

# **Cal Ripken Rules 2015 Amendments**

## **Baseball Bats**

CAL RIPKEN — The bat may not exceed 33” in length, and the bat barrel may not exceed 2 1/4 ” in diameter. Only 2 1/4 ” barrel non-wood bats marked BPF 1.15 will be allowed. Wood 2 1/4 ” barrel bats are allowed.

## **Contact Rule**

1. All Cal Ripken Baseball Divisions — 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 rule is to penalize the offensive team for crashing the defensive player, rather than trying to reach home plate. Obviously, this is an umpire’s judgment call.
2. If a runner attempting to reach home plate or another base intentionally and maliciously runs into a defensive player in the area of home plate or a base, he will be called out and ejected from the game.

## **Fake Bunt – Slash Bunt**

Cal Ripken Division – Fake Bunt – Slash Bunt \*Effective 2015 Tournament Season\* – A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting (slap-hitting) the ball. Penalty: Batter is out, the ball is dead, no runners may advance.

# **Long Beach Youth Baseball League Specific Rules**

## **4-5 T-Ball**

1. Round Robin batting every inning.
2. Do not keep score or outs.

3. If kid gets out he can remain on base.
4. Play 3 innings or 45 minutes.
5. All players take the field on defense.

### **5-6 T-Ball**

1. Every player is in batting line-up.
2. 3 outs and other team bats.
3. 1 hour time limit.
4. If tied after 1 hour. one additional inning will be played. If the game is still tied, the game will end in a tie.
5. Keep score.
6. Only allowed 6 runs per inning.
7. One player cannot play same position consecutively, for example, John may play pitcher 1st and 3rd and 5th inning, but he cannot cannot play pitcher 1st and 2nd or 4th and 5th inning.
8. Home team keeps book.
9. Visitor team runs score board.

### **Rookie**

1. Every player is in batting line-up.
2. 3 outs and other team bats.
3. Keep Score.
4. 1 hour 15 min time limit.
5. Only allowed 6 runs per inning.
6. International tie breaker rules applies for one inning if the game is tied after time has expired. If after one inning and the game is still tied, the game will end in a tie.
7. Overthrow to first in an attempt to make a play, all players can only advance one base. The only exception to this is when the defense tries to make a play at another base.
8. Stealing will be allowed from 2nd to 3rd only, on a pass ball.

9. A player may advance from third to home on a thrown ball from the catcher to third base during an attempted steal from second to third. The ball is considered live until the umpire calls time.
10. A ball the umpire calls no pitch cannot be advanced on.
11. Cannot steal home, NO EXCEPTIONS.
12. Two pitchers will be allowed.
13. All remaining players may play in the outfield.
14. Machine will be set at 38-42 MPH
15. No bunting.
16. 5 pitches per batter or 3 strikes
17. Run rule 10 after 4 and 8 after 5
18. Home team keeps book
19. Visitor team runs score board

### **Minor/Major**

1. Only allowed 6 runs per inning.
2. International tie breaker rules applies for one inning if the game is tied after time has expired. If after one inning and the game is still tied, the game will end in a tie.
3. Run rule 10 after 4 and 8 after 5.
4. Every player is in batting line-up.
5. Each player has to play two innings.
6. Home team keeps book.
7. Visitor team runs score board.
8. Minor league time limit 1 hr 20 min.
9. Major league time limit 1 hr 30 min.