



MISSISSIPPI

CAL RIPKEN 7-8 YR. OLD RULES & REGULATIONS AMENDED 04/14/09

- 1. TIME LIMIT:** One hour and twenty minutes or (6) innings whichever comes first. In the event of a tie, the game will continue until there is a winner.
- 2. BATTING ORDER:** All teams will bat round robin. If a batter becomes disabled during the game and cannot bat, it's **not** an out. If a child is sick before the game, leave him off of your line up and inform both the opposing coach and the press box. This player cannot enter that game.
- 3. DEFENSE:** Will consist of (9) regular fielding positions and (1) additional rover in the outfield. A second pitcher may not be used on the infield. The player-pitcher(s) must remain in the pitching circle with both feet, behind and to either side of the coach-pitcher until the ball is hit.
Penalty: If the ball is not hit the umpire shall declare "no pitch". If the ball is hit the offensive coach may choose between the play and "no pitch".
- 4. RUNS PER INNING:** (6) runs per inning.
- 5. CONTACT RULE:** Babe Ruth rule: 6.05 (m) shall apply
- 6. DEAD BALL:** Time will be called by the **HOME PLATE UMPIRE** when no runner is advancing.
- 7. PITCHING AND COACHING:** Will pitch to their own team from a spot marked 41 feet from home plate in center of pitching circle. Circle will be a 10 foot radius.
- 8. PITCHING COACH:** Any number of coaches listed on the lineup may pitch during a game but no more than two may pitch in one inning.
- 9. PITCHING COACH:** The coach-pitcher shall leave fair territory as soon as possible after the ball is batted. This coach shall not coach his/her players during a live ball.
- 10. PITCHING COACH:** If the coach-pitcher in the vicinity of the circle is accidentally touched by a batted ball hit directly toward him/her the ball shall be ruled dead immediately and the pitch nullified. The pitch will not count against the maximum number to be thrown
- 11. THE BATTER:** All batters will wear a batting helmet when on the field of play, whether as an on deck hitter, a batter, or a base runner.
- 12. THE CATCHER:** Must wear a facemask, helmet, mitt, chest protector, shin guards, and a protective supporter with cup. (Must Wear a catchers mitt, and not any other kind).
- 13. COURTESY RUNNER:** Will not be allowed.



CAL RIPKEN 7 & 8 YR. OLD TOURNAMENT RULES AND REGULATIONS

14. **INFIELD FLY:** Will be in effect.

15. **FREE SUBSTITUTION:** Will be in effect.

16. **BUNTING:** Will be allowed.

17. **STEALING:** Mississippi special base running rules will apply:

Runners will not be able to lead off base and may not steal until ball is delivered and reaches the batter. When runner does leave the base early the ball does not become dead (delayed dead ball) – play continues and when play has stopped on the pitch ball becomes dead and the defensive team gets the choice of the play or nullifying that pitch (play) and runner returns to the base occupied before the pitch was made and the count starts where the infraction occurred.

Example: (1) Runner a on first – 1 out, 2-2 count on the batter. Runner A Leaves too early and the batter hits a double and runner A on 1st scores, after ball becomes dead defensive coaches choose not to take the play so runner A returns to 1st and batter B bats again with a 2-2 count

Example: (2) Runner on 1st – 1 out, 3-2 count. Runner leaves early and batter is struck out and runner steals second. Defensive coach gets his choice and he takes the out and runner remains on second.

18. **BATTER IS OUT:** After three strikes. If, in the umpires judgment, the coach-pitcher delivers a ball out of the strike zone a “no pitch” will be called unless the batter swings in which case it will be called a strike. Each batter will be allowed a maximum of 5 pitches but can strike out prior to the 5th pitch. A foul ball on the 5th and subsequent pitches will be allowed another pitch. Regardless of the number of pitches thrown. 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 who slings his bat will be called out immediately and no runners will advance. The umpire will be the sole judge of whether the bat was slung or dropped.

This is NOT an appeal play.

19. **COACHES:** On offense a first base and third base coach will be allowed on the field. On defense, coaches must remain in their dug out. One coach may stand directly in front of the dugout for the purpose of defensive instruction.

20. **BASE AWARDS:** All overthrown balls are live unless the ball leaves the field of play, in which case, a (1) base limit will be given to the runners. Any (fair) batted ball that bounces over, rolls through or under a fence will be a ground rule double.

21. **RUN RULE:** If a team is ahead by (10) runs after (4) complete innings (3 ½ for the home team) the game will be called. If a team is ahead by (7) runs after (5) complete innings (4 ½ for the home team) the game will be called.

22. **GAME TIME:** Be at field at least (30) minutes prior to game time.



CAL RIPKEN 7 & 8 YR. OLD TOURNAMENT RULES AND REGULATIONS

23. **Umpires (2):** - The home plate umpire shall be Umpire-in-chief for the game and will call, fair or foul, plays at home plate, leaving early and assist in calling plays on the bases. The base umpire will call plays on the field and bases. Only the home plate umpire may stop play by calling time out
- -Exception: the base umpire may call time out when an injury occurs.
Any thrown ball striking an umpire is in play.
24. **LINEUPS:** (1) copy to score box and to opposing coach (10) minutes before game time. First initial, last name and number are required.
25. **TOBACCO:** Use is prohibited.
26. **OTHER:** Refer to the Cal Ripken Tournament Rules and the Officials Base Ball Rules for situations not covered here.



CAL RIPKEN 7 & 8 YR. OLD TOURNAMENT RULES AND REGULATIONS

1. The tournament team manager must place in the custody of the tournament officials the following documents prior to the start of competition:
 - a. Birth documents or records as specified by rule 0.04, paragraph 1 each of the tournament team players.
 - b. Certificate of coverage of group accident insurance policy. (3 claim forms)
 - c. Certificate of coverage of League Liability insurance policy.
 - d. Tournament team roster certified and signed by the league president.
 - e. Consent for treatment forms. (2 copies per player)
 - f. Copy of current league Cal Ripken Charter.

(These documents must be in a 1 inch ring binder, in protective plastic cover sheets)

2. **All managers and coaches must be in uniform.**
3. A ball stamped Official Babe Ruth League Baseball shall be used in all tournament play.
4. Each tournament team roster must include a minimum of (12) players with a maximum of (15).
5. All managers, coaches and players are required to wear the Official Cal Ripken Baseball shoulder emblem on the left sleeve of their uniform.
6. Before each game the managers will meet with a tournament official for a coin toss to determine home team.