

**MARLTON RECREATION COUNCIL - 2016 BASEBALL RULES
ADOPTED OCTOBER 2015**

Leagues – Age Appropriate – Age cut off is April 30 – Where noted, a league will hold a draft to determine team make-up.

BABE RUTH 60/90

13-15 YEARS OLD (UP TO 10 TEAMS) (determined by draft)

CAL RIPKEN 50/70

11-12 YEARS OLD

MAJORS (UP TO 6 TEAMS) AND MINORS (UP TO 12 TEAMS) DIVISIONS (determined by draft)

CAL RIPKEN 46/60

9-10 YEARS OLD

MAJORS (UP TO 6 TEAMS) AND MINORS (UP TO 12 TEAMS) DIVISIONS (determined by draft)

8 YEAR OLDS – UP TO 12 TEAMS

7 YEAR OLDS – UP TO 12 TEAMS

6 YEAR OLDS – UP TO 12 TEAMS

5 YEAR OLDS – UP TO 12 TEAMS

GENERAL RULES

- 1) Home teams are responsible for lining the field and returning all equipment to its designated storage location. Visiting teams are responsible for filling the holes in around the batter's box and pitcher's mound.
- 2) All leagues will play 6 innings with the exception of the Babe Ruth league which will play 7 innings.
- 3) Time Limits
 - a. CAL RIPKEN 46/60 No new inning shall be allowed to begin 1-1/2 hours from the start time of the game. Coaches must agree on the start time of the game and that time must be recorded in the scorebook.
 - b. CAL RIPKEN 50/70 No new inning shall be allowed to begin 1-1/2 hours from the start time of the game. Coaches must agree on the start time of the game and that time must be recorded in the scorebook.
 - c. BABE RUTH No new inning shall be allowed to begin 2 hours from the start time of the game. Coaches must agree on the start time of the game and that time must be recorded in the scorebook.
- 4) In the event of a game must be called for reason of darkness, time, or inclement weather:
 - a. CAL RIPKEN – 4 innings will constitute a complete game (3-1/2 innings if the home team is ahead). The losing team must have 4 full at-bats.
 - b. BABE RUTH – 5 innings constitute a complete game (4-1/2 innings if the home team is ahead). The losing team must have 5 full at-bats.

- c. After 4 innings, 5 innings in the Babe Ruth Program, if an additional inning is not completed, the final score reverts back to the last completed inning, unless the home team is ahead. In that case, the game shall be declared complete.
- d. Suspended games that have not reached this point of play will be continued from the point of suspension, including post-season games.
- e. Forfeit time is 15 minutes after the scheduled game time.

5) Minimum playing time requirements in field of play

- a. No player can sit out (or be scheduled to sit) 2 or more consecutive innings in a game.
- b. Each player must play two innings in the infield before the fifth inning begins for all games prior to May 1st. For games scheduled after May 1st, each player must play 2 innings in the infield before the completion of the game. The infield positions include 1st base, 2nd base, shortstop, 3rd base, pitcher, and catcher. In the event the game is shortened due to the 12 run limit or time limit, it still remains the coach's responsibility to adhere to the rule. Failure to adhere to the rule will result in the team forfeiting the game and the manager and coaches being suspended up to 5 games.
- c. "8" baseball – a player must play 3 consecutive innings after sitting 1 inning. Each player must play an infield position for at least 2 innings of the game.
- d. Babe Ruth – a player must play 7 innings over 2 games.
- e. Free substitutions are allowed in all leagues.

6) Batting Order Rules

- a. A batting order that includes all members of the team must be submitted to the opposing manager prior to the start of the game (all leagues).
- b. This order may not be changed after the 1st pitch of the game. All late comers, after the 1st pitch will bat in the last spot of the order. If a member of the order is not present for their turn at bat, after submitting the order to the opposing team, it shall be declared an out.
- c. If a player in the batting order leaves the game for any reason other than an injury and misses their turn at bat, the player cannot re-enter the game. An injured player can return to the game only after the player has sat an entire inning (both offensively and defensively). The team who loses the player's at bat does not record an out for such an incident. It is the responsibility of each manager to state during ground rules the potential of any player having to leave prior to the end of the game.
- d. Any substitution for an injured batter or runner will be designated as the player that made the last out. This sub will bat in that spot to finish the injured batter's turn at bat. The sub then returns to their original spot in the order. If the injured player is unable to return, their spot will be skipped over during the next scheduled at bat. If the injured player later returns, he will bat in his original spot.
- e. Exception: American Legion travel teams and all tournament teams are governed by the respective league/tournament regarding batting order, substitutions, pitching, etc.

- f. Exception: Babe Ruth Major League only (13-15) may bat a maximum of 10 batters. The 10th batter will be considered an “extra hitter”. These leagues use “free substitutions”, meaning the extra hitter can play the field at the coach’s choice. WARNING – players cannot change places in the batting order. Once a player has been assigned a batting order position, he must continue to bat in that spot when in the game. Failure to adhere to this rule constitutes batting out of order. Continuation game – any player unable to return for the rescheduled game that was originally in the batting order will be skipped over without penalty. Any player that was not in the original batting order and attending the rescheduled game will be added to the bottom of the batting order.

7) Teams that do not have the required number of players; 9 players

- a. You must have at least 7 players to begin the game. For teams that only have 6 players or less, every attempt should be made to inform the coordinator and opposing coach ahead of time. Games will then be rescheduled for a time that works for all involved.
- b. Teams having 7 or 8 players will bat a batting order of 7 or 8 players (whichever they have). They will get 1 automatic out, which will bat in the last spot in the batting order. If the batting order only contains 7 players, only 1 out will be taken. When both teams have the same number of players (7 or 8), the automatic out rule is waived.
- c. The opposing team will supply the team shorthanded team with enough players to field 9 positions. Managers are instructed that the player to be provided shall be the player making the final out in his team’s half of the inning. If that player made the final out in a prior inning, the manager is instructed to work up the batting order until a player that has not played for the opposing team is found. No player will bat for the opposing team.
- d. No player will miss their time at bat for their team.
- e. No player shall miss their required innings of playing time for their team.

8) Each player must sit on benches, where provided. Players are not allowed up against or near the backstop unless they are the on-deck batter.

9) On fields that do not provide benches, managers are expected to keep their players away from the back stop and on-deck areas.

10) Please refrain from embarrassing remarks to or about anyone involved in the game.

11) Managers are required to keep parents and spectators from behind the backstop and at least 25 feet from the players’ benches.

12) Managers and coaches should police the playing field before and after the game to pick up litter and other foreign materials. Managers and coaches are responsible for cleanup of their respective dugouts following the conclusion of the game.

13) Pitching Rules

- a. Any player may pitch.
- b. Maximum pitch counts per game per age.

- i. Babe Ruth Division – A player may pitch in a maximum of 10 innings per week, with no more than 4 innings in a game prior to May 1st and no more than 6 innings in a game after May 1st, so long as the player adheres to the rest table below and does not exceed the maximum pitch count a above per game.
 - ii. Cal Ripken 50-70 Majors Division – A player may pitch in a maximum of 8 innings per week, with no more than 2 innings in a game prior to May 1st and no more than 3 innings in a game after May 1st, so long as the player adheres to the rest table below and does not exceed the maximum pitch count a above per game.
 - iii. Cal Ripken 50-70 Minors Division– A player may pitch in a maximum of 8 innings per week, with no more than 2 innings in a game prior to May 1st and no more than 3 innings in a game after May 1st, so long as the player adheres to the rest table below and does not exceed the maximum pitch count a above per game.
 - iv. Cal Ripken 46-60 Division and 8 year old division – A player may pitch in a maximum of 5 innings per week, with no more than 2 innings in a game, so long as the player adheres to the rest table below and does not exceed the maximum pitch count a above per game.
- c. A calendar week is defined as Monday through Sunday.
 - d. Delivery of a single pitch constitutes having pitched an inning.
 - e. The home team is responsible for submitting game summary forms to the league coordinator and umpire coordinator by the end of the night. Summary forms should include number of innings pitched per player, number of innings caught per player, umpire’s name, umpire recap, and final score.
 - f. Rest table explained

	April	May	June/Playoffs
Division			
8	30	30	40
46/60	35	40	50
50/70 MAJOR	40	50	60
50/70 MINOR	40	50	60
BR MAJOR	50	60	75
BR MINOR	50	60	75

A player who has pitched more than three innings in a day must take three calendar days of rest. The following table shows when a pitcher is eligible to pitch again.

Pitched on:	Eligible to pitch again on:
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Sunday	Thursday
Monday	Friday
Tuesday	Saturday
Wednesday	Sunday
Thursday	Monday
Friday	Tuesday
Saturday	Wednesday

Nothing in this rule shall be interpreted to “enlarge” the innings/week Cal Ripken rule and mandatory rest limits of 2 calendar days rest if a pitcher throws more than 2 innings as contained in Cal Ripken rule 0.06. If a player is to pitch in a Sunday League, the player cannot have pitched more than 2 innings in Saturday’s game. Any coach knowingly violating any provision of this rule shall be subject to suspension or dismissal upon review by the Baseball Board. Any team violating this rule shall forfeit the game in which the violation took place for use of an ineligible player.

14) Discipline – IN GAME

- a. Umpires should use their own judgment on any discipline problems by a coach, player, or spectator. The umpire has the right to eject any coach, player, or spectator from the game.
- b. Any player ejected from a game must sit out the entire next attended game in full uniform.
- c. Any manager or coach ejected from the game shall be suspended for the next scheduled game.
- d. The second offense by a manager, coach, or player will be reviewed by the Baseball Board.
- e. The league coordinator will be notified of any person being ejected from the game.
- f. Any disciplinary problems not covered by these rules will be handled by the Baseball Board.
- g. All offenses that result in the suspension of a player, coach, or spectator will be reported to the MRC Executive Board.
- h. Repeated abuse of umpires by coaches, players, or parents can be just cause for the Baseball Board to remove the offending coach, player, parent, or team from the remainder of the season or league playoff.
- i. Managers and coaches are not permitted on the field while the game is in progress (between the white lines)
 - i. Exceptions
 1. After requesting and receiving a time out for the purpose of conferring with their pitcher.
 2. For an injured player.

15) Equipment

- a. Metal spikes are allowed only in Babe Ruth minor and major league games, American Legion and Del-Val games, and Babe Ruth Tournaments.
- b. All catchers must wear their facemask when warming up a pitcher. Catchers must wear protective cups. Players, managers, and coaches must wear shoes at all times. Batters must wear batting helmets.
- c. Players must wear their uniforms properly.
 - i. Players must wear hats.
 - ii. Players must keep their shirts tucked in at all times.
 - iii. High school and middle school uniforms are acceptable only if a player is coming from a school game.
 - iv. No player is to wear an AAU uniform or cap during a Marlton Baseball game. In the event a player comes to a game not wearing their Marlton Baseball team uniform, they will not be allowed to participate in the game and it will not count toward their tournament team eligibility requirement.
 - v. Managers and umpires are expected to halt the game if the player is not dressed properly.

16) Protests / Other

- a. If the scheduled umpire does not show up for the game, it is the responsibility of the home team to find a replacement or umpire the game himself. In the event an umpire does not show up, it should be reported to the league coordinator, who will inform the umpire coordinator.
- b. Jewelry is not to be worn by players at any time. Players not complying with this rule will get a team warning, followed by an ejection.
- c. Protests can only be made by the team manager.
- d. Protests must be made to the home plate umpire at the time of the infraction.
- e. The protest must be made before the next pitch or the protest is not valid.
- f. Game events are to be recorded in the scorebook by both managers and the umpire.
- g. Protests must also be submitted in writing to the league coordinator within 24 hours of the starting time of the game. A response to the protest will be given within 7 days of the written filing.
- h. You cannot protest a judgment call.
- i. All protests will be handled by the protest committee.

- j. In addition to the above stated requirements, all protests must be accompanied by a check in the amount of \$75 to cover the cost of the umpire association. If the protest is upheld, the protest fee will be returned. If the protest is not upheld, the fee reverts to the umpire association.

17) Coaching Eligibility

For the purpose of this section, "COACHES" will be defined as Head Coaches, Assistant Coaches, Scorekeepers, Bullpen Catchers or any other person on the field with the players during practices, games, try-outs, ratings sessions, etc.

- i. ALL Coaches must be approved by the Marlton Recreation Council (MRC). At the beginning of EACH season, the baseball commissioner will submit all coaching candidates to the MRC Executive Board for approval.
- ii. Coaches may be added to teams after teams have been formed as long as the Age Coordinate determines there is a need for additional coaches and the coaches have been approved by the MRC Executive Board (see #1 above).
- iii. Parents and other Volunteers are eligible to help out with Field Maintenance, Scoreboard Operation, In-Game PA Announcing, etc. but CANNOT be present on the field with players during games, practices, try-outs, ratings sessions and/or warmups without being approved by the MRC Executive Board (see #1 above).
- iv. The Marlton Recreation Council and Baseball Commissioner will approve all managers and coaches of in-town teams.
- v. Each league coordinator should monitor managers, coaches, or anyone helping the team in an official capacity.
- vi. Unruly managers or coaches should be brought to the attention of the league coordinator and the Baseball Commissioner.
- vii. All managers and coaches must have a valid MRC coach's card, must have submitted a background check form and met all coaching requirements of the Marlton Recreation Council (MRC)

18) Rain Outs

- a. In the event of rain and not contacted by the league coordinator one hour prior to game time, teams and their managers must go to the playing field. Managers can mutually agree on game postponement at that time. If the managers disagree on the condition of the field, the umpire shall have final decision. Note: Only league coordinators can cancel games in advance, via telephone or email contact.
- b. Rained out games will be rescheduled by the league coordinator. Any game not made up by the end of the regular season shall be considered a forfeit and no points are to be awarded.
- c. Any team deliberately not making up games should be brought to the attention of the league coordinator and the baseball commissioner.

19) Playoffs (for those participating age groups)

- a. The playoff structure will be a single elimination tournament with no reseeding.

20) Team Composition

- a. Cal Ripken 11/12 Majors – Each team shall be composed of four (4) to eight (8) 12 year old players and four (4) to eight (8) 11 year olds.
- b. Cal Ripken 9/10 Majors – Each team shall be composed of eight (8) 10 year old players and four (4) 9 year olds.
- c. Babe Ruth Majors (13-15) – Each team shall be composed of at least six (6) and not more than (8) 15 year old players.
- d. All leagues will maintain a roster of 12 players per team when possible.
- e. A full draft will be conducted in all leagues (9/10 Major/Minors, 11/12 Majors/Minors, 13-15's).

21) Tournament Season Requirements

- a. All Leagues (9/10 Major/Minors, 11/12 Majors/Minors, 13-15's) Marlton Tournament Baseball Players must play in 50% plus 1 of their regular season games to be eligible to participate in tournament team play. See Tournament Baseball Rules for specific details.

22) Trading or exchange of players

- a. Trading or exchange of players after teams have been established by the age coordinators is not permitted

23) All Stars

- a. All Star games shall be played at the discretion of the league coordinator and the baseball commissioner
- b. With the exception of the instructional leagues and tournament teams, all leagues shall select All Stars in the following manner
 - i. After league games, managers of both teams must give the coordinator, through the completion of the official score sheets, the names of 3 players that they deemed to have been All Stars for that game.
 - ii. The league coordinator shall keep a total of all votes received for all players.
 - iii. All Stars will be announced to managers at the conclusion of the regular season.
 - iv. All teams shall be represented in the All Star game.

24) Reporting Injuries

- a. In the event a player is injured, regardless of the severity, either in a game or practice, the league coordinator must be notified within 24 hours. The coach needs to provide the following information
 - i. Date and approximate time of injury
 - ii. Location where injury occurred
 - iii. Indication if injury was sustained at a practice or game

iv. Nature of injury, how injury happened, and what first aid, if any.

- v. The on-line injury report form should be used to notify the MRC of a player's injury. The form can be accessed at www.marltonbaseball.org/.

PLAYING RULES FOR ALL LEAGUES

1) Base Paths

- a. 8 Year Old Baseball – 60 feet
- b. 9/10 Year Old Baseball – 60 feet
- c. 11/12 Year Old Baseball – 70 feet
- d. Babe Ruth – 90 feet

2) Pitching Distances

- a. 8 Year Old Baseball – 46 feet
- b. 9/10 Year Old Baseball – 46 feet
- c. 11/12 Year Old Baseball – 50 feet
- d. Babe Ruth – 60 feet, 6 inches

3) Pitchers

- a. See General Rule #13.
- b. The calendar week for all leagues is Monday through Sunday.
- c. One pitch constitutes a full inning.
- d. The second time a manager or coach has a conference with the same pitcher in the same inning; the pitcher must be removed from the mound.
- e. Once a pitcher has been removed from pitching, he cannot pitch again in that game.
- f. At the completion of the game, both managers must agree on the number of innings and pitches thrown by all pitchers making an appearance in the game.

4) Catchers

- a. Babe Ruth catchers are permitted to catch 7 innings per game. Cal Ripken catchers are permitted to catch 6 innings per game so long as the pitching/catching rule and team infield playing rules are adhered to first.

5) Bunting

- a. Allowed in all Cal Ripken and Babe Ruth leagues.

- b. Not Permitted in 8yr old leagues and younger.
- 6) Minimum playing requirements: see General Rules #5, #6, #7.
 - 7) Dropped third strike is in effect in the Babe Ruth and Cal Ripken 50/70 leagues only. In the event of a dropped third strike, the batter is allowed to attempt to run to first base with a risk of being thrown out. If 1st base is occupied with less than 2 outs, the batter cannot attempt to advance.
 - 8) Scores of each game, All Stars, and injury reports must be reported to the league coordinator. This must be done the day of the game.
 - 9) Any player that abuses equipment will cause his team to receive a warning. The next player on that team that abuses equipment will be ejected. The intent of the rule is to promote good sportsmanship.
 - 10) Running or batting helmets must be worn on the base paths at all times in all leagues. Note: There is no penalty for a player losing their helmet Exception: Cal Ripken and Babe Ruth – Any player intentionally removing their batting helmet while running the bases shall be declared out at the conclusion of the play with no effect to any of the other runners.
 - 11) Sliding
 - a. The must slide rule shall be played at all instructional and Cal Ripken leagues, if in the judgment of the umpire a play is imminent (soon to happen). The rule does not apply to Babe Ruth leagues.
 - b. 8 year old and Cal Ripken 46-60 leagues may only slide feet first into a base. Head first slides are only permitted back to a base.
 - c. Cal Ripken 50-70 leagues may slide head first into any base with the exception of home plate. If a head first slide into home occurs, the runner will automatically be called out and removed from the line-up for the remainder of the game.
 - d. Babe Ruth leagues – Head first sliding is allowed into all bases, including home plate.
 - 12) With the exception of games postponed due to inclement weather, all games will be played on the date and time scheduled. Any team wishing to postpone or reschedule a game in advance due to extreme circumstances must receive permission from the League Coordinator no less than 48 hours prior to the original scheduled date/time. Any team that postpones a game without prior approval will forfeit the game. The Manager/coaches may be subject to game suspensions at the discretion of the Baseball Board for failure to follow this rule.
 - 13) There are no intentional walks permitted in any MRC Instructional and Cal Ripken leagues. This rule does not apply to Babe Ruth leagues

TRI TOWN BABE RUTH LEAGUE RULES

General Rules: BABE RUTH BOOK RULES apply except as noted below

- 1) HOME TEAMS Responsible for preparing field, supplying 3 baseballs; and starting game on time with first pitch at scheduled start time.
- 2) GAMES 7 innings with extra innings only if time limit not expired. Games can end in ties and count in standings.
- 3) Time Limit No new inning shall be allowed to begin after 2-1/2 hours from the scheduled start time. Except in National Division, no new inning after two (2) hours 15 minutes on all midweek 7:00 starts.
- 4) If a game must be called for reason of darkness, the final score reverts back to the last completed full inning, unless home team is leading. Umpires' judgment will determine whether game should be called due to darkness.
- 5) If of a game is called for inclement weather by umpires: 1) 5 innings constitutes a complete game (4-1/2 innings if the home team is ahead.) 2) After 5 innings, if an additional inning is not completed, the final score reverts back to the last completed inning, unless the home team is ahead. 3) Suspended games that are not completed games will be continued from the point of suspension.
- 6) Forfeit time is 15 minutes after the scheduled game time.
- 7) Ten Run Rule Applies and becomes in effect after five (5) innings or 4 ½ innings if home team is winning.
- 8) SUBSTITUTIONS Free substitution between innings is allowed. Mid inning changes are to be made only during pitching change or injury
- 9) BATTING ORDER
 - a. Universal batting order (All players bat) must be submitted to the opposing manager prior to the start of the game (first pitch).
 - b. Late arrivals -batting order remains the same except any late arriving players automatically go to the bottom of the order as of start of the game.
 - c. Injuries: Injured player who cannot bat is skipped over without penalty. If the injured player later returns, he bats in his original spot.
- 10) PLAYERS
 - a. Must have at least 7 rostered team players for the game or forfeit is applied against the team
 - b. Teams with less than 9 players can borrow players from other teams in that town. These borrowed players cannot pitch or catch.
National division can only borrow National players while American can borrow from both leagues.

- c. If the manager cannot get borrowed players for a scheduled game, the opposing team will supply the team that is short 1 player to play in the outfield. The player lent will be the last batter in the order for each inning, excluding the catcher and pitcher.
- d. There will be one out charged to a team fielding 7 players. It occurs when the 8th spot would be reached. This applies any time team is down to 7 players.

11) PITCHING

- a. Pitchers, regardless of age, may pitch no more than 3 innings per game up to May 1st. Starting May 1st no more than 5 innings per game. No pitcher may pitch more than 7 innings per calendar week. This includes re-scheduled and make-up games. If a pitcher delivers one (1) pitch in an inning he shall be charged for one (1) inning pitched.
- b. The calendar week is Monday through and including Sunday.
- c. Once removed, a pitcher may not return to pitch.
- d. Games that are suspended count in the pitch rule. Games that start but fail to complete one full inning do not count.
- e. For playoffs Babe Ruth tournament pitching rules for innings allowed are in effect with five (5) inning max per game per pitcher

12) BALK RULE

- a. In 14/15 (American Division) all balks enforced.
- b. In National Division - one warning per pitcher. Balks enforced on any subsequent balks by that pitcher.

13) BASE RUNNERS

- a. The slide or veer rule is in effect. It is mandatory that a base runner slides or veers when there is an imminent play at second (2nd), third (3rd) base or home plate. The base runner, at the sole discretion and judgment of the umpire, can be called out for not sliding or veering or if malicious contact is made, ejected from the game.
- b. Courtesy runner must be used for the catcher on base with two outs. Courtesy runner is always the last batter not to reach base

14) UNIFORMS

- a. All players on a team are expected to wear the same color jersey. Scholastic team jerseys are acceptable only if a player is coming from a school game.
- b. All borrowed players must wear their original team uniforms.

15) UMPIRES

- a. PINELANDS ASSOCIATION FOR ALL GAMES

16) PROTESTS

- a. For Rule violations must be noted to umpire and recorded in book then reported to each town coordinator within 24 hours or it is waived.

17) WEATHER / RESCHEDULED GAMES

- a. Always assume a game is on and report to the field unless contacted in advance by home team. Home team manager will determine if field is playable.
- b. Once game begins, umpire's judgment will determine whether conditions warrant play
- c. With the exception of a game postponed due to inclement weather. All games will be played on the date and time scheduled.
- d. Any team needing to postpone and reschedule a game in advance due to extreme circumstances must receive permission from the town coordinator and Commissioner no less than 5 days prior to the original scheduled date/time. Not having enough players is not an extreme circumstance.

18) MAKE UP GAMES

- a. Any midweek game postponed due to weather will automatically be rescheduled for that Friday at same field and same time unless field on that Friday has already been scheduled.
- b. Otherwise, home team must reschedule the game within 48 hours with the game to be played within 10 days unless no field is available. If home team does not reschedule within 48 hours, then visiting team has right to schedule the game.

19) PLAYOFFS

- a. All teams make playoffs.
- b. Single elimination format.
- c. Teams must use only their rostered players for playoffs. (No borrowing players allowed.)

20) STANDINGS

- a. Point system -3 points win; 2 points tie; 1 point loss; 0 points if no game played.

CAL RIPKEN 50-70 DIVISIONS

This league uses official baseball and Cal Ripken rules. The rules of the MRC Baseball Program shall have priority in any conflicts with official baseball and Cal Ripken rules.

1. Saturday rainouts – any scheduled Saturday game not played because of rain, inclement weather or poor field conditions will be rescheduled for Sunday at the same time and field location, at the discretion of the league coordinator.
2. NOTE: Only League Coordinators can cancel games in advance.
3. During the regular season, if an official game ends in a tie, no extra innings are permitted. A team receives 3 points for a win, 2 points for a tie, 1 point for a loss, and 0 points for games not played. Final standings are based on points. In the event of a tie at the end of the regular season, the following tiebreakers will be used
 - a. Most wins
 - b. Head-to-head competition
 - c. Fewest runs allowed for the season
 - d. Coin flip.
4. Running or batting helmets must be worn on the base paths at all times
5. There is no penalty for a player losing his helmet while running on the base path
 - a. Exception – Any player intentionally removing his batting helmet while running the bases shall be declared out at the conclusion of the play without effect to any other runners.
6. Special pitching rule: See General Rules #13
 - a. A player must be removed as pitcher if he hits 3 batters in an inning or 4 batters in a game. Said player cannot return as a pitcher for the remainder of the game.
 - b. No player may pitch and catch more than 4 innings combined, per game. A player can catch 6 innings in a game so long as the player does not throw one pitch in the game and all infield eligibility rules have been adhered to. Any team violating this rule shall forfeit said game for the use of an ineligible player.
7. Minimum playing requirements: see General Rules #5, #6, #7.
8. Base stealing
 - a. Leading is allowed.
 - b. Delayed stealing is allowed.
 - c. Courtesy runner is allowed.
 - i. Last batter to make an out will be the designated courtesy runner.

9. Infield fly rule be in effect.
10. Dropped third strike is in effect.
11. Balks
 - a. Majors: one warning per pitcher, per game, including playoffs. Not enforced prior to May 1st.
 - b. Minors: two warnings per pitcher, per game, including playoffs. Not enforced prior to May 1st
12. No big barrel bats are to be used.
13. Head first slides are allowed into any base with the exception of home plate.
14. Run Rules:
 - a. Majors/Minors: A game is automatically over, once official (3 ½ or 4 innings), when one team is ahead by 10 or more runs and has had equal times at bat or the home team is leading. The game can continue with no change in score or outcome. This applies to both regular season and playoffs. However, the 1-3/4 hour time limit shall remain in effect if teams are waiting to use the field for another game or scheduled practice.
 - b. Minors -Each half inning will end after the hitting team scores 5 runs, except for the last inning which will be unlimited. In the event, the last inning will not be reached due to the time limit, the coaches and the umpire need to designate an earlier inning as the last inning, which will then be unlimited. If an earlier inning is never agreed upon to be the last, unlimited inning, then the 5 run rule will continue to apply and the game will end at the end of that inning.
 - c. Playoff structure – if the run rule is not applicable, playoff games must go 6 innings. Suspended games will be picked up from the point of suspension. In the event a playoff game is tied after 6 innings, additional innings shall be played until a winner is determined.

CAL RIPKEN 46-60 DIVISIONS

This league uses official baseball and Cal Ripken rules. The rules of the MRC Baseball Program shall have priority in any conflicts with official baseball and Cal Ripken rules.

1. Saturday rainouts – any scheduled Saturday game not played because of rain, inclement weather or poor field conditions will be rescheduled for Sunday at the same time and field location, at the discretion of the league coordinator.
2. Only League Coordinators can cancel games in advance.
3. During the regular season, if an official game ends in a tie, no extra innings are permitted. A team receives 3 points for a win, 2 points for a tie, 1 point for a loss, and 0 points for games not played. Final standings are based on points. In the event of a tie at the end of the regular season, the following tiebreakers will be used
 - a. Most wins
 - b. Head-to-head competition
 - c. Fewest runs allowed for the season
 - d. Coin flip.
4. Running or batting helmets must be worn on the base paths at all times
5. There is no penalty for a player losing his helmet while running on the base path
 - a. Exception – Any player intentionally removing his batting helmet while running the bases shall be declared out at the conclusion of the play without effect to any other runners.
6. Special pitching rule: See General Rules #13.
 - a. A player must be removed as pitcher if he hits 3 batters in an inning or 4 batters in a game. Said player cannot return as a pitcher for the remainder of the game.
 - b. No player may pitch and catch more than 5 innings combined, per game. A player can catch 6 innings in a game so long as the player does not throw one pitch in the game and all infield eligibility rules have been adhered to. Any team violating this rule shall forfeit said game for the use of an ineligible player.
7. Minimum playing requirements: see General Rules #5, #6, #7.
8. Base stealing
 - a. Delayed stealing is allowed.
 - b. Leading is not allowed.
 - c. Head first slides are not allowed.
 - d. Runners on 3rd base can steal home until a team is ahead by 5 or more runs.

- i. Exception – Any throw back or fake throws attempting to gain an out.
- e. Leaving early – All Cal Ripken Leagues
 - i. The 1st time a runner leaves early – if a runner is thrown out, the play stands. If the runner is safe, official Cal Ripken rules apply. In both cases, a team warning is issued.
 - ii. The 2nd time any runner leaves early, the runner leaving early is out regardless of the outcome of the play and every runner after the 2nd offense of leaving early is out.
- 9. Dropped third strike is not in effect.
- 10. No big barrel bats are to be used.
- 11. Run Rules
 - a. Each half inning will end after the hitting team scores 5 runs, except for the last inning which will be unlimited. In the event, the last inning will not be reached due to the time limit, the coaches and the umpire need to designate an earlier inning as the last inning, which will then be unlimited. If an earlier inning is never agreed upon to be the last, unlimited inning, then the 5 run rule will continue to apply and the game will end at the end of that inning.
 - b. Playoff structure – if the run rule is not applicable, playoff games must go 6 innings. Suspended games will be picked up from the point of suspension. In the event a playoff game is tied after 6 innings, additional innings shall be played until a winner is determined.

8 Year Old Baseball League

1. LEAGUE EMPHASIS INSTRUCTIONAL, SAFETY, GETTING TO REAL BASEBALL, FUN.

Our desire is to continue to foster in our boys a love of the game of baseball, help them learn how to play it better and to instill in them a desire to want to come back to play in future years. We will be expanding the skills and lessons/rules from the conclusion of the 7 year old season with the intention of playing by all the correct rules by this season's end.

2. SCORES ARE KEPT BUT THERE ARE NO STANDINGS OR PLAYOFFS

We will continue to develop skills in our boys with the expectation of complete kid pitch by the second half of the season. As with last season, we will transition gradually from all coach pitch into Coach/Kid pitch then finally ALL kid pitch.

3. OUTS

- i. When a coach pitches, the batter cannot walk, but the batter will be allowed 5 strikes (swinging or looking).
- ii. After 3 outs, teams switch sides
- iii. 5 Run Rule
- iv. Keep score and book, this will not published.
- v. Keep score and book for playoffs but publish the results. vi. Effective May - 100% kid pitch
- vii. Bunting not allowed
- viii. Stealing not allowed
- ix. An "END OF THE SEASON TOURNAMENT" may be established by the age coordinator.

4. THROWN BAT RULE

Warnings will be given games 1 thru 4—game 5, **a thrown bat is an out.**

5. PRACTICES

One scheduled practice night per week, with an additional Saturday practice/game.

(We continue to stress PLAYER AND SKILL DEVELOPMENT and ask that your practices be ones where multiple skills are taught and as many arms can be taught to pitch)

6. GAMES (Will be a total of 12 games)

- a. Saturday Games will consist of 30 minutes practice time and 1 ½ hours game time. b. Only 10 fielders on the field
- c. **Games 1-2** will be ALL COACH pitch. Batters may take extra bases on balls hit to outfield. 3 outs end the inning.
- d. **Games 3-6** will be ½ Kid / ½ Coach Pitch. Batter may take extra bases on ball hit to outfield.
 - i. Kids pitch ODD innings / Coaches pitch EVEN innings.
 - ii. Child will pitch no more than 5 pitches per batter—thereafter coach will take over until batter is completed. Coach may stay behind the pitcher during play to speed up the game if necessary to finish a batter.
 - iii. Child will pitch no more than 30 pitches per game before being replaced. They may pitch more than one time in a game but not allowed to exceed the 30 pitch limit.
 - iv. THREE HIT BATTERS WILL CAUSE PITCHER TO BE REMOVED FROM PITCHING FOR THAT GAME

- v. NO WALKS, but three swinging strikes will constitute an out (including fouls, as long as not last strike)
- e. **Games 7-12 (THIS IS WHAT WE HAVE BEEN WORKING TO!!!!)** will be 100% KID pitch. Balls and strikes called, 3 outs is end of inning or ONCE thru the order. Pitchers may throw 40 pitches before being replaced. Batter may take extra base on ball hit to outfield OR an overthrown ball.

7. CATCHERS

Kids will start catching from game 1 with a coach behind them. Athletic supporters with a cup and throat protectors are mandatory for catchers even if they bring their own equipment.

8. BATTERS

Must wear a Batting Helmet while hitting and while on the bases.

9. FIELDERS-We recommend athletic supporter and cup.

10. UMPIRES

- a. Coaches will be acting as the umpires during the majority of the games. League umpire will be provided, at a minimum, for the tournament.

7YR OLD BASEBALL LEAGUE

LEAGUE EMPHASIS: INSTRUCTION, SAFETY AND FUN. Our desire is to have our players continue to develop a love of baseball, continue to build their skills and instill the desire to want to play in the future. We will build on the skills and lessons learned during the 6 year old season, with the intention of playing by traditional baseball rules by season's end.

FIELDS: Practices will be held at Rice Elementary. The majority of games will be played at Diamonds at Arrowhead Park complex, with some games played at Rice Elementary due to complex availability.

FIELD MAINTENANCE: All coaches are required to drag/rake their fields after each practice. On game day, home teams are responsible for pre-game dragging and field lining. Away teams are responsible for post-game dragging and ensuring that all items are returned to the sheds / Joboxes and that they are locked.

PRACTICES: One scheduled practice night per week for each team beginning at 6:10 pm. Additionally, each team should practice/warm up for at least 10 - 15 minutes at to the start of each game.

GAME PLAY: Games will be played either on Saturdays or Sundays (only 1 game per week) in the designated 7YO time slots. Games will consist of the warm up time followed by game time. The total game time is not to exceed 2 hours. No new inning should begin within 15 minutes of the end time. Games should consist of at least three full innings but are not limited to 3 innings. Each game should use as much of the 2 hours as possible. No scores or standings are kept. We will continue to use the Softee balls at this age group. The league is 100% coach pitch – no kid pitch at this age. Coaches of the fielding team should remain on the field during play to keep players in proper position and provide instruction after a play is completed.

CATCHERS: The position of catcher will be introduced starting with Game 1. The catcher will be part of the fielding team and will receive pitches from the opposing coach. Catchers must wear full gear, including cup and throat protector. The catcher can use their own glove instead of catcher's mitt if they prefer. Each team will be supplied a set of catcher's gear that is to be returned in full at the end of the season. The fielding team should position a coach behind the catcher to instruct and assist with returning balls back to the pitcher. A player can catch a maximum of 1 inning per game. This is to encourage and develop as many players as possible for the position.

BATTERS / BASERUNNERS: Face masks are mandatory on ALL batting helmets, regardless if they are league supplied or personal helmets. Helmets must be worn by any player in the on deck cage, at home plate or on the base path. 6 pitches maximum per batter (unless 6th pitch is a foul ball). No strikeouts are to be applied. If ball is not put in play by the 6th pitch, the batter is awarded a walk to keep the game moving. This helps keep the players involved in the game and allows for instruction on base running. Batters may take 2nd base on balls hit to the outfield based at coach's discretion. There is no leading or bunting.

FIELDERS: All players play in the field every inning (no bench). Infielders are to play in the traditional infield positions. Remaining players should be spread throughout the outfield. Outfielders are to be positioned on the outfield turf, not directly behind the infielders or 2nd base. Each player should play at least 2 innings in the infield per game. Based on coach's discretion, the only positions everyone may not be able to play are first base and catcher. Teams cannot play the same player at 1b the entire game.

UMPIRES: Coaches will be acting as the umpires.

Games 1 - 3: All players will bat every inning. Outs are to be recorded with runners cleared from bases, but all players get to bat. The last batter of the inning will hit a 'home run' and round the bases. Lineups should rotate so multiple players get to bat last.

Games 4 – 10/11: We play traditional 3 outs baseball, changing sides after three outs are recorded or hitting team has batted around.

5 & 6 Year Old Baseball

5 Year Olds

1. Batters will bat off of a Tee. If a child is at a point where they can handle coach pitching, a coach may pitch to the player.
2. 12 players per team
3. Every player bats each inning
4. Every player plays the field each inning
5. No scores or outs are recorded
6. No player will advance past 1st base on a hit
7. Use your allotted practice time. Do not just show up and begin playing a game
8. STRESS THE BASIC FUNDAMENTALS OF THE GAME
9. HAVE FUN

6 Year Olds

1. Coach pitch (6 pitches per batter) or use a Tee after 6th pitch
2. 12 players per team
3. No scores or outs are recorded, although runners thrown out will exit the base
4. Every player bats each inning
5. Batters may advance to 2nd base on balls hit to the outfield
6. STRESS THE BASIC FUNDAMENTALS OF THE GAME
7. HAVE FUN

Marlton Recreation Council General Offense / Misconduct Penalties are published at the MRC

Website – www.marltonrecreationcouncil.org

Below is a referenced list – review the MRC Website for a complete and up-to-date version of this document.

Offense / Misconduct	Penalty – Minor	Penalty – Adult
Gesturing or signaling obscenely or the use of profane language toward an opponent, colleague spectator or MRC Official	1 game	1 game
Verbal abuse of a player, coach, spectator or MRC Official	2 games	1 game
Throwing of equipment by a player in anger	1 game	
Gesturing or signaling obscenely toward a Game Official	2 games	2 games
Entering playing field by player, coach, spectator to argue with a Game Official	2 games	2 games
Verbal abuse of a Game Official	2 games	3 games
Assaulting a Game Official by a player	1-3 years	
Spitting on a Game Official	1 year	1 year
Throwing objects at a Game Official (whether it hits its target or not)	1 year	2 years
Assaulting a Game Official by a Coordinator, Coach or MRC Official		5 years
Any offenses or abuse directed toward a Minor Game Official can result in dismissal		Review
Spitting at or on a player, spectator or MRC Official	2 games	5 games
Verbal threat of bodily harm or property damage to an opponent, colleague, spectator or MRC Official	3 games	4 games
Fighting with an opponent, colleague, spectator or MRC Official by mutually exchanged blows (hand, head, fist, etc.)	Suspension – review	Suspension - season
Throwing of objects (ball, stones, dirt, equipment, etc.) at an opponent	2 games	3 games
Player, Coach, Spectator misconduct not specifically defined above	Review	Review
Non-Conformance by a Commissioner, Coordinator, Head/Assistant Coach of MRC Rules & Regulations.		Suspension – season
Abuse of Property i.e. Township Fields, School Board Fields, MRC Owned Property RESPONSIBLE FOR ALL REPAIR COSTS	Revoke all privileges for 1 week	Revoke all privileges for 1 season

Discipline Process / Additional Details

When a coach is found to be in violation of the MRC Code of Conduct and has been suspended for such actions, the MRC Code of Conduct Penalties will be enforced. The Penalties listed are MINIMUM PENALTIES. It is at the discretion of the MRC Baseball Executive Board (Baseball Commissioner, REC League Coordinator & Travel Coordinator) to assign Penalties for violations made by a coach, parent, etc. ALL suspensions will be communicated to the MRC Executive Board.

Suspensions are to be communicated to the offending coach by email and shall have the following format.

#1 – Coaches Name

#2 – Specific Violation of the MRC Code of Conduct

#3 – Penalty for Violation

#4 – A reminder that a Grievance may be lodged for the discipline action per the Marlton Rec Council Bi-Laws

Repeated Disciplinary Issues

In the case where a Coach has been suspended THREE times violating the MRC Code of Conduct and/or MRC Baseball Rules, the Coach will be evaluated by the MRC Baseball Executive Board (Baseball Commissioner, REC League Coordinator & Travel Coordinator) before returning as a Coach for any team within the MRC Baseball Program – both REC LEAGUE AND TOURNAMENT PLAY. This includes ALL baseball coaching positions including scorebook coach, bullpen coach, rating session / try-out volunteer, etc.