

Cal Ripken

Rule Differences, Compared to LL

- In General: both rule codes are derived from OBR (Official Baseball Rules)
 - Both codes are very much alike, with the differences listed below
- Equipment:
 - Baseballs: must be stamped: “Official Babe Ruth League Baseball”
 - Bats: no BPF stamp required
 - Batting Donuts ok
 - Catcher: dangling protector not required
 - Catcher: extended protector not required
 - Catcher: must wear helmet when playing, and when warming up pitcher between innings
 - Before game starts, helmet wear recommended but not required
 - Players: Jewelry is prohibited, unless **medical or religious**; then must be taped and visible
 - Break-away bases not required
- Dugout areas:
 - On deck batter **is** allowed
 - Bat boys / bat girls are allowed (but they must be wearing a helmet when out of dugout)
- Pitcher eligibility:
 - Pitcher must have (at least) 1 rest day if 1 inning pitched
 - Pitcher must have (at least) 2 rest days if 3 or more innings pitched
 - Pitchers cannot pitch more than 6 innings per week
 - A week is the time between Monday to Sunday

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Rule Differences, page 2

- There is no official pitch counter for the game, but
 - We have a local rule to count pitches, with local guidelines
- Uniforms: Adults may wear team uniforms
- Conferences:
 - Defensive: on the 2nd visit in an inning, the pitcher must be removed from the mound; he may not return as a pitcher in that game.
 - There is no game visit limit
 - Offensive time outs: no rule limit, but avoid unnecessarily delaying the game
- Substitutions:
 - A starter (who was subbed out) may re-enter the game once
 - A substitute may not re-enter the game
 - Local rule exception: continuous batting order is an allowed option, with free substitution
 - A pitcher who is moved to another position (either between innings or on visit #1, see Conferences above), may return to the mound as a pitcher later in that game. He may return as pitcher at most once per inning (ie a pitcher may change to another position only once during the same inning)
 - SPR: there is no special pinch runner
- 5 Run limit rule (Minors) is a local rule exception

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Rule Differences, page 3

- Called games:
 - If less than 4 innings complete, the game is to be re-played from the beginning (it's not suspended, it's a NO GAME). Local rule exception: we will probably leave the game as is, unless it affects standings; BOD decision on what happens to it
- Baserunning:
 - Cal Ripken calls it the 'Special Base Running Rule' (SBRR); essentially it is almost exactly the same as LL rule 7.13
 - Runners shall not leave their base until the pitched ball reaches the *plate* (versus batter in LL rule 7.13)
 - Head first slides are allowed
 - **There is no slide rule**
- Contact rule:
 - If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. The objective of this is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach home plate. Obviously, this is an umpire's judgement call.
 - Note the emphasis on: home plate, intentionally, maliciously
 - If an offensive player runs into a defensive player INTENTIONALLY, invoke the rule
 - If this were to happen on the basepaths, eject for malicious contact, but its not an out automatically
- 50/70: 50 foot pitcher's plate; 70 foot bases (Majors only)
 - At start, we will use the Special Base Running Rule, then move to leads / balks mid-way

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Rule Differences, page 4

- Obstruction:
 - Fake tags are **not** automatically obstruction
 - A fielder, in the act of ‘fielding’ the ball, is allowed (i.e. not obstruction)
 - If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball, he may be considered “in the act of fielding the ball”.
 - Key words: ball in flight, near enough... if the ball is less than 1 second from the fielder, it’s near enough
 - Note: a common play, where F3 is pulled from the bag into the batter-runner’s base path, to receive a throw at 1st base, is almost always NOT obstruction
- Batters:
 - Strike zone: By rule, it’s the same as the Pros (i.e. horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants)
 - Un-caught strike 3 (aka dropped strike 3):
 - When using SBRR, the batter is automatically out (used at 46/60)
 - If not using SBRR, the batter may attempt to advance to 1st base. We expect to play this way in the 2nd half of the season

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Rule Differences, page 5

- Pitchers:
 - Balks: when using SBRR, balk penalty rules are not enforced
 - Instead: The ball is dead, the umpire shall warn the pitcher of the infraction and if the infraction is repeatedly violated, has the authority to remove the pitcher from the game as a pitcher only
 - They are **not** illegal pitches, as they were in LL!
 - If the mistake is repeated repeatedly, then remove pitcher
 - When not using SBRR, all of the balk rules and penalties are enforced
 - Planned for use in the 2nd half of the season
 - Pitcher taking signs:
 - The pitcher must take signs from the catcher, while standing on the rubber. PENALTY: After a warning by the umpire, the pitcher on the next offense, shall be removed from the mound as a pitcher from the game as a pitcher only
 - Ignore the part about taking **signs from the catcher**; instead ensure signs are taken while standing on the rubber, it doesn't matter from whom.
 - A pitcher can move to the catcher position later in the game (no restriction like LL)