

# **RECREATIONAL LEAGUE RULES**

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## **I. INTRODUCTION**

Junior Deputy Baseball believes that every child has the right to participate in the game of baseball. The Recreational League was created to provide an opportunity to players age 9-12 that are not rostered to a Cal Ripken organization a chance to continue developing their baseball skills in a non competitive environment. This is a live pitch division playing under similar rules as our A Cal Ripken division. Unless otherwise noted, A Cal Ripken rules apply.

## **II. TEAM COMPOSITION**

### **A. ROSTER RULES**

1. A Recreational League team shall consist of at least 10 but no more than 13 players, except at the discretion of the Recreational League Commissioner.
2. The Recreational League Commissioner shall have sole authority in establishing rosters, teams and divisions within the Recreational League.

## **III. TEAM PLAY**

### **A. GAME LENGTH**

1. One hour and a half or the completion of 6 innings (whichever is first) is allotted for each game. No new inning shall start after the allotted time has expired, except when the game is tied. A new inning is deemed to have started immediately after a third out is recorded. The Chief Umpire may stop the game when time has expired and the home team is at bat and is leading.
2. Games are official games after 4 complete innings of play or after 3 ½ innings of play if the home team is leading. All games that are not official games will be considered suspended games and will be continued from that point. The scorekeeper should note the elapsed time in the official scorebook.

### **B. GAME PARTICIPATION**

1. The Recreational League will play baseball with a 46' pitching distance and 60' bases. Players are not allowed to lead off. Balk rules will not be enforced. Players are allowed to steal with the exception of Home Plate.
2. Home teams shall provide a scorekeeper and at least three new baseballs for each game. Visiting team will provide a scoreboard operator. Baseballs used will be

Rawlings LLB, CRB or BRO – no practice balls. Home team will also provide one concession stand worker.

3. A team will be designated as “home” or “visiting” teams. The 1<sup>st</sup> base dugout shall serve as the home team’s dugout. Only two coaches may be outside the dugout on offense. On defense, the coaches may sit outside the dugout and may warm up the pitcher; however they should remain no closer to home plate than the nearest corner of the dugout while time is “in.”
4. A round-robin batting rotation is required. Once the game has started the batting order may not be changed for that game. All players must play at least half of the game defensively.
5. Lineups must be exchanged prior to the game. All players eligible to play in the game must be listed on the lineup card, and must play half the game. Substitutions may be made in one of two ways: 1) substitutions may be made half-way through the game (at the top of the 4<sup>th</sup> inning or after 45 minutes, whichever comes first); or 2) substitutes may be listed in the lineup and will alternate times at bat and in the field throughout the game with another player. If another player is removed from the game (injured, etc.) the substitute (the second listed player at a spot in the batting order) will be moved to the vacated spot in the batting order. However, once removed a player may not re-enter the game except to replace an injured player.
6. When only 8 players are present, the game may start with 8 players. However when the 9<sup>th</sup> player would have been scheduled to bat, an out shall be declared. If a team starts a game with 9 or more players and a player is forced to leave the game because of injury (not illness), the team can continue play without the penalty of an out. However, if a player leaves a game for ANY OTHER REASON, an out shall be called when his position in the batting order comes up. If both teams only have 8 players, no outs will be taken.

If there are 7 players or less, that team will forfeit the game. However the spirit of the Recreational League is to play baseball at every opportunity. If there are enough players on the opposing team, they may share players for defense, if the coach is willing, and the game may proceed with shared players. The game shall remain an official forfeit even if an 8<sup>th</sup> player arrives after the game has been declared a forfeit by the Chief Umpire.

7. **PROTEST:** Any protest must be registered by the manager or head coach with the Chief Umpire at the time of the alleged infraction. The Chief 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 \$25.00 fee. A written protest must be submitted by the manager to the League Commissioner through the Junior Deputy Office **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 Recreational Committee within 5 days after the protest is filed.

8. A pinch runner may be used for the catcher when there are two outs. The pinch runner shall be the player who has made the second out of the inning.
9. All games will be played with a maximum of 5 run per inning limit.
10. In the event a player is ejected from a game by an umpire, that player will not be eligible to play in the next game played by his team. In the event that a player is ejected from a second game by an umpire during the season, that player will not be eligible to play again until he meets before the members of the Recreational Committee with his parents, (guardians) and coach.
11. 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 until meeting before the members of the Recreational Committee. The Recreational Committee may impose additional sanctions.
12. Slinging Bat Rule: Team will receive a warning on the first slung bat and after that any batter on that team is called out for slinging the bat. This will be a judgment call by the umpire.
13. No big barrel bats or steel cleats (spikes) are allowed.

### **C. PITCHING**

1. Any player is eligible to pitch. A pitcher may pitch a maximum of six (6) innings per week (Monday – Sunday) regardless of what level innings are pitched. A pitcher is allowed 8 warm-up pitches before each inning. If a team violates this rule, the game that the pitcher exceeds will be ruled a forfeit.

During a time out, a manager or coach may go on the playing field and confer with a player or umpire. A second trip in the same inning to the mound will result in the pitcher being removed from the game as a pitcher for the duration of the game. A third visit with a pitcher during a game will cause the pitcher's automatic removal as pitcher and that player may not pitch for the rest of the game.

### **D. CODE OF CONDUCT**

1. Judgment rulings by umpires are not to be contested by Head Coaches. Only questions of the rules may be questioned by the Head Coach.
2. Parents are the responsibility of each team. In the event that a parent is deemed unruly by the Chief Umpire, that parent may be ejected from the park and that team will be awarded an out.