

Banoak, Hildebran, and Mountain View Recreation Center

Cal Ripken Rookie League Rules (7-8 year olds) Machine Pitch

1. Age: 8 and Under (players cannot turn nine (9) before May 1st)
2. Player Roster: Each team must bat their full roster. Each player must play a minimum of two (2) innings in the field in a 6 inning game and one (1) inning in the field in a 4 inning game or less. A team must have a minimum of eight (8) players to start a game. A maximum of ten (10) players are allowed in the field at one time. A fourth outfielder is allowed and shall be positioned in the outfield at the time the pitch is released. The outfield is defined as “the outfield grass or a minimum of 12 feet behind the bases and their respective paths”. A player is placed on either side of the pitching machine assuming the defensive position of the pitcher. The pitcher must take position within a 10 foot circle of the pitching machine and must be beside or behind the machine when the pitch is released. The catcher takes his normal position in full gear.
3. Game Length: Six (6) innings or 60 minute time limit, no new inning may start after 60 minutes unless the game is tied. If the game is tied after 60 minutes, extra innings are permitted until a winner is determined. Next inning starts when the last out is made in the previous inning. If home team is behind, the inning must be finished to be a complete game. A 10-minute grace period is allowed for the first game only. Three (3) complete innings constitutes a game if rainout, 2 ½ if home team is winning.
4. Each batter will receive a maximum of five (5) pitches. If the ball has not been hit into play, the batter is out. If the batter fouls the 5th pitch, batter will receive pitches as long as the batter continues to foul the pitch. The inning is over when three (3) outs are made. The batter is out if he swings three (3) times and misses the ball. NO BUNTING. PENALTY - dead ball, strike is called on the batter and base runners return to original base. (Bunt or bunt attempt with 2 strikes, batter will be called out.) Slashing, (fake bunting) is not allowed. PENALTY – dead ball, strike on the batter. No intentional walks.
5. There will be a five (5) run limit for all innings.
6. Pitching Machine: The pitching machine is placed at 46 feet with the pitching machine set on setting #7 to start the season. Around the halfway point of the season the pitching machine setting will be increased to #8. A coach will operate the machine. Adjustments to the machine are made only at the top of each inning or if the machine was altered during play.
7. If a batted ball hits the pitching machine or the coach operating the pitching machine prior to being touched by a fielder it will be declared a dead ball. The batter will be awarded first base. Runners will advance one base only if forced to advance. If a ball hits the pitching machine or coach in the field after being played by a fielder it will be considered a live ball.
8. Dead Ball: The ball will be declared dead when the defensive team stops the lead runner or the lead runner abandons the effort to advance. The ball is declared dead when a player is injured and, in the umpire's judgment, is unable to continue playing. When the players have stopped the advancement of the lead runner, player or umpire will call time-out. The ball must be in fair territory and in the infield before time-out may be called.
9. The infield fly rule will NOT be in effect.
10. Base running: Base stealing or leading off is not permitted. If a runner leaves his base prior to the ball being hit he will be called out if seen by the umpire. If a runner passes another while running the bases, the player that passes will be called out. A runner will be declared out if touched by a coach while running the bases. A courtesy runner is allowed for the catcher when there are two (2) outs. The courtesy runner will be the player who has made the last recorded out.

11. Two (2) defensive coaches will be allowed on the field but must be in foul territory and located in the outfield area.
12. Ten Run Rule will be in effect after four (4) innings.
13. If a player cannot finish the game due to injury or sickness they can be removed from the lineup but cannot re-enter the game. The opposing coach and scorekeeper must be informed prior to the player's turn at bat or the player is declared out. If a player has to leave during a game, the coach must inform the official scorekeeper and opposing coach prior to the start of the game or the player will be declared out during his at bat. The player must be placed last in the batting order. If a player shows up after the game has started the coach must inform the opposing coach and official scorekeeper of the addition and the player must be added to the bottom of the lineup.
14. All Cal Ripken rules apply unless modified above.
15. All protests must be submitted in writing to the head of baseball within 24 hours of the end of the game. Protest on rule interpretations only. No protest on judgment calls.
16. All teams must clean trash out of the dugouts.
17. The home team will be responsible for official scorekeeping and running the scoreboard.