

# Red Land Youth Baseball

## Rookie AA Hybrid (Kid Pitch + Coach Pitch) Division – Local Rules

OFFICIAL CAL RIPKEN BASEBALL REGULATIONS SHALL GOVERN PLAY WITH THE FOLLOWING MODIFICATIONS:

### 1. Player Eligibility:

- 1.01. For the 7 - 8 year old players that are still developing teamwork and other fundamental baseball skills.
- 1.02. Special exemptions may be given to younger or older players based upon ability.
- 1.03. Players not selected during the Minors draft are eligible. (Note: These players will be the first players to move back to the Minors should a roster opening occur).
- 1.04. The league's player agent will facilitate the player callback process.

### 2. Team Structure:

- 2.01. Upon conclusion of player registrations, all players will be asked to participate in our skills evaluation process. The evaluation will be conducted by the Division Coordinator with full participation of team managers in the evaluation process. (e.g. includes fielding, catching, throwing, running, hitting, etc).
- 2.02. Evaluation results will be utilized to distribute players equally across all teams.
- 2.03. Teams will be selected by the Division Coordinator with assistance from team managers and other league officials.

### 3. Pregame and Postgame:

- 3.01. The home team is responsible for field preparation prior to each game. Home team should drag, line and walk field to observe any unsafe conditions and repair prior to start of game.
- 3.02. The team manager/coach is responsible for assessing field safety (debris, holes, loose bases, etc) prior to each game. All field safety issues should immediately be brought to the attention of the league Field Maintenance Coordinator.
- 3.03. Home team will receive 15 minutes of infield warm-up time 35 minutes prior to game time. (Pending field availability).
- 3.04. Visiting team will receive 15 minutes of infield warm-up time 20 minutes prior to game time. (Pending field availability).
- 3.05. The visiting team is responsible for all trash pickup at the conclusion of each game.
- 3.06. Both home and visiting teams are responsible for basic field maintenance at the conclusion of each game including putting bases away, dragging and raking the infield.

### 4. Equipment:

- 4.01. Game balls – league issued standard baseballs. The home team provides two new game balls, and two used balls that are in good condition for each game.
- 4.02. Fielders Glove – All players must supply and use a glove of satisfactory condition while in the defensive playing field.
- 4.03. Bats – league issued or sanction approved only.
- 4.04. Helmets – NOCSAE Approved baseball – must be worn by batters and base runners. The league will issue helmets but players may use their own NOCSAE approved helmets.
- 4.05. Catching Equipment – league issued – must be worn by players behind the plate. Players shall wear a protective cup when playing catcher position.
- 4.06. The team manager/coach is responsible for checking equipment condition, such as cracked helmets, broken bats, etc. Contact the league equipment coordinator for replacement of any faulty equipment.
- 4.07. Teams should keep a scorebook for all games. For any player to be eligible for 8u All Stars on the Ripken All Star Trail, we must provide proof that any 8u All Star has played in a designated number of the games. The scorebook can simply be lineups with outs and runs recorded.

### 5. Team Uniforms:

- 5.01. Players will be provided same colored uniform tops with matching baseball caps.
- 5.02. Shoes shall be worn by all players and coaches. Rubber cleats are acceptable, but not required. Metal cleats are prohibited.

### 6. Regulation Game:

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- 6.01. A regulation game shall consist of 6 complete innings unless agreed upon by both managers to shorten the game due to darkness, weather, etc.
- 6.02. A 1 hour and 45 minute(105 minutes) time limit shall be imposed when another game is waiting to be played. The time limit shall be based on the scheduled start time and not the time the game started if running late.
- 6.03. 3 outs or 3 runs scored, whichever comes first per each ½ inning of play. \*\*\*The last inning is unlimited runs until 3 outs are recorded or the full lineup bats once.

### 7. Participation Rules:

- 7.01. Managers should ensure all players are provided equal infield/outfield playing time throughout the season.
- 7.02. All players should sit the same amount of innings during the season.
- 7.03. All players should play a minimum of 4 defensive innings each game.
- 7.04. Defensively, every player should be provided opportunity to play a minimum of 2 innings in the infield each game (Pitcher, 1st, 2nd, 3rd, or shortstop) and should play 2 innings in the OF each game.
- 7.05. Players should rotate through different positions. Players should not play the same position for more than 2 innings in a game. This is an INSTRUCTIONAL LEAGUE!
- 7.06. All players must be in the batting rotation, with a continuous rotation used the entire game.

### 8. Pitching Rules:

#### 8.01. Hybrid Pitching Rules

- (a). The defensive team will field a player pitcher that will pitch to the opposing batters for the first 4 innings.
- (b). The offensive team will have a coach pitcher that will call strikes/balls and provide general assistance to the player pitcher. The coach pitcher will pitch 5th and 6th inning. If the defensive team indicates they no longer have any viable pitchers, the coach pitcher can pitch prior to the 5th inning.
- (c). The player pitcher when not pitching, should remain within a 5' radius to the pitching rubber.
- (d). Player pitcher will pitch to the batter until the batter puts the ball in play, strikes out, walks or is hit by pitch.
- (e). After 3 strikes (swinging or called by coach) the batter will be out and should return to the bench.
- (f). After 4 balls from the player pitcher, the coach pitcher will pitch to the batter. No base on balls(walks)
- (g). If the batter is HBP by the player pitcher, the batter has the choice of taking the base or continuing the at-bat with the coach pitcher. If the batter chooses to continue the at-bat, they forfeit the free base and the resulting outcome of the at-bat with the coach will stand.
- (h). After a walk or HBP, the coach pitcher will pitch to the batter starting at a zero strike count. After 3 strikes (swinging or called by coach) from the coach pitcher, the batter will be out. No hitting from tees or soft toss.
- (i). If a player pitcher has 3 HBP in one inning, they must be replaced with another player pitcher. The pitcher once removed cannot re-enter the game as the pitcher.

#### 8.02. General Pitching Rules

- (a). Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- (b). A pitcher once removed from the mound cannot return as a pitcher in the same day.
- (c). The distance from the pitching rubber to home plate will be 40 feet.

#### 8.03. Pitch Count Rules

- (a). Player pitchers regardless of age, will be on a 50 pitch maximum pitch count allowed per day.
- (b). Rest Requirements (per Pitch Smart Guidelines)
  - (i). 36-50 pitches in a day, two (2) calendar days of rest and a game must be observed
  - (ii). 21-35 pitches in a day, one (1) calendar day of rest must be observed
  - (iii). 1-20 pitches a day, no (0) calendar day of rest must be observed
  - (iv). No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts.
- (c). If a pitcher reaches the pitch limit while facing a batter they may continue to pitch until any one of the following conditions occurs:
  - (i). That batter reaches base
  - (ii). That batter is put out
  - (iii). The third out is made to complete the half-inning

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- 8.04. Every pitch thrown to a batter shall be considered a pitch unless the umpire calls time out prior to the pitch crossing home plate.
- 8.05. Pitch Count Log
  - (a). Each team's scorekeeper to count both team's pitches and the defensive team must report to the team managers when a pitcher has delivered his/her maximum amount of pitches; it is recommended that respective scorekeepers verify periodically throughout the course of the game (every ½ inning) the pitch counts.
  - (b). Pitching logs must be in the possession of the respective managers prior to the start of the game for the opposing manager to review.
  - (c). At the conclusion of the game respective managers must sign off on opposing teams pitching log as verification; Division Coordinator will be checking logs for compliance.

### 9. Division Umpiring:

- 9.01. The coach pitcher will be responsible to reasonably and fairly call balls and strikes for their batters.
- 9.02. The coach pitcher shall call strikes for kid and coach pitches.
- 9.03. Pitch calls and ball/strike counts shall be audible for both teams' coaches to hear
- 9.04. Base calls are the responsibility of the coach with the best view of the call. Make the best call possible and move on with the game.

### 10. Game Rules:

- 10.01.No official score is kept.
- 10.02.“On-deck” batters may not pick up a bat until the previous batter is either out or on base
- 10.03.Baserunners must keep at least one foot on the base until the ball crosses the plate.
- 10.04.Stealing of bases is not allowed.
- 10.05.Baserunners may not advance more than one base if the ball never leaves the infield.
- 10.06.Baserunners may advance as many bases as possible on balls clearly hit to the outfield grass.
- 10.07.Baserunners must stop at the next achieved base once the ball is thrown from the outfield to the infield dirt and touched by an infielder. If the infielder drops the ball, is bobbling the ball or overthrows a base, the runner can't advance, unless they were already in process of running to the next base prior to the ball being touched.
- 10.08.The ball reaching the infield is not a dead ball but the runner cannot begin advancing to the next base.
- 10.09.Baserunners may be tagged out at any time when attempting to advance or retreat to the base, or if they overrun 2nd/3rd base.
- 10.10.Outfielders should be encouraged to quickly get the ball into 2nd base or to the pitcher from the outfield.
- 10.11.Outfielders cannot run the ball from the outfield to the infield to stop advancement by baserunners. Base runners may continue to run the bases until the ball is touched by an infielder, in the infield.
- 10.12.Outfielders should play at least 15 steps behind the infield. Under normal game situations, OF should not be playing a deep IF position, covering bases or running to bases for force outs.
- 10.13.Players may not move-up a base on passed balls, wild-pitches, or any overthrows.
- 10.14.On balls hit back to the pitcher, the pitcher may not run to a base or home plate to force runners out.
- 10.15.Catchers should be taught and instructed to field the position and attempt to receive pitches.
- 10.16.No bat throwing. 1st violation – warning. 2nd violation – runner is called out.
- 10.17.No head-first slides. 1st violation – warning. 2nd violation – runner is called out.
- 10.18.Two defensive coaches are allowed on the field (behind the infield in left and right fields).
- 10.19.It is recommended that the defensive team has a coach to instruct and assist/backup the catcher.
- 10.20.Offensive players are not permitted to wander while their team is at bat. Players are expected to sit on their bench.

### 11. End of Season Recognition Games:

- 11.01.Managers should nominate 3 to 4 players from their team to play on the end of season 'player select' teams.
- 11.02.Managers should ensure all nominated players will be available to play on the game day. All selected players will be divided evenly into teams by the division coordinator for this post-season event.

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11.03. The division coordinator may add players at his discretion in order to establish correct roster sizes for post season games.

### **12. Miscellaneous:**

12.01. Each team will be assigned to work the concession stand at the Newberry Complex throughout the season. This will be at a time that your team is not scheduled to play a game but will have a batting cage practice scheduled.

12.02. Teams playing at Goldsboro will be responsible to share responsibilities to operate the concessions stand.

12.03. Parents should be discouraged from providing food to players while they are seated on the bench during a game, unless there is a medical necessity.

12.04. "Pass-the-hat"- The home team may pass the hat once during each game to help raise money for their team for awards, team party needs, etc.

12.05. It is recommended that each team designate a "Team Parent" to coordinate these and other miscellaneous team activities.