



# MISSISSIPPI

## CAL RIPKEN 7-8 YR. OLD RULES & REGULATIONS AMENDED 05/07/12 as AMENDED 05/17/10

- 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 team 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 the opposing coach, umpire 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 pitcher will be placed to the side of the pitching machine (4) feet of and behind the forward most point of the machine. The pitcher may not be beyond the forward most point of the pitching machine before the ball is put in play.  
  
**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 MACHINE:** The Louisville Slugger Perfect Pitch Machine speed will be set on **9 and 4 (the 4 may have to be adjusted if the field has a mound)**. The rear of the machine will be placed 46 feet from home plate. The umpires may adjust the machine at the beginning of any inning to maintain consistency. The machine may be adjusted during an inning with the consent of both coaches or if deemed necessary by the Umpire-in-Chief.
- 8. 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.
- 9. THE CATCHER:** Must wear a facemask, helmet, mitt, chest protector, shin guards, and a protective supporter with cup. (Must wear a catcher's mitt and not any other kind).
- 10. COURTESY RUNNER:** Will not be allowed.



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11. **INFIELD FLY:** Will **not** be in effect.
12. **FREE SUBSTITUTION:** Will be in effect.
13. **BUNTING:** Will be allowed. There will be a **no** "slash" bunt rule. This is defined as a fake bunt that is followed by an attempted swing. The penalty for violating this rule will be, the ball ruled dead, the batter will be out and no runners will advance.
14. **STEALING:** Will be not permitted.
15. **PASSED BALL:** Defined as follows: when the catcher fails to hold or control a legally pitched ball that, with ordinary effort, should have been maintained under his or her control.
16. **SPECIAL BASE RUNNING RULE:** Cal Ripken Baseball Special Base Running Rules (a, b, c) shall apply (page 12). At no time can a runner advance to home plate if he or she is on third base when the pitch is made, unless the catcher throws to a base to make a play or the ball is hit by the batter. Stealing will not be allowed on a "**no-pitch**".
17. **BATTER IS OUT:** After three strikes. If, in the umpires judgment, the machine 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 5<sup>th</sup> pitch. A foul ball on the 5<sup>th</sup> and subsequent pitches will be allowed another pitch. Regardless of the number 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.**
18. **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.
19. **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.
20. **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.
21. **GAME TIME:** Be at field at least (30) minutes prior to game time.



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- 22. Umpires:** (2)-The field umpire will feed the pitching machine, call strikes, **“no pitch”**, and call plays on the bases. 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. **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.**
- 23. LINEUPS:** (1) copy to score box , umpire and to opposing coach (10) minutes before game time. First initial, last name and number are required.
- 24. TOBACCO:** Use is prohibited.
- 25. OTHER:** Refer to the Cal Ripken Tournament Rules and the Officials Base Ball Rules for situations not covered here.



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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 of 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 FULL uniform.
3. A ball stamped Official Cal Ripken or Babe Ruth League Baseball shall be used in all tournament play.
4. Each tournament team roster must include a minimum of (10) 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.