

**CITY OF ANDERSON PARKS AND RECREATION DEPARTMENT
9-10 YEAR OLDS
LOCAL LEAGUE RULES
CAL RIPKEN DIVISION(MINOR)**

Program Mission Statement:

Creating Community through People, Parks and Programs. To teach all participants to enjoy physical activities, promote a sense of achievement, help participants learn something about others, teach participants how to interact with friends and help participants feel closer to an adult figure.

ORGANIZATION:

1. There will be a maximum of 12 players on each team.
2. Each team will be allowed a maximum of 12 returning ballplayers on a first come-first served basis.
These players must have played with this team last season to be considered returning.
3. Teams may have the child(ren) of one head coach, they are included in the 12 returning. Each team can have up to 3 assistants; new assistants can only be picked up after the draft if they have a child participating in the league if the person does not have a child participating in the league then they can be picked up any time.
4. Teams are selected through a draft following player's skills tests. *There will be a 15-minute trading period immediately following the draft. No returning players may be traded - only those picked up in the draft are eligible to be traded. The traded players must be within one point of each other on the rating scale. For example, a 5 may only be traded for a 4 or 5 in return. The trade must be agreed upon in writing by both head coaches and approved by Rec. Department Staff. When the time limit is up, absolutely no more trades will be allowed.*
REQUESTS WILL NOT BE GUARANTEED..
5. **No player participating in the 9-10 Year Old League can turn 11 before April 30. Each player should turn 9 before April 30. Players not meeting these guidelines will not be allowed to participate in the 9-10 Year Old Age group, unless otherwise deemed appropriate by the Rec. Dept.**
6. If teams from outside agencies are participating in the league then overall league place trophies will be given and City League place trophies will be given. If none are participating then just Overall trophies will be given.

LEAGUE PLAY:

1. Play will be governed by rules as established in the Babe Ruth Official Rule Guide for the Bambino age division. Local league rules, as listed here, will take precedent.
2. Babe Ruth approved bats are legal for this league. Any bats in question should be brought to the Recreation Department for approval. Bats can be no more than 33 inches in length and have barrel in excess of 2 ¼ inches. Umpires will inspect bats and equipment prior to start of game, if necessary.
3. A full game consists of 5 innings and should be at least 1 hour and 30 minutes. The game will end no matter what inning the game is in after the time limit is up. Once an inning starts it must be completed. No new inning will start with 10 minutes or less. In case of a tie game, it will end in a tie if the time limit is up or end after 7 innings. Any games ending in a tie will not be broken and stay ended in a tie. The field supervisor and/or umpires will be in charge of the time limit. Once the team takes the field the clock will begin. Once an inning starts, it must be completed, unless of bad weather. If a game is called because of bad weather after 3 innings have been played then it is a complete game. If a game is called in the top half of an inning after 3 innings are complete then it will fall back to the last complete inning. Example: If the game reaches the top of the fourth and is called then it will fall back to the last complete inning, which is the 3rd. The final score will be recorded as it is at the end of 3 complete innings. The same would apply if the game were called in the 5th, then it would fall back to the 4th inning, which would have been the last complete inning. The score would be recorded as it was at the end of 4 complete innings. If the game were in extra innings then the same would apply.

4. Umpires will prohibit unnecessary stalling actions by teams and eject offenders after one warning
5. The 10 run lead rule will be in effect any time after 4 innings. A 20 run lead rule will be in effect after 3 innings. This rule is an exception to the guaranteed time limit of play.
6. Game time is forfeit time. However, when the preceding game runs longer, game time shall be when the umpire calls for action to begin. In case of a forfeit, a practice game may be played and the umpires will call the game.
7. Any game following the first game of the evening should start no more than 10 minutes after that game. Teams are to warm up on the side of the ballfield prior to each game. There will be no infield warm-up before any game.
8. All teams will be required to use line-up cards. Each coach should furnish one to the scorekeeper of the opposing team prior to the beginning of the game. Full rosters with first and last names and uniform numbers should be listed at least 10 minutes before each game.
9. **If the batter slings the bat, it is an automatic out, this is a judgment call by the umpire(s).**
10. All players present for the game will be included in the batting order regardless of the defensive players. For example: A team with 12 players present will bat all twelve before returning to the top of the line-up. **Coaches can play 10 players (four outfielders in the outfield)** during the game but only have to have nine players to start the game.
11. Coaches are required to play all players present at least 2 innings on defense as well. The players can be substituted each inning in order to get their 2 innings. Violation will result in forfeiture of the game. Exceptions: A child who misses too many practices without a valid reason does not have to be played. Opposing coach and umpires must be notified of this prior to the start of the ballgame and a notation made in the scorebook. **IF A PLAYER DOES NOT COMPLETE HIS REQUIRED INNINGS DUE TO A SHORTENED GAME HE MUST START THE NEXT BALLGAME.**
12. A team may put in a pinch runner for the catcher when he reaches base. The pinch runner may be any player on the team and no entry needs to be put in the scorebook. Make sure the pinch runner is the player who made the last out or a substitute not in the game.
13. **Base runners may steal 2nd and 3rd bases only. The base runner cannot advance past 3rd base on a steal and no other runners may advance on a steal past 3rd base. This means no advancement at all from 3rd base unless the ball is hit, the batter is walked and forces the runner to advance or a batter that is hit by a pitch that forces a runner to the next base. If third base is occupied then no stealing is allowed. No runner may advance home unless the ball is hit, a walk that forces the runner home or a hit by pitch that forces the runner home. Once the ball reaches the batter; the base runner can try to steal. If the base runner leaves too early he is warned by the umpire and returned to the base from which he left. A second offense of this rule results in a dead ball situation and the base runner, is automatically called out by the umpire. Remember this is a judgment call by the umpire and judgment calls cannot be questioned.**
14. Base runners should use proper judgment when involved in a close play at home or any other base. Any unnecessary contact should be avoided whenever possible. Catchers should not block the base without the ball in his possession and should not be in the baseline without the ball. If in the umpire's judgment, flagrant contact is made, the player responsible is ejected.
15. When a team is on defense, the coaches must remain in the dugout area. If there is a question by the coach, he may request a time-out to discuss the matter with the umpire. You must wait for the time-out before coming onto the field. The umpire is in control of the game and does not have to grant a time-out. Warning for first offense, ejection for second offense. When the team is on offense, the coach must remain in the coaching box.
16. **PITCHING** – Regardless of age a pitcher may pitch six (6) innings per calendar week.
 - a. **If a team has a rain-out rescheduled during the same week it already has 2 games scheduled the pitchers will possibly be granted 2 additional innings for that week.**
 - b. **If a pitcher delivers one (1) pitch in an inning he shall be charged for one (1) inning pitched.**
 - c. **The calendar week runs Monday through, and including Sunday.**
 - d. **A pitcher must have two (2) calendar days rest between pitching assignments if he pitches more than two (2) innings in any one game.**

CONDUCT:

Anyone not following these rules; will be warned by the Field Supervisor or Umpire(s). A second offense means the individual (s) will be asked to leave and should they not leave, the proper authorities will be contacted.

1. Players, coaches and parents must at all times display a manner that exhibits sportsmanship and good will.
2. No profanity or abusive language will be allowed at any time on city property.
3. Any discussion on the field will involve only one coach, and officials present.
4. Absolutely no alcoholic beverages will be allowed on the premises. Any person found to be under the influence; will be asked to leave the area.
5. The use of all tobacco products will be prohibited during the game. One warning will be issued before ejection. Repeated offenses will result in suspension.
6. The umpire is in control of the game. In the event a team fails to respect the umpire's authority or decisions, the umpire is instructed to forfeit the game to the other team after one warning has been given that such action will be taken.
7. If a player, coach, or manager is put out of the game, he may be seated in the stands. If he continues to argue or show un-sportsman-like conduct, he will be asked to leave the field. If he does not leave, the game will be forfeited.
8. Any coach or player ejected from a game will automatically be suspended for the following game as well. A second offense will result in an immediate suspension. A hearing will be scheduled at the Recreation Department Office. The coach or player will not be allowed to play or coach until a hearing is held. The results of this hearing will determine eligibility for the remainder of the season.

PROTESTS:

1. No protest shall be considered unless it involved a question of eligibility or a misinterpretation of the rules. No judgment calls can be protested.
2. Protests must be made verbally to the umpire who will notify the opposing coach. The protest must be made after the infraction and before the next pitch. The protest must be brought in writing, along with a \$25 fee to the Recreation Department Office by 12N of the first business day following the game.

RAIN-OUT POLICY:

In case of rain on a scheduled game day, the decision will not be made until after 3:00pm. To find out the status of a game, you may call 226-2489 from a touch-tone phone. This information may also be obtained from the internet at www.cityofandersonsc.com. If your game is rained out on Monday or Tuesday you may play Wednesday of that same week. If you have a game on both Monday and Tuesday then you may play Wednesday and Saturday of that same week. If your game is rained out on Thursday or Friday you may play Saturday of that same week. If you have a game both Thursday and Friday then you may play Saturday of that same week and possibly Wednesday of the following week. The rescheduling of ballgames sometimes deals with the number of games that are already scheduled during that same week. All games are rescheduled if at all possible; on occasion some games are not due to the timing of the rain-out, how close it is to the end of the season, and if the game should affect the season ending standings. If rain; comes after 5:00pm, a decision will be made at the field by the umpires or field supervisor. Please remember that our rain patterns are sketchy at times - if you are not sure please go the field to avoid forfeits. In case of rain on a scheduled practice day, you will need to call your team coach. With the number of teams and other activities that we have, it is impossible for us to keep up with individual team schedules. Find out from the coach what the contingency plans may be for bad weather.