

**2010 MAJOR LEAGUE RULES**  
**Chaska Area Youth Baseball Association**

**CAL RIPKEN 11 & 12 YEAR OLD DIVISIONS**

**GOALS:**

- Ensure that the experience is positive and fun for all players.
- Reinforce the fundamentals of baseball and build player confidence and individual fielding, throwing, and hitting. Teach baseball strategy (back up, defensive positioning, cutoffs, and base running).
- Teach advanced skills and strategy.

**COACHES RESPONSIBILITIES:**

- Ensure all players get equal participation, attention and learning opportunities.
- Maintain equipment throughout the season and ensure prompt return at the end of the season.
- Sign the official record of game results as presented by umpire.
- Bring first aid kits, rules, and emergency information to all games.
- Make sure the official score book is kept for each game and turned in at the end of the season. Without it your players will not qualify for Babe Ruth post season teams.
- Follow all the rules listed below.
- Be a good role model and treat all Players, Parents, and Umpires with respect.

**RULES OF THE GAME:**

**1. General:**

- The official Babe Ruth rulebook book will be used, except as noted below.
- All participants (including parents) are to refrain from using tobacco, alcohol, foul language or unsportsman like conduct in games or practices. Coaches will ask the offending person to leave the field immediately.
- Games will consist of 6 innings. No inning may start after 1 hour 45 minutes from actual start time (recorded by umpire). Innings started are completed.
- If a game is tied after 6 innings, play may continue until the 2 hour time limit has been reached or the field of play is unsafe (i.e. darkness). If either of these conditions exists the game ends in a tie.
- At any sign of weather conditions, darkness, or other natural or man-made condition that places the players at risk the game will be suspended or called. Any sign of lightening, no matter how distant, the game must be suspended until there is no lightening activity for 15 minutes. A decision to suspend or terminate a game is at discretion of the umpire.
- A called game will be considered complete after 4 innings have been completed.
- Games suspended or called will be rescheduled for make up if possible.
- 6 runs per inning maximum, there is not an unlimited run inning.
- Bunting is allowed at any time.

- Courtesy runner for a catcher is permitted and encouraged when there are 2 outs in the inning. The player making the last out shall be the runner.
- League wide rainouts will be posted on our web site [www.chaskabaseball.com](http://www.chaskabaseball.com) by 4:00 PM.
- Teams must have a minimum of 7 players. Failure to do so shall result in forfeiture recorded as a 10-0 score. A team will be allowed 10 minutes after scheduled start time for late players.

## 2. **Players and Positions:**

- A team will play with 9 players on the field.
- Batting order may be set as most advantageous but all players will get an equal number of at bats per season. A continuous batting order through out the season is recommended if you do not want to track number of at bats per player.
- Each player will play at least 2 innings of infield in each game, prior to the end of the 5<sup>th</sup> inning. There does not have to be equal positioning from infield to outfield, but there must be equal playtime for each player.

## 3. **Pitching:**

- Pitchers may pitch a maximum of two innings per game and must adhere to the pitch count limits documented in the coaches handbook located at [www.chaskabaseball.com](http://www.chaskabaseball.com) under the link “coaches”. Pitched innings do not need to be consecutive, and may be interrupted by another pitcher. **As soon as a pitcher throws one pitch it is considered an inning.**
- A pitcher must be removed after issuing 4 walks in one inning, or hitting 2 batters. Hit batters count as walks. A pitcher that has been removed for the 4 walk or 2 hit batter provision reasons may not “re-enter” as a pitcher later in the game
- Coaches may come to the mound once during an inning to counsel a pitcher. A second trip to the mound must result in replacing the pitcher.
- NO pitches are allowed except a fastball and a change up. If a player has natural “movement” on EACH pitch, it is allowed (not encouraged). The natural “movement” must be consistent on every pitch that is thrown. This will be determined by the umpire & coaches. If you have a player that does have natural “movement”, you must notify the other team prior to their first pitch. A knuckleball is considered a change up.
- Balk rule is in effect. Each pitcher is allowed one warning per game for a balk.
- 5 warm up pitches for new pitchers entering the game. 3 warm up pitches for pitchers previously in the game.

## 4. **Base running:**

- Leading off is not allowed.
- **Players cannot leave the base until the ball crosses home plate**
- For the 1 warning per team, the player leaving early will be sent back to the base they started the pitch at. Subsequent offenses will result in the base runner being called automatically out. **Leaving early is the sole judgment of the umpire.**
  - If the runner is deemed to leave early and the pitched ball is:

- Batted in fair ground...ball is immediately dead, the ball/strike count remains the same, NO runner can advance and the base running penalty is enforced as stated above.
- Batted in the air in foul territory, the result of the play stands as in normal baseball rules. (e.g. ball is caught = batter is out, ball is touched or comes to rest = foul ball , base runner cannot advance and base running penalty is enforced as stated above.)
- Batted on the ground in foul territory, ball is touched or comes to rest = foul ball, NO runner can advance and base running rules are enforced as stated above.
- A strike (swing or called) = ball/strike count is adjusted accordingly , NO runner can advance and base running rules are enforced as stated above.
- General overview of base running rule.
  - **The offensive team cannot advance any runner on the bases, score a run or avoid an out on a play where they have been deemed to violate the base running rules. However, they can incur an out or outs on that play.**
  - If a base runner is thrown out/caught stealing (no batted ball) while violating the base running rule, they are out.(i.e. the warning rule cannot “save” them)
  - Players may ‘steal’ every base including home.
  - The batter is out on a 3rd strike regardless if the catcher catches the ball but the ball is live for runners and they can advance at their own risk.
  - There is an infield fly rule. Runners advance at their own risk.
  - A runner may advance any number of bases on an overthrow.
  - Players running to any base, except first, MUST slide if a play is made on that base. Rule of thumb: if in doubt slide. If a player fails to slide in this situation they are considered automatically OUT. Sliding rule is enforced at the discretion of the umpire. Player safety is the issue here and there will be NO exceptions to this rule.
  - Any base runner attempting to “take out” a fielder will be automatically OUT. Both coaches must notify the Commissioner of the offending player.

#### 5. Mandatory, Illegal and Optional Equipment:

- No player will bat without a helmet.
- Not metal spiked shoes. Rubber or plastic cleats are acceptable.
- Mouth guards are optional.
- Athletic supporters/cups are strongly recommended for a player’s own safety. NO CUP NO CATCH.

#### 6. Misc.:

- Unsportsmanlike conduct will not be tolerated at any time. Such conduct will result in an automatic OUT & player is to remain on the bench for the remainder of the game (player is benched). If the incident occurs on the 3rd out of an inning, the penalty will carry over into the following inning (umpire discretion). If the incident occurs on the 3<sup>rd</sup> out of the game, the penalty will carry over into the following game and result in a game suspension. Any player that is blatantly unsportsmanlike can be reported to the umpire, and opposing coach at any time. Any bat or helmet thrown in

anger will be considered unsportsmanlike conduct. Any player that throws a bat or helmet a second time during the season, will incur a 1 game suspension. This must be called by the umpire and enforced by the coaching staff.

- After the second out of any inning, teams should use a courtesy runner for a player on base that is scheduled to play catcher the following inning. The player that made the last out replaces the runner.
- At the conclusion of the game, player should line up and shake the opposing teams player's hands and say "Good Game"
- Standings will be used for tournament pairings in the following order:
  1. Winning percentage
  2. Head-to head games.
  3. Total runs.
  4. Flip of coin.
- Year End Tournaments, the coach may set batting order and positioning to the teams best advantage. All other playtime rules still must be followed.

#### **7. Umpires:**

- If the scheduled umpire does not show up for your game, the home team selects one suitable umpire (with equipment) from the crowd, acceptable to both coaches. If an umpire cannot be found, coaches will umpire from behind the catcher or pitcher. BE FAIR!
- Notify the Umpire Coordinator soon as possible that the umpire did not show. If a substitute umpire was used, give the name and address of the substitute umpire to the so they can be paid.