/1/2007 to 4/30/2008.

12-year-olds: Birth dates from 5/1/2006 to 4/30/2007.

No players who will be over age 12 or under age 9 as of April 30, 2019 can participate in the Cal Ripken League Spring Season. Any player requesting an exception to this rule must be recommended and approved by the Cal Ripken League Commissioner (Carter Stein) and the Junior Deputy Board of Directors President (Kori Gordon).

Registration and Fees

See www.juniordeputy.com for details.

Organizations

The Cal Ripken League shall consist of eight organizations fielding twenty-two teams. There will be eight teams in the AAA division, seven teams in the AA division, and seven teams in the A division. Each organization will have a general manager responsible for all operations.

Schedule

Indoor practices begin January 20th. Outdoor practices begin February 18th. Games begin March 25th. Games will end by June 9th. The regular season schedule will be 14 games for each division team. Additionally, each division team will have a tournament scheduled.

Uniforms

Junior Deputy will not provide player uniforms for the Cal Ripken League. Cal Ripken organizations are responsible for providing uniforms.

ROSTER RULES

Once a player is drafted into an organization, the player remains with that organization until the player ages out of the league. The lone exception is the Cal Ripken League Commissioner, upon a request from a player's parents or guardians and the approval of the player's current organization's manager, may release a player from an organization.

Organizations may not trade players.

A non-released player who leaves Junior Deputy shall return to the organization from which he was last rostered, provided the organization has an opening on its roster.

The Cal Ripken League Commissioner is responsible for setting the age group targets for all organizations. In Spring 2019, each Cal Ripken organization has the following age group targets:

12-year-olds: seven players	11-year-olds: five players
10-year-olds: five players	9-year-olds: ten players

Pre-draft organization rosters are due to the Cal Ripken League Commissioner prior to the draft on February 11th.

Opening day organizational rosters are due to the Cal Ripken League Commissioner by March 15th.

Organizational rosters can be updated on April 15th and May 15th by the Cal Ripken manager communicating roster changes to the Cal Ripken League Commissioner. Players on the organization's March 15th roster can be moved up a division or down a division on April 15th and/or May 15th. No new players can be added to an organization's roster on April 15th or May 15th.

No 12-year-olds may be rostered on an A division team without the approval of the Cal Ripken League Commissioner. Any Cal Ripken Managers seeking to roster a 12-year-old player in the A division must make a written request to the Cal Ripken League Commissioner.

No 9-year-olds may be rostered on a AAA division team.

The Cal Ripken League Commissioner requires organizations to roster a minimum of eleven players on their A division team or combination team, a minimum of nine players on their AA

division team or combination team, and a minimum of seven players on their AAA division team.

The following are examples. Player A is 9-years-old and is rostered on his organization's A division team. Player A is eligible to "swing up" to his organization's AA division team. Player A can pitch on his organization's A division team and AA division team (within pitch count limits). Player A is ineligible to play for his organization's AAA team because he is 9-years-old.

Player B is 12-years-old and is rostered on his organization's AA division team. Player B is eligible to "swing up" to his organization's AAA division team. Player B can pitch on his organization's AA division team and AAA division team (within pitch count limits). Player B is ineligible to "swing down" to his organization's A team because he is 12-years-old and because he is rostered to his organization's AA division roster.

Player C is 11-years-old and is rostered on his organization's AAA division team. Player C is eligible to pitch for the AAA division team (within pitch count limits). Player C is ineligible to "swing down" to his organization's AA or A division teams because he is rostered to his organization's AAA division roster.

Player D is 10-years-old and is rostered on his organization's AA division team. Player D is eligible to "swing up" to his organization's AAA division team. Player D can pitch on his organization's AA division team and AAA division team (within pitch count limits). Player D is ineligible to "swing down" to his organization's A division team because he is rostered to his organization's AA division roster.

DRAFTS

February Spring Supplemental Draft

The February draft shall be a supplemental draft with the intent of filling age specific roster targets prior to the spring season. Once all organizations have identified and declared their age specific needs, then the draft order shall be the inverse order of their overall record from the previous spring season. First, organizations will draft players to meet their age specific roster target by selecting from only the applicable age group. Once each organization has met the age specific roster targets, then the organizations can select from the entire player pool until all players have been drafted.

For example, at age 12, Team A has three players, Team B has five players, and Team C has four players. Regardless of draft order, Team B cannot select a 12-year-old until both Team A and Team C have five 12-year-olds each. Team B can, if needed to meet the age specific roster target, draft a player from another age group.

June Draft

In the June draft, each organization shall draft in the inverse order of their overall record from the regular spring season. Post-season tournament games will not be used to determine the June draft order.

The draft order will be determined by the Commissioner's Cup finish from the 2019 spring season.

In the 2019 June Draft, each organization is required to draft, or accept assignment of, twelve rising nine-year-olds. Legacy players will count towards the quota of twelve.

Age specific targets and roster minimums are applicable for rising ten-year-olds, eleven-year-olds, and twelve-year-olds in the June draft subject to change based on enrollment, retention, and the pool of evaluated players.

June Draft Eligibility

To be eligible for the June draft, all players who will be 9-years-old on May 1st the following spring season must attend evaluations. Failure to attend evaluations means a player will not be draft eligible. Any 2019 Rookie 8 player that fails to attend evaluations for the June draft will be assigned to a Cal Ripken organization.

Legacy Rule

A brother or stepbrother of a "roster player," or son or stepson of the organization's manager, may join the same organization at the discretion of the organization's manager and will not cost the team a draft choice.

A "roster player" is defined as:

- A) a player who played with the Cal Ripken organization the preceding spring season for the number of games that meets the minimum eligibility requirements to be considered for Cal Ripken All Stars.
- B) a player unable to play the previous season with his drafted Cal Ripken organization due to medical reasons. A doctor's note addressed to the Cal Ripken manager is required to hold a roster spot for medical reasons.
- C) a player who is drafted in the immediately preceding Cal Ripken draft.

- D) a player who does not play with his drafted Cal Ripken organization for any reason deemed satisfactory by the League Commissioner, in consultation with the Board of Directors, to hold a roster spot.

The Cal Ripken League Commissioner, in consultation with the Rookie 7-8 Commissioner, will provide a list of all projected legacy players to the organizational managers 60 days prior to June draft. 30 days prior to June draft, the organizational managers will notify the Cal Ripken League Commissioner of their intentions for each legacy player slated for their organization. The Cal Ripken League Commissioner, in consultation with the Rookie 7-8 Commissioner, will notify the parents or guardians of each legacy player regarding their status prior to the first player evaluation session.

August Supplemental Draft

The August draft shall be a supplemental draft with the intent of filling age specific roster targets prior to the fall season. Once all organizations have identified and declared their age specific needs, then the draft order shall be the inverse order of their overall record from the previous spring season. First, organizations will draft players to meet their age specific roster target by selecting from only the applicable age group. Once each organization has met the age specific roster targets, then the organizations can select from the entire player pool until all players have been drafted.

DUAL PARTICIPATION ALLOWED

Players who have been drafted into a Cal Ripken Organization may participate (defined as practicing or playing games) in another baseball league or as a member of a non-Academy tournament team or any other team during the Junior Deputy Baseball season so long as the dual participating player informs his Cal Ripken manager of the dual participants outside team so that the manager may assess the dual participant's pitch counts.

LEAGUE VOTING

In all questions requiring organizational votes, each organization manager is entitled to cast one vote. The vote may be cast by anyone designated by the organizational manager. Tie votes will be broken by the League Commissioner, in consultation with the President of the Board of Directors.

EQUIPMENT

Metal spikes are not allowed.

Bats with barrels up to 2 ¾ inches and stamped 1.15 BPF will be allowed.

FIELD SETUP

Junior Deputy grounds crews will prepare and stripe fields with foul lines and a batter's box prior to the first game of the day.

The first base dugout will be the home team's dugout. The third base dugout will be the visiting team's dugout.

AAA Division

Bases will be 70' apart.

A pitcher's rubber will be placed at 50' from the back of home plate.

AA & A Division

Bases will be 65' apart.

A pitcher's rubber will be placed at 46' from the back of home plate.

Games played on Loftis Field and Butler Field will utilize a pitching mat.

GAME LENGTH

The official game time, to be kept by the home plate umpire, shall begin when the first pitch is thrown. The game clock operator should make every effort to have the game time on the scoreboard reflect the official game time maintained by the home plate umpire.

Games shall be 90 minutes in length. No new inning shall start after time has expired. Time shall be determined when the third out is made not when players take the field for the next half inning.

If the visiting team is leading and at bat when time expires, then the visiting team's half inning will be completed, and the home team's half-inning will be played until the home team takes the lead or the visiting team records the third out.

If the home team is leading and at bat when time expires, the home plate umpire shall end the game.

A game can end in a tie.

An official game is 4 complete innings or 3 ½ innings with the home team ahead. If a game is called by the home plate umpire prior to 4 complete innings or 3 ½ innings with the home team

ahead, then the game will be considered suspended and will be continued from that point. The scorekeeper should note the elapsed time in the official scorebook.

At the completion of the game, each team is responsible for cleaning up its dugout and bleacher area.

Upon completion of the last game of the day, the home team is responsible for covering the pitcher's mound on the field upon which the game was played.

GAME SETUP

If the JD website shows the fields as open, then teams are expected to play. Only the League Commissioner or umpires may delay the start times due to rain or inclement weather.

Once a game begins, umpires have sole authority to suspend or postpone play due to rain or inclement weather.

Home team will provide at least three new and/or slightly used game balls per game. The balls must be Rawlings LLB, CAL or CAL1, or BRO. Practice balls will not be accepted by the home plate umpire.

A representative of the visiting team must keep the scoreboard and the official time. A representative of the home team is required to keep the scorebook to resolve questions about batting order, determining the number of outs, or number of runs scored in an inning. These representatives are considered game officials. They must be adults, must remain neutral during the game, and must refrain from excessive cheering.

A representative of the home team will be required to score the game in GameChanger in real time or upload a complete box score within twenty-four hours of completion of the game.

Prior to the start of the game, the manager or acting manager will provide a lineup card with the completed batting order to the opposing manager or acting manager and the game officials. The lineup card will contain each player's first name, last name, uniform number, starting position, and pitching eligibility.

On many game days, an organization will have an AA division game followed by a AAA division game, or vice versa. In the event an organization's early game runs long and the later game is ready to begin on another field, the home plate umpire for the late game, after being notified by an organization's assistant manager that the organization's early game is running long, will announce and implement a five-minute grace period for the earlier game to conclude and for the manager to arrive at the later game. If the manager has not arrived at the late game by the conclusion of the five-minute grace period, the home plate umpire will determine who will serve as the acting manager for the organization and play will begin. Starting a game without a manager because of a time overrun of an early game will not be a protestable situation.

GAME PLAY

Game play rules not addressed in this rule set will be governed by the Cal Ripken rule book. https://cdn3.sportngin.com/attachments/document/0153/3872/brl_2018_baseball_rules_and_regulations_ebook.pdf

A courtesy runner may be used for the catcher when there are two outs. The courtesy runner shall be the player who has made the last batted out.

If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team that slings their bat will be called out immediately and no runners will advance. This ruling will be determined by the umpire. Player safety and proper instruction takes precedence over wins and losses.

Runners should be taught to avoid a tag. Umpires will enforce the contact rule. Contact deemed malicious by the Umpires will result in an out and a player ejection. Player safety and proper instruction takes precedence over wins and losses.

Offensive interference is an act by the team at bat that interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. If the umpire(s) declare the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the coaches, legally touched at the time of the interference, unless otherwise provided by these rules. In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

Any batted ball that bounces over, rolls under, or goes through the outfield fence in fair territory will be called a ground rule double.

The defense and opposing spectators are not allowed to chatter or otherwise distract the batter or base runner(s).

Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If obstruction occurs, runners will be awarded bases that in the judgment of the umpire the runners would have been reasonably expected to reach had the obstruction not occurred.

“Butcher boy” plays are not allowed. If a player squares to bunt, he must bunt the ball or take the pitch. If he pulls the bat back and swings away, the batter will be called out and all runners will return to their previous base(s). This rule is in place for player safety.

Any pitcher receiving a second mound visit from his coach in the same inning must be removed as the pitcher.

Pitcher-catcher conferences are not mound visits. However, pitcher-catcher conferences are limited to two per inning.

AAA & AA Division

9 players can be used defensively (3 outfielders, 4 infielders, pitcher, and catcher or any combination of infielders and outfielders during a defensive shift).

A Division

10 players can be used defensively (4 outfielders, 4 infielders, pitcher, and catcher or any combination of infielders and outfielders during a defensive shift).

Pitching

Organizations are required to follow the Pitch Smart Guidelines:

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A

Pitch Smart rest days are calculated by days and not hours. Example: Player A pitches 40 pitches in a Saturday game at 9:00 a.m. The rules require the pitcher rest two days. Player A is not eligible to pitch on Monday at 5:45 p.m. despite the passage of 48 hours. Player A is eligible to pitch on Tuesday.

The number of pitches, and eligibility to pitch in the next game, will be based on the box scores maintained in GameChanger.

Pitch Smart guidelines are applicable to League, Academy, and Dual-Participating players. Cal Ripken managers and Junior Deputy Academy coaches must publish player pitch counts by 2:00 pm the day after a game. Any questions or concerns are to be discussed between Cal Ripken managers and Academy coaches. Neither Cal Ripken managers, nor Academy coaches should rely on a player or player's parent(s) to communicate pitch counts. Any violations should be reported to the Cal Ripken League Commissioner, immediately. The Cal Ripken League Commissioner will have sole authority to resolve any player health and safety issues related to pitch counts.

Catcher

All catchers must wear catcher's equipment - mask with throat protector, chest protector, leg guards, and protective cup. An extended or dangling throat protector is a required part of the

catcher's mask. Hockey-style catcher's masks with built-in extended throat protection are approved and do not require an extended or dangling throat protector.

AAA Division

6 run per inning maximum.

Lead offs are allowed.

Balk rules will be enforced beginning with games the week of April 8th.

Teams may choose to play with nine players listed on their batting order to start the game.

Teams with more than nine players in the batting order will use a round robin batting order. Once a game has started the batting order may not be changed for that game.

In the event a AAA division team will not have enough roster players for a game, players from their AA division roster may "swing up" to make a line-up of nine or more players.

A game cannot start unless the team has nine players listed in their batting order.

In the event a team has nine players in the batting order and a player gets injured during the game, the team may continue to play with eight players without taking an out. In the event a team chooses to play with ten players and a player gets injured during the game, the team may continue to play with nine players without taking an out. However, if the player leaves the game for any reason other than injury including ejection, an "out" is declared when his turn at bat takes place. A sick player is different from an injured player.

AA Division

5 run per inning maximum.

Lead offs are not allowed.

Balk rules will not be enforced.

Teams will use a round robin batting order. Once a game has started the batting order may not be changed for that game.

All players shall play at least half of the game defensively.

A game cannot start unless the team has nine players listed in their batting order.

In the event an AA division team will not have enough roster players for a game, players from their A division roster may be used to make a line-up of nine or more players. **Players rostered on a AAA division team may not “swing down” to an AA division team.**

In the event a team has nine players in the batting order and a player gets injured during the game, the team may continue to play with eight players without taking an out. However, if the player leaves the game for any reason other than injury including ejection, an “out” is declared when his turn at bat takes place. A sick player is different from an injured player.

A Division

4 run per inning maximum.

Lead offs are not allowed.

Balk rules will not be enforced.

Teams will use a round robin batting order. Once a game has started the batting order may not be changed for that game.

All players shall play at least half of the game defensively.

A game cannot start unless the team has nine players listed in their batting order.

In the event an A division team will not have nine players for a game, the game will be declared a forfeit. **Players rostered on a AAA or AA division team may not “swing down” to an A division team.**

In the event a team has nine players in the batting order and a player gets injured during the game, the team may continue to play with eight players without taking an out. However, if the player leaves the game for any reason other than injury including ejection, an “out” is declared when his turn at bat takes place. A sick player is different from an injured player.

FORFEITS

The preceding rules allowing players to swing up to meet minimum game roster requirements should preclude the possibility of forfeited games. However, if a team does forfeit a game due to a lack of available players, the organizational general manager will be suspended (not eligible to participate in games or practices) until he files a written report with the League Commissioner explaining any mitigating circumstances causing the forfeit. The League Commissioner, in consultation with the Board of Directors, will review the written report and consider whether the mitigating circumstances warrant relief from penalty. If relief is denied, then the forfeiting team shall be penalized at the discretion of the League Commissioner, in consultation with the Board of Directors, up to and including changing draft position.

SCORES AND RECORDS

The Cal Ripken League will be a GameChanger League. A representative of the home team of each game will be required to score the game in GameChanger in real time or upload a complete box score within twenty-four hours of completion of the game.

The standings maintained in GameChanger will be the official league standings.

COMMISSIONER'S CUP

The following points will be awarded for the following orders of finish:

<u>A/AA Tourney</u>	<u>A</u>	<u>AAA Tourney</u>	<u>AA</u>	<u>AAA</u>
1(100)	1(200)	1(300)	1(400)	1(500)
2(90)	2(180)	2(270)	2(360)	2(450)
3(80)	3(160)	3(240)	3(320)	3(400)
4(70)	4(140)	4(210)	4(280)	4(350)
5(60)	5(120)	5(180)	5(240)	5(300)
6(50)	6(100)	6(150)	6(200)	6(250)
7(40)	7(80)	7(120)	7(160)	7(200)
		8(90)		8(150)

Cup trophy for organization with most points. Runner-up trophy for organization with second most points. These are traveling trophies with plaques that will be updated yearly.

Sized team trophies for champions/runner-ups of A, A/AA tourney, AA, and AAA.

Medals for players & coaches of champions/runner-ups of A, A/AA tourney, AA, and AAA.

The highest possible score for an organization is 1500 points.

The lowest possible score for an organization is 520 points.

Teams which tie in the standings will share the points for the place tied and the next highest place.

Organizations participating as a combination team will each receive points for the combination teams' order of finish.

June draft order will be reverse finish of final Commissioner's Cup standings.

SPORTSMANSHIP

Junior Deputy will not tolerate unsportsmanlike conduct or abuse of coaches, parents, players, or umpires.

All coaches, players and fans must be in emotional control or risk being removed from the game at the discretion of the Umpire.

Any ejection of a coach will require the coach to report to the Operations Committee for a Code of Conduct violation.

COACHES

Four coaches are allowed per team during a game.

Prior to the game, the manager or acting manager must declare himself to the home plate umpire and the opposing team.

Only a first base coach and a third base coach are allowed outside the dugout while their team is batting.

When their team is in the field, coaches must remain in the dugout or bullpen area. If time is granted by an umpire, a coach may enter the field of play.

UMPIRES / GAME OFFICIATING

Two umpires are scheduled to work each Cal Ripken game. One umpire is required to start the game. The umpires will conduct a 1-minute plate meeting prior to the start. The purpose of the meeting is for introductions and to provide an opportunity to ask any questions.

Umpires will make an immediate and clearly spoken and/or gestured call after each offensive or defensive play. Issues concerning judgment calls (fair/foul, safe/out, ball/strike) will not be heard.

A manager may only ask for clarification of rule interpretation. Managers must request "time" and "time" must be granted by the umpire before a manager may approach an umpire. Only the manager or acting manager may appeal a decision and ask that a correct ruling be made. The coach must be in emotional control or risk being ejected from the game. Umpire abuse will not be tolerated. All decisions by the umpire are final.

GAME PROTEST

Any protest must be registered by the manager or manager with the home plate umpire at the time of the alleged infraction. The home plate umpire will then inform the scorekeeper that the game is being played under protest and have the time and circumstances (score, base runners, count on batter, etc.) noted in the scorebook and accompanied by a \$40.00 fee. A written protest must be submitted by the organizational manager to the League Commissioner **WITHIN 24 HOURS AFTER THE COMPLETION OF THE GAME**. The fee will be returned if the protest is upheld. Any protest which results from a violation of the rules and is upheld shall result in the forfeiture of the game(s) in question. The protest will be heard and ruled upon by at least three (3) members of the Board of Directors within 5 days of the protest being filed.

EJECTIONS

In the event a player is ejected from two games by an umpire, that player will not be eligible to play again until he meets before the League Commissioner and the Board of Directors. The player's manager, coach, and parents must accompany the player to the meeting.

In the event a coach is ejected from two games by an umpire within any season, that coach will not be eligible to participate in any game of any team in his organization until meeting before the League Commissioner and the Board of Directors. The League Commissioner, in consultation with the Board of Directors, may impose additional sanctions.

DEAD BALL FOR INJURIES

If a player is injured during play, play will continue until it can be reasonably suspended, and the injured player checked on. All baserunners will be subject to any awarded bases had the injury not occurred or will be governed by the position and play at the time it was suspended. This is an umpire's judgment call.

If the batter is injured during the course of an at bat and is unable to continue, then the player who recorded the last out shall be substituted for the injured batter. The substituted batter will resume the at bat for the injured batter. The count will not reset.

If a baserunner is injured and is unable to continue, then the player who recorded the last out shall be substituted for the injured baserunner.

JEWELRY

Players shall not wear jewelry. Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body.

POST-SEASON PLAY

Manager Selection

Only Cal Ripken managers are eligible to manage a first team All-Star team. In the event there are not enough interested Cal Ripken managers, then Cal Ripken coaches and assistant coaches shall be eligible.

Prior to All-Star selection, all managers who intend to be eligible for All-Star competition must be Certified by Babe Ruth Organization. Certification can be obtained by taking and passing the on-line test given by Babe Ruth Organization at its website, www.baberuthleague.org. The cost of this test will be the responsibility of the managers or coaches.

All-Star managers will be selected by the League Commissioner and approved by the Board of Directors. Selection criteria will include past All-Star coaching experience, league season results, and a review of on-field behavior.

All-Star Selection

To be eligible for All-Stars, a league player must compete in at least 75% of his team's league games.

All-Star first team selection: All league players are All-Star eligible so long as they declare an interest in participating in All-Stars. Nine (9) players will be elected by vote of the organization managers. The manager for the All-Star team shall select the remainder of the team but will be limited to twelve (12) players until any second team has selected a twelve (12) man roster.

All-Star second team selection: All league players are All-Star eligible so long as they declare an interest in participating in All-Stars. Six (6) players will be elected by vote of the organization managers. The manager for the All-Star team shall select the remainder of the team.

The same method of selection shall apply to each team at all age groups.

There should be 2 weeks between nomination and selection of teams to give general managers every opportunity to evaluate the players nominated.

The League Commissioner shall direct the All-Star selection process and meetings.

The coaching staff of an All-Star team must be comprised of representatives of at least two organizations.

All-Star teams will play in tournaments of their choosing and as approved by the League Commissioner in consultation with the Board of Directors.

Junior Deputy All-Star teams will not participate in outside-the-park tournaments until the Junior Deputy regular season is over. This rule does not apply to Junior Deputy Academy teams.

REVISED: 04/05/2019