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INTRODUCTION

This Rules and Reference Handbook and the Babe Ruth League Baseball Rules booklet contain the rules and procedures which govern Mathewson McCarthy Baseball.

Managers must familiarize themselves with the contents of this handbook and refer to it during the season for direction. Every organization worthy of that term must have policies and rules which are known and observed by its members. Our league has survived and flourished for over 50 years because of managers like yourselves who understood and respected the policies and rules this book contains.

The contents of this Rules and Reference Handbook are not confidential, not meant exclusively for you as managers - just the contrary. You should make your coaches aware of this book and let them know that it is available to them. You may also share it with parents.

The role of the league's officers and directors is to support your actions which are consistent with the policies and rules in this handbook. So you may know what actions are expected of you, we have attempted to make this book as clear and comprehensive as possible. However, if there is a topic we have not adequately covered or you are otherwise unclear as to what is required, please bring your concern to the attention of the league's Vice President responsible for your level. Early and effective communication is the surest way of avoiding problems and making this an enjoyable season for all. Please think of this Rules and Reference Handbook as only the beginning of that communication process.

1. MATHEWSON MCCARTHY LEAGUE STRUCTURE

Mathewson McCarthy Baseball, Inc. serves Amherst youths between the ages of 5 and 15. Our national affiliation is with Babe Ruth League, Inc. headquartered in Trenton, N.J. The Babe Ruth League program provides competition in three major divisions - Cal Ripken (ages 5-12), Babe Ruth (ages 13-15), and Big League (ages 16-18). Mathewson McCarthy charts leagues in the first two divisions, Cal Ripken and Babe Ruth. Cal Ripken has six levels: Rookies (T-ball and introduction to coach-pitch), Single A, Double A, Triple A, Major 60 and Major 70. All Cal Ripken Division games, with the exception of Major 70, are played on a 60 foot diamond with a 46' pitching distance. Major 70 games are played on a 70' diamond and a 50' pitching distance. The Babe Ruth or "Senior Division" has two divisions: Frontier (ages 13 to 15) and Summit (ages 14 and 15). The Senior Division plays on a 90' diamond with regulation pitching distance of 60'-6".

1.01 **Rookie League**, or "T-ball", is the player's first introduction to organized baseball. Rookie League has two divisions: Rookies 1 (mostly 5 year-olds) and Rookies 2 (mostly 6 year-olds). Rookies 1 is for players with little or no prior baseball experience. The fundamentals of throwing, catching, hitting from the batting tee, base running and defense are introduced, with the introduction of hitting a coach-pitched ball later in the season. Rookies 2 reviews and builds upon the basics introduced in Rookies 1. Where Rookies 1 begins as T-ball, Rookies 2 begins with hitting a coach-pitched ball. Players continue to develop the hand-eye and timing skills essential to the hitting game. Coaches are stationed in the field during games to instruct players in defensive play. There are no standings or playoffs and no all-stars are chosen. All players receive a participation award at the end of the season.

1.02 **Double A** is designed for 7 and 8 year-olds with prior playing experience, the machine-pitched ball continues to be used at this level to advance hitting skills, with the introduction of player pitching after the season is underway. Coaches are stationed in the field during games to instruct players in defensive play. Bunting and base stealing are not allowed. An all-star game is played in Double A. There are mini-playoffs and an all-star game. All players receive a participation award at the end of the season.

1.03 **The Majors level** is divided into two independent divisions, Major 60 and Major 70. There is no inter-division play. Playing ages are 9 to 12 years-old. Each division has different playing rules with Major 70's rules being more advanced. Major 60, with 9 and 10 year olds, acts as a prep division for Major 70. Pitching is strictly player-pitch. Bunting and base stealing are introduced. Coaches are not permitted in the field to instruct defensive players. Major 70 games are played on a 70' diamond with a 50' pitching distance under an experimental program approved by Babe Ruth League. Major 70 also uses Official Baseball Rules which, together with

1. MATHEWSON MCCARTHY LEAGUE STRUCTURE

the larger diamond, are intended to help players with the transition to the Senior level.

1.04 The **Seniors Frontier** division is for 13 to 15 year-olds. Play is on a regulation 90' diamond. Official Baseball rules apply

1.05 The **Seniors Summit** division is for 14 and 15 year olds. Play is on a regulation size diamond and Official Baseball rules apply. This division plays a schedule with teams from a similar division at neighboring leagues.

1.06 Depending of the number of eligible players registered, the Babe Ruth Senior Divisions may be consolidated into one player division referred to as the "Senior" Division.

1.07 The **Niagara Frontier Babe Ruth Big League** is a separately-chartered, western New York-wide league for players, ages 16 to 18 years-old. Teams from throughout the region participate in this league. While this league is not part of Mathewson McCarthy, many former Mathewson McCarthy players advance to this league. Each season Mathewson McCarthy facilitates the formation of teams made up of former players. This league may have a 16 year-old "prep" division depending upon the number of interested 16 year-old players in a given year.

2. UNREGISTERED CHILDREN AND LATE REGISTRATIONS

2.01 A word of caution to all managers: Any child not completely registered in Mathewson McCarthy may not practice with or play on your team. An unregistered child is not covered by insurance and you and the league may not be covered in the event of an accident involving that child. The unregistered child may be your younger child, visiting nephew or next door neighbor's child. Do not let them practice with your team.

2.02 Each year after team rosters have been completed, we receive late registrations. If a friend or neighbor approaches you at any time about registration, do not even suggest that you can get that child placed on your team. Roster designations are made by the division VP. By the time your friend or neighbor registers, the VP will have to consider existing roster numbers and strengths. There is almost no chance that the VP will honor a request to place a late registrant on a particular team. Because of previous incidents of managers trying to manipulate assignments of players, the league will generally go out of its way to make sure that a late registrant is not assigned to a requested team. Team assignment of late registrants will be made in the best interests of the league, with the primary goals being to have the same number of players on each team and to balance teams competitively. A late registrant will be evaluated and placed accordingly.

2.03 Unless modified for reasons of safety (as determined by the MMB Board of Directors), players will be required to play each season at a level established for their "playing age" group. Playing age will be determined by using the Babe Ruth/Cal Ripken criteria, which calculates a player's age as of April 30th of the given playing year [adopted 2/5/09].

3. GENERAL INFORMATION

3.01 MATHEWSON MCCARTHY BASEBALL, INC was incorporated 3/13/90 under the New York State Not-For-Profit Corporation Law.

3.02 EXCERPTS FROM THE CORPORATE BY LAWS

3.02 (a) ARTICLE IV – MEETINGS

3.02 (a) (1) The annual meeting of this corporation shall be at the volunteer workers appreciation party in August of each and every year, or at such other times as may be decided by the Board of Directors.

3.02 (a) (2) Notice of annual meeting shall be given in writing by the Secretary to each operating member of the corporation at his last known mail or e-mail address as shown on the records of the corporation.

3.02 (a) (3) The order of business at the annual meeting shall be:

- Reading of reports
- Election of Officers and Director seats to be filled.
- New Business.

3.02 (b) ARTICLE V – GOVERNMENT

3.02 (b) (1) The government of MATHEWSON MCCARTHY BASEBALL, INC. shall be under the direct supervision of the President and Operating Members. Operating Members shall consist of all officers, directors, and team managers.

3.02 (b) (2) The corporation shall be managed by its Board of Directors, except as provided otherwise in the Certificate of Incorporation and By-Laws.

3.02 (b) (3) At the annual meeting, the Operating Members shall elect the following officers:

- President
- Executive Vice President – Cal Ripken Division
- Executive Vice President – Babe Ruth Senior Division

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- Six Vice Presidents – Cal Ripken Division (Major 70, Major 60, Minor AAA, Minor AA, Minor A, and Rookies)
- Two Vice Presidents – Babe Ruth Senior Division (Frontier and Summit) as needed.*
- Secretary
- Treasurer
- A total of three directors shall also be elected at the annual meeting for terms of three years.
- *Depending of the number of eligible players expected to be registered, the Babe Ruth Senior Divisions may be consolidated, with election of one (1) Vice President to head up the “Senior Division”.

3.02 (b) (4) Except as specified otherwise, the aforementioned officers shall hold office for one year or until the officers’ successors are elected. Such officers are eligible for reelection. Past-Presidents will be invited to remain on the Board of Directors for a period of two (2) years following the expiration of term as President, during which time they will enjoy full Board membership privileges.

3.02 (c) ARTICLE VII - PLAYERS AND MANAGERS

3.02 (c) (1) Names of managers of respective teams will be submitted by the appropriate Vice President to and approved by the Directors; managers shall be responsible for their actions on the field as well as their coaches and players.

3.02 (c) (2) Any young person meeting the requirements as to age and residence as set forth in the respective national organization rules shall be eligible for active participation in MMB, Inc.

3.02 (c) (3) The Directors shall have the authority to suspend a member, manager, or coach whose conduct is considered detrimental to the best interests of the organization. Any vote on suspension shall be in accordance with Article V (D).

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3.02 (c) (4) The Directors shall, upon evidence of misconduct of any player, notify the manager of the team of which the participant is a member of the player's suspension within 72 hours of said act. Said manager shall appear, in the capacity of an advisor, with the player before a hearing conducted by at least four members of the Board of Directors within 7 days after the complaint is filed.

3.02 (c) (5) The manager of any team with the approval of the appropriate Vice President may suspend any player for unexcused failure to attend three practices and/or games or on the grounds of parent interference or conduct considered detrimental to the best interests of the league. Such action must be immediately reported by the manager to the Directors in writing.

3.03 BABE RUTH LEAGUE, INC.

3.03 (a) The Mathewson McCarthy Baseball, Inc. baseball program is chartered through Babe Ruth League, Inc., Princeton, New Jersey, a national and international youth baseball organization. For the 2014 season Mathewson McCarthy has two charters from Babe Ruth league, a Cal Ripken Baseball division charter for players 5 to 12 years-old and a Babe Ruth Baseball division charter for players 13 to 15 years-old.

3.03 (b) Babe Ruth League is a youth-oriented amateur baseball program currently serving more than 1,000,000 participants between the ages of 5-18 on over 59,000 teams. Babe Ruth is the largest teenage regulation baseball program in the world with over 11,000 leagues.

3.03 (c) More than 1.9 million volunteers are involved in the program which is dedicated to the following "Sportsmanship Code":

3.03 (c) (1) Develop a strong, clean, healthy body, mind and soul

3.03 (c) (2) Develop a strong urge for sportsmanlike conduct

3.03 (c) (3) Develop understanding of and respect for the rules

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3.03 (c) (4) Develop courage in defeat, tolerance and modesty in victory

3.03 (c) (5) Develop control over emotions and speech

3.03 (c) (6) Develop spirit of cooperation and team play

3.03 (c) (7) Develop into real, true citizens

3.03 (d) The administration of Babe Ruth Baseball at the International Headquarters Office is handled by a full-time paid staff. However, the real strength of the program lies in its strong "grass roots." Each Babe Ruth chartered league is an organization with authority to administer its own program within the framework of Babe Ruth League's rules and regulations.

3.03 (e) Promoting what is good for youth has been, and continues to be, the guiding principle of the Babe Ruth program which teaches baseball skills, mental and physical development, basic ideals of sportsmanship and fair play.

3.03 (f) Babe Ruth League is a non-profit, educational organization and is an active or associate participant in such organizations as the American Baseball Coaches Association; United States Olympic Committee; National Recreation and Parks Association; World Leisure and Recreation Association; the American Alliance for Health, Physical Education and Recreation; Athletic Institute; National Federation of State High School Athletic Association.

3.03 (g) The Babe Ruth program provides competition at the local level in three major divisions - Cal Ripken (5-12), Babe Ruth (13-15) and Big League (16-18). In addition to local league play, each division of Babe Ruth Baseball offers a tournament trail that takes teams from district, to state, to regional and on to World Series competition.

3.03 (h) The highlight in any year is the Babe Ruth World Series which provides youth from eight regions (plus a host team) a mental, physical and cultural experience of a lifetime. Using the Host Family Plan, youngsters from across the country are housed in the homes of families in the World Series Host City during the double-elimination tournament.

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3.03 (i) From this World Series competition, particularly the 16-18 year-old division, thousands of youths have been seen by scouts and offered college scholarships as well as Major League contracts. To date more than 700 Babe Ruth graduates are or have been active in the Major Leagues.

4. SPECIAL INTEREST TO MANAGERS

4.01 UMPIRING

4.01 (a) Specially trained umpires are used at every level of play (ages 5-18). This assures the greatest impartiality possible. Each umpire, whether a youngster or an adult, is required to attend classes and pass a written examination before he or she may umpire a game. These individuals, who are motivated by their interest in young people and in baseball, deserve the thanks of all managers, parents, and players for the time they put in. They may not become the targets of any form of abuse. Abuse or disrespect towards umpires will not be tolerated by the Board of Directors.

4.01 (b) Beginning in 1992, all managers in the Cal Ripken League have been required to take the umpire's test and umpire without pay at least one game outside their own Cal Ripken Division. (e.g., A will umpire in AA, AA in AAA, etc.). The purpose of this mandatory one game is to acquaint the managers with the task of umpiring and to allow managers to gain appreciation for the difficulty of umpiring. Also, with the money saved, we hope to improve our umpire development program.

4.01 (c) Every year our league experiences a shortage of umpires. This is a cause of frustration for many managers and eventually leads to even more umpires withdrawing from the program. THERE IS AN ALTERNATIVE - Now would be a good time for all managers to volunteer to umpire on a continuing basis. Volunteering approximately once a week will permit the younger umpires to develop at a normal pace without being forced to umpire in divisions higher than they're qualified for. Also, umpiring will help managers improve their knowledge of the rules, and give them a completely different perspective of the game.

4.01 (d) Now is your chance to help this league develop the good umpires necessary for us to remain a top league. Keep in mind. If you are disappointed in the quality of the umpiring and would like to see it upgraded, volunteer to umpire yourself.

4.01 (e) Any manager, coach, or parent interested in umpiring should contact Dave Hughes, 688-1975.

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4.02 PROTESTS

4.02 (a) The protest committee is responsible for all protests in the Cal Ripken Division (Triple A through Majors).

4.02 (b) Protests should be submitted in writing to the appropriate divisional VP with all substantiating facts within 48 hours of completion of the game that is being protested. Specific violations of Babe Ruth and/or Local rules should be cited. JUDGMENT CALLS BY UMPIRES ARE NOT PROTESTABLE.

4.02 (c) The protest committee is comprised of directors with extensive baseball experience who are extremely well versed in Official Baseball Rules, Babe Ruth rules, and local rules. Each member has no affiliation whatsoever with any team currently playing in the Cal Ripken Division.

4.02 (d) Only managers (or acting managers) may protest a game.

4.02 (e) Please! Think a protest over before submitting it. Consider the fact that our main objective is to teach youngsters to play baseball. Managers should strive to avoid protests at all costs. If a situation arises that may result in a protest (e.g. ineligible pitcher), bring it to the attention of the opposing manager. Don't wait until after the fact and protest. This is not the way to win ball games.

4.03 EQUIPMENT

4.03 (a) All equipment passed out to managers is checked thoroughly to insure it is in satisfactory condition. Before every game and practice check all your equipment for proper fit and defects; e.g., cracks in batting helmets, loose or broken straps on catcher's masks and pads, etc. When you encounter a broken item take it to one of these gentlemen for repair or replacement.

4.03 (b) Do not let your players or coaches abuse equipment! Throwing helmets, bats, mitts and masks not only decreases the life of these items, but, more seriously, may result in injury.

4.03 (c) Each manager is supplied with game balls and as many practice balls as possible. After each game make

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sure a game ball is returned to you as this now becomes another practice ball. Do not give these away to players as game balls; they are needed back at the end of the season to be used as next year's practice balls.

4.03 (d) All equipment needs to be turned in promptly at the end of the season. A turn-in date will be established by the Equipment Manager.

4.03 (e) Each Wednesday from 7:00 to 9:00 at the Wehrle field house one of us will be available for equipment exchanges. If you need to exchange at another time call one of us to make arrangements for the exchange. The only time we are not available is when we are involved coaching our teams. Wait until the game is over.

4.03 (f) PLAYER SAFETY TIPS AND RULES TO HELP PRESERVE OUR EQUIPMENT

4.03 (f) (1) Never hang bats from the chain link fences; this ruins the grips.

4.03 (f) (2) Never allow players to hit stones with bats.

4.03 (f) (3) Never allow two players in the on deck circle or cage

4.03 (f) (4) Never allow players to throw bats; bats should be carried and placed

4.03 (f) (5) Never push helmets into one another when packing your equipment bag.

4.03 (f) (6) Always check helmets for cracks before each use

4.03 (f) (7) Always keep helmets in the dugout, never in the on deck cage. Batters must wear helmets from the time they leave the dugout until they return. This insures that a batter is fully protected at all time when outside the dugout.

4.03 (f) (8) Never allow players to throw helmets.

4.03 (f) (9) Always make sure that chest protectors fit snugly to the body. When loose, a chest protector provides much less protection.

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4.03 (f) (10) Always hang chest protectors while allowing to dry.

4.03 (f) (11) Oil a catcher's glove once at the beginning of the season and once in midseason.

4.03 (f) (12) Never allow a catcher's glove to get soaked with water.

4.03 (f) (13) Always make sure shin guards fit snugly to the leg

4.03 (f) (14) Always check shin guards for cracks before each use.

4.03 (f) (15) Always be sure shin guard fastening hooks are on the outside of the leg.

4.03 (f) (16) Always carry the equipment bag. Never drag it on the ground as you will quickly ruin it.

4.03 (f) (17) Always make sure that the catcher's helmet straps are secure and that the helmet and facemask fit tightly to the head and face.

4.03 (f) (18) Check the catcher's helmet for cracks. Do not use a cracked helmet.

4.03 (f) (19) Always make sure that you have a fresh cold pack when practicing in your first aid kit. Re-supply is always available at the refreshment stands or from one of us.

4.03 (f) (20) Never allow the players to use the first aid kit without adult supervision.

4.03 (f) (21) First aid kits are equipment and must be returned to the league at the end of the season

4.03 (f) (22) Always allow wet baseballs to dry before re-using them. Never use a heavy water logged ball. This may injure a player's arm. Never, never, never give away game balls. These are tomorrow's practice balls and next year's start up balls. The league's single largest equipment expense is baseballs. WHAT YOU TURN IN, IS WHAT YOU WILL GET NEXT YEAR.

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4.03 (f) (23) Please teach all your players to have respect for the league's property so that playing baseball may be as affordable for all future families. Have a safe and successful season.

4.04 USE OF HITTING STICKS AND/OR OTHER SIMILAR TRAINING DEVICES [adopted 3/17/10].

4.04 (a) The use of hitting sticks and/or other similar training devices is prohibited once a game starts. This rule applies not only to the actual playing field, but to all surrounding areas in foul territory, behind or near the dugouts, behind the backstops, bleachers, etc. Using a hitting stick through a fence is prohibited.

4.04 (b) However, the use of such training devices is permitted as part of pregame warm-ups, provided it is conducted *inside* the fenced area of the actual playing field. Any permissible use of such devices must be conducted with hands-on adult supervision.

4.04 (c) This safety rule applies to both the Wehrle and Royal Baseball Complexes.

4.05 LEGAL BATS AND NON-CONFORMING PENALTIES

4.05 (a) Cal Ripken Division: All non-wood bats must have the USABat Marking. The Barrel Maximum is $2\frac{5}{8}$ ". No BBCOR Bats are permitted in the Cal Ripken Division. For the T-Ball Division, bats must be marked with the USABat T-Ball Stamp. Wood bats will be allowed.

4.05 (b) Babe Ruth Baseball 13-15 Division: All non-wood bats must have the USABat Marking or marked BBCOR .50. Bat Barrel – $2\frac{5}{8}$ ".

4.05 (c) Babe Ruth Baseball 16-18 Division – All non-wood bats MUST be a BBCOR .50 and no greater than a -3. Barrel - $2\frac{5}{8}$ ".

4.05 (d) If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.

4.05 (e) A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any

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outs during the play shall stand. This is an appeal play. The “at bat” will be considered legal once a pitch is thrown to the next batter.

4.05 (f) Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

4.06 BATTING CAGE RULES

4.06 (a) Batting cages constructed in 2002 are available for use at the front of the Wehrle complex. These cages are restricted to use by teams at triple a level and above.

4.06 (b) No team will be permitted to use a cage without a manager or coach first attending instructional training and receiving proper certification.

4.06 (c) Specific rules and a set team-by-team schedule for the use of this cage will be distributed to each manager separately.(resolution of any conflicts over the use of the cage will be made by the board member on duty)

4.06 (d) General safety guidelines for use of the cages include:

4.06 (d) (1) The cages are for use by members of Mathewson McCarthy baseball, triple a level and above only.

4.06 (d) (2) All players must wear a helmet while in the cage regardless of whether they are batting, pitching, or otherwise.

4.06 (d) (3) No climbing, grabbing, or pulling on the fencing or netting.

4.06 (d) (4) No throwing items on top of the netting.

4.06 (d) (5) The cage is for the benefit of all members of our league. If you witness anyone vandalizing or in any way abusing the cage please contact a board member immediately or intercede yourself to stop it.

4. SPECIAL INTEREST TO MANAGERS

4.07 WHAT EVERYONE SHOULD KNOW ABOUT LEAGUE ACCIDENT INSURANCE [revised 3/04]

4.07 (a) ELIGIBILITY

4.07 (a) (1) The Plan, which is administered by K&K Insurance Group and placed with an “A” rated carrier, covers Babe Ruth registered players, team managers, coaches, scorekeepers, bat and ball boys/girls, umpires, league officials, and members of the Booster Club.

4.07 (b) YOUR COVERAGE

4.07 (b) (1) The Plan provides coverage for accidental injuries sustained while traveling directly to and from or participating in any regular approved baseball activity of the league such as practice sessions, regularly scheduled games and tournament games sponsored by the league.

4.07 (c) YOUR INSURANCE BENEFITS

4.07 (c) (1) \$250,000 Accidental Medical Expense Insurance Benefit (\$100.00 per person deductible)

4.07 (c) (2) \$10,000.00 Accidental Death and Dismemberment

4.07 (c) (3) The Plan pays for Covered Medical Expenses which occur within one year after an accident. Once these expenses exceed the per person deductible of \$100.00, a maximum of \$250,000.00 per accident for each insured person is provided.

4.07 (c) (4) Covered Medical expenses include the reasonable and customary charges for services and supplies such as:

- Treatment and care by a physician, surgeon or registered nurse.
- Hospital confinement or outpatient care in a hospital
- Emergency ambulance service

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- prescribed drugs and medicines
- X-Rays
- Dental expenses are covered only if required because of injury to natural teeth.

4.07 (c) (5) If a player should incur an injury, please contact the league president. He has the complete procedures that must be followed in filing a claim and the form that must be completed.

4.08 PUBLICITY

4.08 (a) The procedure for submitting articles for The Amherst Bee will be explained at the managers meeting.

4.09 RAIN OUT INFORMATION

4.09 (a) In the event of inclement weather, watch your email for a message. If you receive no email message by one and a half hours prior to game time, call the league's rain out voice mail number. If there is no current announcement on the voice mail, assume that no decision has been made to cancel the game and proceed to the park.

4.09 (b) Responsibilities of the Board Member acting as "Director on Duty" include opening and closing the fields on time and determining playability of the diamonds.

4.09 (c) If inclement conditions persist, the Board Member acting as "Director on Duty" will determine the playability of the fields by 5:30 PM on weekdays and ½ hour before the first game on Saturdays. This decision will be announced at the fields. Please do not call the board member's house!

4.09 (d) No other board member, manager, umpire, or coach may make any other decision regarding the condition of the playing fields. Any game that is played contrary to the decision of the director on duty will not be an official game. No players or team will practice on a field which the director on duty has determined to be unplayable.

4.09 (e) If a manager disputes the decision of the director on duty and refuses to play, he will be subject to

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forfeiture of the game pending review by the Board of Directors.

4.09 (f) During periods of wet weather try to make arrangements to have someone from your team get to the fields early to work the diamonds and possibly save you from a rain out.

4.09 (g) Thunder and lightning necessitates that contests be suspended. The occurrence of thunder and/or lightning is not subject to interpretation or discussion - thunder is thunder, lightning is lightning. When thunder is heard, or lightning seen, the following procedures should be adhered to:

4.09 (g) (1) Suspend play and direct participants to go to shelter. If shelter is not available, participants should go to a vehicle with a solid metal top.

4.09 (g) (2) Do not permit people to stand under trees.

4.09 (g) (3) After thunder and lightning has left the area, wait 20 minutes after the last boom is heard, or strike seen before play resumes.

4.10 RESCHEDULING

4.10 (a) Authorization by...

4.10 (a) (1) Board Member assigned to fields:

- Rainouts
- Unplayable fields

4.10 (a) (2) Respective VP's permission:

- Cannot field a team (9 players)
- Religious functions
- School functions

4.10 (a) (3) Remember, managers cannot cancel games. Only VP's and Board Members assigned to the field can.

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4.10 (a) (4) You will not receive permission to cancel a game because:

- Your star or stars cannot make it.
- You the manager cannot make it.
- You have not tried to obtain a call-up.

4.10 (b) Procedure

4.10 (b) (1) Receive authorization from VP's at least one week prior to cancellation of game.

4.10 (b) (2) Notify League Scheduler immediately when permission is granted to insure proper notification of parties involved, booster club, umpires etc., regarding cancelled game.

4.10 (b) (3) League Scheduler will then reschedule your game and make sure that you have umpires for your rescheduled game.

4.10 (b) (4) Check the bulletin boards during the week and Saturday afternoon for the next week's rescheduling.

4.11 FIELD MAINTENANCE

4.11 (a) Because of the special treatment given to all of the diamonds - under no circumstances is any one to remove any dirt or material from the infields on these diamonds.

4.11 (b) GENERAL RULES:

4.11 (b) (1) Clean up dugout and surrounding area after every game.

4.11 (b) (2) Return all tools and equipment to their proper place.

4.11 (b) (3) Notify field maintenance coordinators of any broken equipment or tools, etc.

4.11 (b) (4) Remember to take pride in your facility!

4. SPECIAL INTEREST TO MANAGERS

4.11 (c) LINING FIELDS

4.11 (c) (1) Very often new managers, as well as some seasoned veterans, are not quite sure of the proper way to line a baseball diamond. Exactly where does the foul line start? How are the batter's boxes positioned? Is the foul lines part of fair territory?

4.11 (c) (2) Official Baseball Rules defines fair territory as "that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory." (pg. 7; Definitions). This means that the foul pole, each base, and home plate, are entirely within fair territory. The foul lines start at, and include, the back edges of home plate.

4.11 (c) (3) The batters boxes are 3' by 6' rectangles the inside lines of which are four inches from, and parallel to, the side edges of home plate. The chalk lines are within the 3' by 6' rectangle. The boxes extend three feet to the front and three feet to the rear of the centerline of the plate.

4.11 (c) (4) As you can see from the diagram in the Appendix, the foul lines intersect the batter's boxes about four inches in from the corner towards home plate, not at the corner of the box.

4.11 (c) (5) Of course, nobody expects perfect lines and boxes, it's just not possible to have everything come out perfect every time what with the inconsistencies in the diamond layouts, and lining machines that tend to go where ever they feel like, with total disregard for the human that is trying to steer them. But, at least with this information you'll be able to keep your lines within the ball park.

4.11 (c) (6) To help you out, we've provided a wooden form to aid in laying down batter's boxes. Just lay the form down parallel to the plate and about four inches away, and scribe a line in the dirt with a bat or stick. Do the same on the other side of the plate, and trace over the lines with the chalk machine.

4. SPECIAL INTEREST TO MANAGERS

4.11 (c) (7) To lay down the base lines, run a string line from the foul side corner of the base to the back point of home plate. Lay the base line so that the foul side edge of your chalk line is on the string line you laid. The base line should stop at the batter's box and the base and home plate should be in fair ground. The base line should run into the foul side corner of the base so that if the line continued, it would completely cover the foul side of the base.

4.11 (d) PRE-GAME FIELD MAINTENANCE

4.11 (d) (1) To equitably distribute pre-game field maintenance tasks described in preceding sections, such maintenance will be the responsibility of the HOME TEAM of each game. Managers, coaches and/or parent volunteers from the home team should arrive early enough to complete pre-game field maintenance tasks so that the game may begin at the scheduled start time. In cases of inclement weather, managers, coaches and/or parent volunteers should consider arriving earlier than normal or assembling a larger volunteer maintenance team to accomplish the tasks needed. No games will begin until the home team has completed the required pre-game field maintenance tasks [adopted 2/5/09].

5. LOCAL RULES FOR ALL CAL RIPKEN DIVISIONS

5.01 ABOUT LOCAL RULES

5.01 (a) The Official Baseball Rules and Babe Ruth Cal Ripken Division Local Rules are binding on all teams in the Cal Ripken Divisions. Please read and consult your 2018 Official Baseball Rules Book. In addition the following local rules adopted by Mathewson McCarthy's Board of Directors will apply.

5.01 (b) These rules and any further changes approved by the Board of Directors will take precedence over Official Baseball Rules and Babe Ruth Cal Ripken Division Local Rules for any game not involving play between Mathewson McCarthy and another league. This includes all regular season games and playoffs.

5.01 (c) Any protest involving these and any Babe Ruth rules must be made within 48 hours after the completion of the game, and in the case of post season games, immediately after the completion of the game. **LACK OF COMPLIANCE WITH LOCAL RULES 5.04, 5.05, 5.06, or 5.18, WHETHER ACCIDENTAL OR DELIBERATE, WILL RESULT IN AUTOMATIC FORFEITURE IF AN APPROPRIATE PROTEST IS FILED!**

5.02 RULES PERTAINING TO ALL CAL RIPKEN DIVISIONS

5.02 (a) Managers and coaches decorum on the field

5.02 (a) (1) In all divisions, managers and coaches are to refrain from profanity and abusive language, smoking on the playing field during a game and any other conduct detrimental to Babe Ruth Baseball. A manager will receive one warning and further occurrences will result in suspension following a review by the Board of Directors.

5.02 (a) (2) Your players should be reminded that no displays of temper will be tolerated. **NO WARNINGS WILL BE GIVEN.** Any bat or helmet thrown or abused in any manner should result in the manager removing the player from the game. If the manager does not remove the player, the umpire or a League representative probably will.

5.02 (a) (3) Managers maintain your composure at all times on the field. Any profanity by a manager,

5. LOCAL RULES FOR ALL CAL RIPKEN DIVISIONS

coach or player will result in automatic immediate ejection. If you are going to question a call by an umpire, discuss it - don't argue it. REMEMBER THAT UMPIRES CALL TIME OUT, NOT THE MANAGERS, COACHES OR PLAYERS; MANAGERS, COACHES OR PLAYERS REQUEST TIME OUT.

5.02 (a) (4) Any action which results in the ejection of a coach or player from a game will also result in the automatic suspension of that coach or player from the next game played by his/her team [adopted 2/5/09].

5.02 (b) STARTING TIMES

5.02 (b) (1) All games on all fields will start at 6 P.M. on weeknights.

5.02 (b) (2) Games under the lights will commence 15 minutes after the completion of the previous game.

5.02 (b) (3) It is imperative that all managers take the responsibility for getting their players to the field and ready to go on time! TEAMS THAT ARE CONDUCTING PRACTICE ON ANY DIAMOND ON WHICH THEY ARE NOT SCHEDULED TO PLAY WILL RELINQUISH THAT DIAMOND PROMPTLY AT 5:30 P.M. ON WEEK NIGHTS.

5.02 (c) 15 MINUTE GRACE PERIOD

5.02 (c) (1) If either team is short the minimum number of players necessary to avoid a forfeit a 15 minute grace period will be allowed.

5.02 (d) TWO HOUR TIME LIMIT

5.02 (d) (1) WITH THE EXCEPTION OF PLAYOFF GAMES, ALL GAMES ON ALL FIELDS WILL HAVE A TWO HOUR TIME LIMIT; that is, no inning will start two hours after the official commencement of the game.

5.02 (d) (2) Time will be determined by the umpire, who will notify the managers of the starting times at the beginning of the game. The starting time will be determined from the conclusion of the umpire reviewing the ground rules. Remember that an inning begins the moment that the third out is made

5. LOCAL RULES FOR ALL CAL RIPKEN DIVISIONS

completing the prior inning. For example, if the third out is made ending the bottom half of an inning at 1 hour and 59 minutes, the next inning will be played.

5.02 (d) (3) Revision as to tie ball games (2/17/98) - In the event of a tie, Refer to Local Rule 5.17

5.02 (d) (4) All games called because of the two hour time limit will be considered an official game provided the required number of innings has been played.

5.03 SUSPENDED GAME RULES [rule adopted 1994]

5.03 (a) A suspended game is defined as a game terminated due to weather, darkness or light failure while an inning is in progress and before the inning is completed. The inning incomplete (and only that inning) as a result of a game being suspended shall be completed at the first available opportunity if one of the following situations prevails:

5.03 (a) (1) The visiting team has scored one or more runs to tie the score and the home team has not scored.

5.03 (a) (2) The visiting team has scored one or more runs to take the lead and the home team has not tied the score or retaken the lead.

5.03 (a) (3) No game called because of weather, darkness or light failure shall be a suspended game unless it has progressed far enough to have been a regulation game.

5.03 (a) (4) A suspended game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension.

5.04 CALLING UP A PLAYER TO AVOID A FORFEIT

5.04 (a) If a player is needed to avoid a certain or potential forfeit (each team MUST have nine eligible players participating throughout the game), a Major 70, Major 60,

5. LOCAL RULES FOR ALL CAL RIPKEN DIVISIONS

Triple A, or Double A manager may bring up players from the NEXT LOWEST DIVISION with the approval of his/her divisional VP. Managers must select call-ups from a list of eligible players. Before the season each Divisional VP will establish a call-up list and, if necessary, update it during the season. In addition to reporting the score and pitchers for a game, the WINNING MANAGER MUST report the call-ups used by both teams in the game.

5.04 (b) A team will forfeit a game if 9 players are not present at the official start of the game plus a 15 minute grace period or if during the game a team has fewer than 9 players due to injury, ejection or any other loss of players.

5.04 (c) The following restrictions apply:

5.04 (c) (1) All call-ups must be approved by the divisional Vice President

5.04 (c) (2) The excessive need for call-ups, as determined by the Division Vice President, will be addressed with the team manager [adopted 3/17/10].

5.04 (c) (3) Players brought up from a lower division may not pitch.

5.04 (c) (4) Regular team members must be given preference in regards to playing time.

5.05 PITCHING LIMITATIONS

5.05 (a) In the interest of player safety, Mathewson McCarthy Baseball has adopted a pitch count method for limiting wear and tear on young, developing arms.

5.05 (b) The following is a graph outlining the maximum number of pitches that a player may pitch in a day according to their age. There are also specifications regard the days of rest following each outing that a player will require depending on the number of pitches thrown.

5. LOCAL RULES FOR ALL CAL RIPKEN DIVISIONS

PITCH COUNT LIMITS AND REQUIRED REST RECOMMENDATIONS

It is important for each league to set workload limits for their pitchers to limit the likelihood of pitching with fatigue. Research has shown that pitch counts are the most accurate and effective means of doing so.

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+
19-22	120	1-30	31-45	46-60	61-75	76+

5.05 (c) Example: A 10 yr old pitcher who delivers 20 pitches in a game on Monday may pitch again on Tuesday and is available to pitch a maximum of 75 pitches on that day.

5.05 (d) Example: A 13 yr old pitcher who delivers 30 pitches in a morning game on Saturday is not available to pitch again until Monday.

5.05 (e) If a pitcher reaches their maximum allowed pitch count during the middle of an at-bat, the pitcher will be permitted to complete the at bat.

5.05 (f) Intentional walks are permitted. The ball is declared dead and the batter may advance to first base. No player may be intentionally walked more than one time in a given game.

5.05 (g) If a pitcher is removed during an inning, or does not reenter the game to pitch in an inning immediately following an inning that he / she had just pitched in, then that pitcher is no longer available to reenter to pitch in the same game. That pitcher would be available to pitch again in a later game on the same day (ie: double header) until their daily pitch maximum is reached.

5.05 (h) In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher at the time the game was halted may continue to the extent of his/her eligibility, provided said pitcher has observed the required days of rest. (Example: An 11 yr old pitcher who delivered 19 pitches in a game that is

5. LOCAL RULES FOR ALL CAL RIPKEN DIVISIONS

suspended is available the next day to complete the same game with the full allotment of 75 available pitches for the same day. If the 11 yr old had pitched 25 pitches then that pitcher would not be available to pitch to complete that game should it be played the following day.

5.05 (i) Balks and Illegal pitches do not count against the pitch count.

5.06 PLAYING TARDY PLAYERS

5.06 (a) Players must be present at the start of each game. If a player arrives during the game the manager is not obligated to play the tardy player (unless the player was tardy as a result of a school, or religious function). If the manager or coach does play the tardy player, then that player will be added to the end of the batting order and must play the required minimum number of defensive innings. This rule does not apply if the player is late as a result of attendance at a school or religious function [revised 3/16/11].

5.07 THE SURROGATE RULE

5.07 (a) The Surrogate Rule will be in effect for all divisions. This rule allows for eligible, non-playing ballplayers to come into the game on a temporary basis, to allow for an injured player to collect himself, catch his breath, etc. This surrogate replacement must be a player who is not in the game at the time of the accident and will completely substitute for the injured player UNTIL THE COMPLETION OF THE HALF INNING. At that time he may leave the game and the original injured player may return to his normal position with regards to batting order and defensive position.

5.07 (b) When the injured player is a runner, the runner will be replaced by the last player from his/her team that made their last out [adopted 2/5/09].

5.07 (c) The injured player will be bypassed in the batting order. The surrogate will take the injured players position defensively, but will keep his own original position in the batting order.

5.07 (d) It must be kept in mind that the eligibility of the surrogate player is not compromised by the substitution. Therefore the surrogate player MUST COMPLETE THE

5. LOCAL RULES FOR ALL CAL RIPKEN DIVISIONS

REQUIRED MINIMUM NUMBER OF DEFENSIVE INNINGS IN ADDITION TO ACTING AS THE SURROGATE

5.08 THE COLLISION AVOIDANCE RULE [revised 4/25/02]

5.08 (a) The Collision Avoidance Rule will be in effect for all divisions. This rule is in force for any runner at any base where the ball is in the glove (in possession) of the fielder and he is attempting to make a tag. In this instance, **THE RUNNER MUST ATTEMPT TO AVOID A COLLISION WITH THE FIELDER.** If not, the runner is declared out!

5.08 (b) If a deliberate attempt to injure is determined by the umpire, the runner is ejected from the game and a report must be made to the Board of Directors for further disciplinary action.

5.08 (c) It should be noted that a fielder while NOT in possession of the ball and not attempting to field the ball, may be guilty of obstruction if that fielder impedes the progress of a runner. It is entirely up to the judgment of the umpire as to whether a fielder is in the act of obstructing a runner.

5.09 HEAD FIRST SLIDE RULING [adopted 3/11/08]

5.09 (a) Intentional head-first sliding by a player advancing to a base is not allowed and a player attempting to do so will automatically be called out. This call shall be at the umpire's discretion.

5.09 (b) Such an out shall be recorded when the player sliding head-first touches the ground with a body part other than his feet (typically the hands or stomach). If the head-first slide is the third out, no run may score after the player hits the ground as described above.

5.09 (c) However, a head-first slide is allowed without penalty when a player attempts a return to a previously occupied base (e.g., a rundown or pickoff).

5.10 PRESIDENT, EXEC. VICE PRESIDENT AND UMPIRE IN CHIEF ELIGIBILITY TO MANAGE [revised 11/7/97 AND 2007]

5.10 (a) The League President and Executive Vice Presidents may manage a team if given approval by the board of directors. A divisional Vice President may manage a team outside his own division and may act as coach in his

5. LOCAL RULES FOR ALL CAL RIPKEN DIVISIONS

own division, but MAY NOT manage a team in his/her own division. The Umpire In-Chief may not manage a team in any division in which he/she oversees umpires.

5.11 PROTESTS

5.11 (a) Any protest must be submitted in writing to the divisional vice president within 48 hours after the completion of the game. The protest must state all facts substantiating the protest. A protest of a playoff game must be filed immediately following the game. Only a manager (or acting manager) may protest a game.

5.11 (b) Specific violations of Official Baseball Rules, Babe Ruth and/or Mathewson McCarthy Local Rules must be cited in the written protest.

5.11 (c) Judgment calls by umpires may not be the basis of a protest. A protest based on an umpire judgment call will be denied.

5.11 (d) A protest must be submitted in accordance with the Official Rules of Baseball. Failure to comply with those rules or these local rules will result in the protest's being denied.

5.11 (e) PLEASE fully think through a protest before submitting a protest. Consider the fact that our main objective is to teach youngsters to play baseball. Managers should strive to avoid protests at all costs. If a situation arises that may result in a protest (e.g. ineligible pitcher), bring it immediately to the attention of the opposing manager. Don't wait until after the fact and protest. THIS IS NOT THE WAY TO WIN BALL GAMES!!

5.11 (f) The Vice President of the division receiving the protest will review it with the managers and, if not resolved, pass it on to the Protest Committee for action. Final authority for all protests will rest with the Board of Directors.

5.12 FAILING TO RETURN EQUIPMENT OR UNIFORMS

5.12 (a) Any manager failing to return equipment or uniforms by the end of September will be disqualified as a manager in the future.

5.13 REPORTING GAME SCORES

5. LOCAL RULES FOR ALL CAL RIPKEN DIVISIONS

5.13 (a) All game scores and innings pitched per pitcher must be reported after every game to the respective divisional Vice President by the manager of the winning team within 24 hours of completion of the game.

5.14 UMPIRES RESPONSIBILITIES [revised 11/23/92]

5.14 (a) All managers are required to umpire at least one game during the season, but not in their respective divisions.

5.14 (b) Umpires will be required to complete an Umpires slip and have it signed by the winning manager. These slips will be located in the concession stand at both locations.

5.15 FIELD PREPARATION

5.15 (a) HOME TEAM MANAGERS are responsible for lining the diamond, getting the bases before the game, returning the bases after the game and getting the field ready to play. Neither team will begin warming up until the diamond has been raked, lined and is otherwise ready to play.

5.16 DUGOUT RULES AND LIMITATIONS

5.16 (a) FOR ALL GAMES, the home team will occupy the first base dugout and the visiting team will occupy the third base dugout [adopted 3/17/10]. A maximum of four adults (manager, 2 coaches and 1 scorekeeper) will be allowed in each dugout during a game. In addition, with the exception of base coaches, no adults will be allowed outside of the dugout while the ball is in play. The on-deck cage is NOT part of the dugout!!

5.17 TIE BALL GAMES IN ALL CAL RIPKEN DIVISIONS [revised 2/17/98]

5.17 (a) A regular season game tied at completion of an official game shall stand as a tie and not be made-up or completed. No regular season game will be played beyond six innings.

5.18 PROTECTIVE EQUIPMENT

5.18 (a) All players must wear protective equipment (e.g. cups, helmets).

5. LOCAL RULES FOR ALL CAL RIPKEN DIVISIONS

5.18 (b) STEEL CLEATS ARE ABSOLUTELY PROHIBITED.

5.18 (c) All catchers must use a catcher's mitt in AA and older divisions.

5.19 BULL PEN AREAS - WARMING UP PITCHERS

5.19 (a) The warm up pitchers area within the fenced in fields and playing area (Bull Pen Area) on all diamonds must be used in strict adherence to the following rules:

5.19 (b) Any player serving as a catcher must wear a catcher's helmet and mask at all times.

5.19 (c) An adult coach may warm up a pitcher in this area and is not required to wear the catcher's equipment.

5.20 An ADULT spotter must be placed behind the pitcher. The spotter shall face the playing field and home plate at all times, to insure protection for the pitcher and the catcher. The spotter must be a coach unless a coach is unavailable. If a coach is unavailable, an ADULT from the team may assume this position. At no time shall a player or other non-adult be allowed in this area to act as a spotter. There shall only be three individuals in this area at any one time, that is, the pitcher warming up, the catcher warming up the pitcher and the spotter.

5.21 BATTER CONFERENCES [adopted 3/17/10]

5.21 (a) At the Triple A, Major 60 and Major 70 levels, a manager or coach may approach one batter per inning for the purpose of instruction, strategy, etc.

6. LOCAL RULES FOR MAJOR 70 AND MAJOR 60

6.01 RULES FOR CAL RIPKEN MAJOR 70 AND MAJOR 60 DIVISIONS

6.01 (a) Both Major 70 and Major 60 Divisions will follow the same rules as outlined in the Babe Ruth Cal Ripken Rule Book with the following exceptions:

6.01 (a) (1) From the first inning to the last, the batting order will consist of every team member who is present for the game and the batting order will not change during the game unless injury prevents such occurrence

6.01 (a) (2) Each player present for the game must play a minimum of three (3) complete defensive innings. This minimum innings requirement does not apply if the player is late as a result of attendance at a school or religious function [revised 3/16/11]. To insure this happening you may freely substitute after the first defensive inning you have played. In other words, you may substitute after the first inning of the game. To insure that each team member has played a minimum of three (3) defensive innings, this obligation **MUST** be fulfilled by the end of the fifth inning of play.

6.01 (a) (3) **M60 ONLY.** During the regular season, defensive players can be freely substituted throughout the game. Each player present for the game must play a minimum of four (4) complete defensive innings in a six (6) inning game. Additionally, each player must play two (2) innings in the infield (where the infield is defined as any of the following positions: P, C, 1B, 2B, SS, and 3B). In the playoffs, each player must play three (3) defensive innings by the 5th inning.

6.01 (a) (4) Base stealing of 2nd, 3rd, and home is allowed. Except in Major 70, stealing 1st base is not allowed since a dropped third strike is still a strike out at these levels. You may steal when the pitcher pitches the ball and it crosses home plate. It is the umpire's judgment as to whether the runner left early or not. You may also steal when the ball is alive and in play unless the pitcher is on the mound with his foot on the rubber and the catcher is in position to catch a ball. Remember, the ball is live unless the umpire

6. LOCAL RULES FOR MAJOR 70 AND MAJOR 60

calls a time out or signifies ball out of play in accordance with the ground rules.

6.01 (a) (5) MAJOR 60 ONLY - Delayed steals of home (and only home) are illegal. When the ball is returned to the pitcher and he/she is on the pitcher's mound (not necessarily the pitching rubber), a steal of home cannot be conducted unless the runner is more than half of the way to home (umpire discretion) when the pitcher receives the ball. Any attempt of a steal of home is at the runner's risk. If the runner is not more than half of the way to home and is put out at home on the attempted steal, the runner is out. If the runner is safe, he/she must return to third base. All plays end when the pitcher is on the rubber, and the catcher is in position to receive the next pitch. [adopted 2/27/2012]

6.01 (a) (6) MAJOR 70 ONLY - Major 70 shall play on a 70' diamond with a 50' pitching distance from rubber to home plate. Leadoffs before the pitch, balks and dropped third strike now come into play at his level in accordance with Official Baseball Rules: 7.00 The Runner and 8.00 The Pitcher. Please read these rules carefully to get a full understanding of their interpretation and intent. [adopted 1/3/2007]

6.01 (a) (7) MAJOR 70 ONLY - A dropped third strike will not result in an automatic strike out. In the event of a dropped third strike, the current Official Baseball Rule governing this situation will apply. [adopted 3/10/2000]

6.01 (a) (8) MAJOR 60 ONLY. For games played on or before May 15th, a five run limit will be applied to the first two innings of the game to encourage coaches to develop as many pitchers as possible.

6.01 (a) (9) MAJOR 60 ONLY. Pitchers will be pitching from a 46-foot mound to home plate. Pitching limitations are the same as described for local rule #5.05, with the additional limitation that a player may only pitch for a maximum of two (2) innings per game.

6.01 (b) Bunting is allowed and encouraged to be taught at this level.

6. LOCAL RULES FOR MAJOR 70 AND MAJOR 60

6.01 (c) Pitching limitations are the same as described in Local Rule #5.05. These are also the same pitching rules for Babe Ruth (0.06). It is highly recommended you develop as many pitchers as possible.

6.01 (d) A regulation game shall consist of six innings. In case of darkness, rain or other weather condition terminating a game prematurely, a game of record will constitute four innings, or, if the home team has scored more runs in 3 ½ innings than the visiting team has scored in four complete innings (official Babe Ruth Rule). A game shall become a regulation game when the home team scores one or more runs in the bottom of the fourth inning to tie the score or to go ahead. The minimum defensive inning Local Rule [6.01 (a) (2), above] is inapplicable to games terminated prematurely. A game terminated before it is a regulation game is "NO GAME".

6.01 (e) If one team is ahead by 15 runs or more at the end of five innings (4 ½ innings for the home team, 5 innings for the visiting team), the game will end with the winning team getting credit for the win. The losing team must have had five complete at bats. Under no circumstances shall the game continue to be played.

6.01 (f) All other Babe Ruth and Mathewson McCarthy playing rules which are not in conflict with the above rules shall apply to these divisions during the game.

6.01 (g) Note regarding scorekeeping: Instruct scorekeepers always to use last names in scorebooks. The scorebook is an official record. Eligibility for tournament play requires a player's participation in a minimum number of games as verified by his team's scorebook.

7. LOCAL RULES FOR TRIPLE A (AAA)

7.01 RULES FOR TRIPLE A (AAA) CAL RIPKEN MINOR DIVISION [revised 3/8/95, 12/10/03, 3/11/08, 4/25/16]

7.01 (a) Beginning with the 2016 season, the AAA level is being combined with the M60 level for 9- and 10-year olds. The information in this section is present for historical reasons.

7.01 (b) A regulation game shall consist of six innings. In case of darkness, rain or other weather condition terminating a game prematurely, a game of record will constitute four innings, or, if the home team has scored more runs in 3 ½ innings than the visiting team has scored in four complete innings (official Babe Ruth Rule). A game shall become a regulation game when the home team scores one or more runs in the bottom of the fourth inning to tie the score or to go ahead. The minimum defensive inning rule [Rule 7.01 (c) (2), below is inapplicable to games terminated prematurely. If a game is called before it is a regulation game it is "NO GAME".

7.01 (c) BATTING ORDER [revised 3/11/08]

7.01 (c) (1) From the first inning to the last, the batting order will consist of every team member who is present for the game and the batting order will not change during the game unless injury prevents such occurrence. This batting order will be set for the first game of the season and will remain in place until the rotation allows each player to bat in the leadoff position in the manner described below.

7.01 (c) (2) The current game's lead-off batter will bat last in the next game, and the player that batted or should have batted second in the current game shall be the lead-off batter in the next game. The remaining players in the rotation shall move up one position in the batting order for the next game. Here's an example of a rotation for a 12 player team:

7.01 (c) (3) Game #1 = B1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12; Game #2 = B2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 & then 1; Game #3 = B3, 4, 5, 6, 7, 8, 9, 10, 11, 12, & then 1, 2; and so on.

7.01 (c) (4) This rotation shall continue each game and need not be reset for player absence or injury.

7. LOCAL RULES FOR TRIPLE A (AAA)

7.01 (c) (5) After game eight (second half of the season), the batting order may be changed for those players that have already batted in the leadoff position, with the ninth through the last maintaining their position from the original rotation.

7.01 (c) (6) The new order shall be followed in the same fashion as the first rotation and shall continue through the last game of the season.

7.01 (c) (7) The continuation of the batting rotation described above shall not be required during the AAA playoffs.

7.01 (d) DEFENSIVE SCHEDULING AND DEFENSE

7.01 (d) (1) For every game, the starting defensive players must include any players that are not part of the first nine batters in the batting order for that game. [revised 3/11/2008]

7.01 (d) (2) During the regular season, defensive players can be freely substituted throughout the game. Each player present for the game must play a minimum of four (4) complete defensive innings in a six (6) inning game. Additionally, each player must play two (2) innings in the infield (where the infield is defined as any of the following positions: P, C, 1B, 2B, SS, and 3B). In the playoffs, each player must play three (3) defensive innings by the 5th inning. [revised 2/24/2014]

7.01 (e) Base stealing of 2nd, and 3rd, is allowed after the third game. There is no stealing of Home Plate since this is all very new to the players and coaches. THIS MEANS THAT A RUNNER

7.01 (f) MAY NOT ADVANCE TO HOME UNLESS FORCED HOME BY A WALK OR IS ADVANCING ON A BASE HIT. Stealing 1st base is not allowed since a dropped third strike is still a strike out at these levels. A base runner may steal when the pitcher pitches the ball and it crosses home plate. A runner may advance only one base on an attempted steal, even if there is an over throw or error which would ordinarily allow the runner to advance an extra base (A runner is attempting to steal second. The catcher throws the ball to the outfield fence. The runner remains at second

7. LOCAL RULES FOR TRIPLE A (AAA)

base and cannot advance to third. The same applies to a steal of third). As to whether a runner left base early or not is an umpire's judgment. Base stealing will not start until after the third game of the season so as to give both the offense and defense the time to adjust to such change.

7.01 (g) Bunting is allowed and encouraged to be taught at this level. This will commence after the third game of the season.

7.01 (h) Pitchers will be pitching from a 46 foot mound to home plate. Pitching limitations are the same as described in Local Rule #5.05, with the additional limitation that a player may only pitch for a maximum of two (2) innings per game.

7.01 (i) There will be a five run rule limit per inning for the first three innings of play. Also if one team is ahead by 15 runs or more at the end 4 ½ innings for the home team, 5 innings for the visiting team, the game will end with the winning team getting credit for the win. The losing team must have had five complete at bats. Under no circumstances shall the game continue to be played.

7.01 (j) The "Infield Fly Rule" is in effect at the Triple A level in accordance with the Babe Ruth League, Inc. Baseball Rules and Regulations & Playing Rules, 2.00, 6.05 (e) and (l), 7.08 (f)

7.01 (k) Playoff matching will be by blind draw rather than seeding. [added 2/1/04],

7.01 (l) All other Babe Ruth and Mathewson McCarthy playing rules which are not in conflict with the above rules shall apply to this division.

8. LOCAL RULES FOR DOUBLE A (AA)

8.01 RULES FOR DOUBLE A (AA) CAL RIPKEN MINORS

8.01 (a) A regulation game shall be six innings in length. In case of darkness, rain or other weather condition terminating a game prematurely, a full three innings of play are required to make the game of record.

8.01 (b) BATTING ORDER [revised 3/11/08]

8.01 (b) (1) From the first inning to the last, the batting order will consist of every team member who is present for the game and the batting order will not change during the game unless injury prevents such occurrence. This batting order will be set for the first game of the season and will remain in place until the rotation allows each player to bat in the leadoff position in the manner described below.

8.01 (b) (2) The current game's lead-off batter will bat last in the next game, and the player that batted or should have batted second in the current game shall be the lead-off batter in the next game. The remaining players in the rotation shall move up one position in the batting order for the next game. Here's an example of a rotation for a 12 player team:

8.01 (b) (3) Game #1 = B1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12; Game #2 = B2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 & then 1; Game #3 = B3, 4, 5, 6, 7, 8, 9, 10, 11, 12, & then 1, 2; and so on.

8.01 (b) (4) This rotation shall continue each game and need not be reset for player absence or injury.

8.01 (b) (5) After game eight (second half of the season), the batting order may be changed for those players that have already batted in the leadoff position, with the ninth through the last maintaining their position from the original rotation.

8.01 (b) (6) The new order shall be followed in the same fashion as the first rotation and shall continue through the last game of the season.

8.01 (b) (7) The continuation of the batting rotation described above shall not be required during the AA playoffs.

8. LOCAL RULES FOR DOUBLE A (AA)

8.01 (c) DEFENSIVE SCHEDULING AND DEFENSE

8.01 (c) (1) For every game, the starting defensive players must include any players that are not part of the first nine batters in the batting order for that game [revised 3/11/08].

8.01 (c) (2) Each player present for the game must play a minimum of FOUR (4) complete defensive innings, including TWO (2) complete innings played at infield positions. To insure this happening you may freely substitute after the first defensive inning. This rule does not apply to games terminated prematurely due to darkness, rain or other weather condition.

8.01 (d) In the event that the offensive team scores five runs in any one inning that inning shall be over the instant the fifth run crosses the plate.

8.02 PITCHING RULES

8.02 (a) Pitching rubber shall be 46 feet from home plate

8.02 (b) Pitching machines will be placed at 46 feet for all games. Pitching Machines shall be operated by managers, coaches or umpires only, never by players. Managers or coaches will replace pitching machines when machines are required but not available

8.02 (c) PITCHING MACHINES

8.02 (c) (1) Pitching machines will be used exclusively to pitch to batters for the first four games of the season [revised 3/2013].

8.02 (d) PITCHERS

8.02 (d) (1) The pitching machine will be supplemented by player pitching starting beginning the fifth game of the season. The fifth game of the season is defined as after either team (not necessarily both teams) has played in at least four games. Starting with the fifth game, the pitching machine will be used for five innings, followed by the player pitchers that will pitch for one inning [revised 3/2013].

8. LOCAL RULES FOR DOUBLE A (AA)

8.02 (d) (2) Regular baseball rules will be followed during the player pitch innings; a batter may strikeout or be awarded first base on a walk or a hit by pitch. The 5 run maximum rule is still to be followed during the player pitch innings.

8.02 (e) RESTRICTIONS [revised 3/5/98]

8.02 (e) (1) There will be no walks when the pitching machine or a coach is pitching. The batter must either hit a fair ball or strike out. A batter is allowed a total of five GOOD pitches (as determined by the umpire) from the pitching machine. A batter failing to hit a fair ball after 5 GOOD pitches is out. The umpire will keep track of this. It is possible for a batter to strike out and therefore receive fewer than five GOOD pitches.

8.02 (e) (2) If the pitching machine is inoperable, a coach will pitch to his team from the rubber and pitch the ball overhand.

8.02 (e) (3) Only player pitchers may walk a batter

8.02 (e) (4) While managers or coaches or pitching machines are pitching the player pitcher shall have one foot on the dirt part of the mound and shall be either to the right or left of the manager or coach who is pitching.

8.02 (e) (5) Each batter shall be allowed a maximum of five GOOD pitches from the machine.

8.02 (e) (6) A player may pitch only two (2) innings per season. The intent of this rule is to give the manager more time to develop and work with pitchers, while also thinking of the safety factor for these young arms [revised 3/2013].

8.02 (e) (7) The pitching machine is part of the playing field. A batted ball which hits the pitching machine shall be ruled a single and the ball dead; base runners will advance one base. A thrown ball which hits the pitching machine shall be dead and base runners will advance to the next base they were attempting to reach when the ball became dead. A batted ball that bounces in the air off the machine and

8. LOCAL RULES FOR DOUBLE A (AA)

is caught before touching the ground is not a catch of a fly ball or line drive. It is a ground ball.

8.02 (e) (8) Cal Ripken Rookie Division (7 to 8-years-olds): No pitcher is allowed to pitch in more than two innings per tournament game, with a pitcher not being permitted to pitch in more than 3 consecutive days/games(including double headers, if applicable). If a pitcher pitches in three (3) consecutive days/games (6 innings max), the pitcher is required a day rest. The 6-inning max would reset after a day's rest.

8.02 (e) (9) Tournament Pitching Rules: No pitcher shall appear in a game as a pitcher for three consecutive days/games regardless of the pitch count. Exception 7 to 8-year-old division).

8.02 (f) CARE OF PITCHING MACHINES

8.02 (f) (1) The pitching machines are an expensive piece of equipment. Proper use and care is required. Before each game, one of the AA managers must retrieve the machines from their storage location. After each game, both managers are responsible to make sure the pitching machines are returned to the storage location. The machines cannot be left at the diamond unless a manager (not a coach or parent) for the next game is actually at the diamond to take responsibility for the pitching machine.

8.02 (f) (2) On Saturdays DO NOT assume that a game will be played after your game. If no manager is present for a following game, return the machine to the storage building.

8.02 (f) (3) Immediately report any mechanical problems to your VP so that necessary repairs can be made. Any delay may result in equipment being unavailable for your use.

8.02 (g) Base stealing, bunting, and swinging bunts are not allowed in Double A.

8. LOCAL RULES FOR DOUBLE A (AA)

8.02 (h) The strike zone includes the space over home plate from the top of the shoulders to the bottom of the knees. The width of the strike zone includes the black edges of the plate plus one ball width.

8.02 (i) All players must wear protective equipment (e.g. cups, helmets). Helmets must be worn while players are on deck, batting, running the bases, and coaching a base. Pitchers must wear a helmet when warming up between innings. At Royal, an on-deck batter must face the plate to be aware should a ball be hit in his direction. When not in use, all helmets **MUST** be kept in the dugout, **NEVER** in the on-deck area.

8.02 (j) Intent Rule: Play stops when the ball...

8.02 (j) (1) With nobody on base and a ball is hit to an infielder: the play is over when the batter is out or the batter reaches first base. A player is either safe or out at first base and cannot advance to second base.

8.02 (j) (2) With nobody on base - the ball is hit to the outfield, the play stops when the outfielder either catches the fly ball or when an infielder has control of the ball, in a controlling position (i.e., possession) in the infield. Once the infielder has possession of the ball, any runner who has passed a point half-way between bases when control has been established, can continue at risk to the next base only. Should an infielder try to make a play on a runner that results in an error, play will end and the runner can only advance to the base he was approaching. The umpire will make a judgment call on the position of the runner and any subsequent overthrow. [revised 2/24/2014] Coaches should chalk a line half-way between bases prior to the game.

8.02 (j) (3) With runners on base - when the ball is hit to an infielder the play stops when the infielder makes a play to first base or to the base to which the runners are advancing. Runners may not advance more than one base on a ground ball in the infield.

8.02 (j) (4) With runners on base - when the ball is hit to an outfielder the play stops as in 8.02(j)(2) when the ball is possessed by an infielder in the infield. All runners may continue to a base if they have passed a

8. LOCAL RULES FOR DOUBLE A (AA)

point half-way between bases. Again, the umpire has the sole responsibility of determining the position of the runners once the ball reaches the infield and subsequent attempted plays are made. In no case will a player advance on an overthrow made by an infielder in an attempt to get a runner out. Managers must understand the intent and should instruct your players and coaches accordingly..

8.02 (k) The "Infield Fly Rule" does not apply in Double A.

8.02 (l) If one team is ahead by 15 runs or more at the end of five complete innings, the game will end with the team ahead credited with a win. Under no circumstances shall the game continue to be played.

8.02 (m) The manager and a coach are allowed on the field during the game for the purpose of giving instructions to members of the defensive team. Managers and coaches shall, however, be careful not to interfere with play while the ball is "live". Instructions shall be limited to periods when the ball is dead, not during times of "live" play" [revised 3/5/98].

8.02 (n) All other Babe Ruth and Mathewson McCarthy playing rules which are not in conflict with the above rules shall apply to these divisions during the game.

9. LOCAL RULES FOR SINGLE A (A)

9.01 RULES FOR SINGLE "A" CAL RIPKEN MINORS

9.01 (a) Beginning with the 2016 season, the A level is being combined with the A level for 7- and 8-year olds. The information in this section is present for historical reasons.

9.01 (b) The level of play for this Division is primarily instructional and non-competitive with a greater opportunity to expand skills development and introduce the rules of the game to the players at this higher level. The "games" or sessions are played to give the children a basic understanding of the object of the game. The length of each session should be no longer than one and one-half hours. The actual length of each game should be with mutual agreement of the team managers and, whenever possible, decided before the game begins. Managers should consider factors such as weather conditions, player interest, and the safety of all involved when arriving at such a decision and have the freedom to reconsider that initial decision as the game progresses.

9.01 (c) BATTING ORDER [revised 3/11/08]

9.01 (c) (1) From the first inning to the last, the batting order will consist of every team member who is present for the game and the batting order will not change during the game unless injury prevents such occurrence. This batting order will be set for the first game of the season and will remain in place until the rotation allows each player to bat in the leadoff position in the manner described below.

9.01 (c) (2) The current game's lead-off batter will bat last in the next game, and the player that batted or should have batted second in the current game shall be the lead-off batter in the next game. The remaining players in the rotation shall move up one position in the batting order for the next game. Here's an example of a rotation for a 12 player team:

9.01 (c) (3) Game #1 = B1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12; Game #2 = B2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 & then 1; Game #3 = B3, 4, 5, 6, 7, 8, 9, 10, 11, 12, & then 1, 2; and so on.

9.01 (c) (4) This rotation shall continue each game and need not be reset for player absence or injury.

9. LOCAL RULES FOR SINGLE A (A)

9.01 (c) (5) After game eight (second half of the season), the batting order may be changed for those players that have already batted in the leadoff position, with the ninth through the last maintaining their position from the original rotation.

9.01 (c) (6) The new order shall be followed in the same fashion as the first rotation and shall continue through the last game of the season.

9.01 (c) (7) The league will provide two umpires for each Single A game. A volunteer from the team currently at bat will assist at home plate. His or Her responsibilities shall be to place the ball on the tee and remove the tee from the plate area whenever a runner is advancing to home plate.

9.01 (c) (8) All players must wear protective equipment (e.g. cups, helmets). Helmets must be worn while players are on deck, batting, running the bases, coaching a base, pitching, and playing first base. When not in use, all helmets **MUST** be kept in the dugout, **NEVER** in the on-deck area.

9.01 (c) (9) Throwing of bats, gloves, or any object in a fit of anger subjects the player or manager or coach to ejection from the game.

9.01 (c) (10) In the event the offensive team scores 5 runs in any one inning, that inning shall be over the instant the 5th run crosses the plate

9.01 (c) (11) The "infield fly rule" does not apply to Single A.

9.01 (d) DEFENSIVE SCHEDULING AND DEFENSE

9.01 (d) (1) For every game, the starting defensive players must include any players that are not part of the first nine batters in the batting order for that game. [revised 3/11/08].

9.01 (d) (2) Each player present for the game and duly assigned by roster to a specific team shall play defense at least **FOUR** complete innings (except if a game is terminated before that point in accordance Local Rule # 9.01 (a) above).

9. LOCAL RULES FOR SINGLE A (A)

9.01 (d) (3) The player who occupies the defensive position of pitcher must stay in contact with the pitching rubber until the ball is hit.

9.01 (d) (4) All players present at the game will play at least two innings in the infield. For the purposes of this rule, infield positions shall be defined as pitcher, 1st base, 2nd base, 3rd base or shortstop. The player's infield innings need not be consecutive...

9.01 (d) (5) No player will play the same position for more than two innings.

9.01 (d) (6) Foul Ball - same as in regular baseball.

9.01 (d) (7) Batters may not bunt, take half swings, or swinging bunts. If, in the umpire's judgment, the batter did not take a full swing, the batter is called back and a strike is called against him.

9.01 (d) (8) Coaches will be used exclusively to pitch to batters for the first half of the season. If the batter fails to hit a fair ball pitched after five GOOD pitches from the coach, the batting tee will be brought out, and the player will resume his /her turn at bat with three additional swings off the tee [revised 3/2013].

9.01 (d) (9) The pitching machine will be used to pitch to batters for second half of the season. The second half of the season is defined as after either team (not necessarily both teams) has played in at least eight games. If the batter fails to hit a fair ball pitched for after five GOOD pitches from the pitching machine, the coach will then pitch, and the player will resume his /her turn at bat with three additional GOOD pitches from the coach [revised 3/2013].

9.01 (d) (10) If the batter accidentally throws the bat, he/she will be given a warning by the chief umpire. If the batter throws the bat again, he/she shall be declared out at the end of the play.

9.01 (e) BASE RUNNING

9.01 (e) (1) No base stealing. No leads, but the runner is not out if he leaves the base accidentally.

9. LOCAL RULES FOR SINGLE A (A)

9.01 (e) (2) A base runner **MUST SLIDE** (or otherwise attempt to avoid a collision) to avoid a tag by a defensive player. If a runner intentionally runs over a defensive player in possession of the ball, **HE IS AUTOMATICALLY OUT OF THE GAME** and out at the base. The player is also subject to suspension [see Mathewson McCarthy Local Rule # 5.08].

9.01 (e) (3) If a fair ball hits an umpire, manager or coach, it remains live and play continues.

9.01 (e) (4) When the ball is in the field of play, play action ends when either (a) a thrown ball from the outfield reaches the edge of the outfield grass by either rolling on the ground or by breaking the plane of the outfield grass if in the air, or (b) a play is made at a base for the purpose of making an out.

9.01 (e) (5) When a play is made at a base for the purpose of making an out and no error, which would normally enable a runner to advance or attempt to continue play, is made, the chief umpire calls time and the play ends.

9.01 (e) (6) When a play is made at a base for the purpose of making an out and an error is made, play will end. Refer to Local Rule #9.01 (d) (8), for errors resulting in an overthrown ball into foul territory.
NOTE: The intent of this rule is to keep coaches from running players.

9.01 (e) (7) When time has been called and the runner(s) is at least one-half the distance to the next base, the runner(s) is awarded that base. If in the chief umpire's observation, the runner(s) has not attained the required distance, the runner(s) must return to the base he/she has just left.

9.01 (e) (8) When a fielder throws a ball outside of the playing field for the purposes of making a play at base, the ball is dead and all runners advance one extra base. "Outside the playing field" is defined as the space in foul territory that is beyond the extended imaginary line that is formed from edge of the backstop or dugout.

9.01 (f) **REGARDING COACHES** [revised 3/5/98]

9. LOCAL RULES FOR SINGLE A (A)

9.01 (f) (1) A manager or coach may act as base coach. If a first or third base coach touches a runner while the ball is live for the purpose of assisting him, the runner is out.

9.01 (f) (2) The manager and a coach are allowed on the field during the game for the purpose of giving instructions to members of the defensive team. Managers and coaches shall, however, be careful not to interfere with play while the ball is "live". Instructions shall be limited to periods when the ball is dead, not during times of "live" play. [revised 3/5/98]

9.01 (f) (3) If a player on the field, or the ball, is deliberately touched by a field instructor during the time the ball is in play, the following penalty will be invoked: All runners will be safe and the batter will be given the number of bases, in the umpire's opinion that the batter would have attained had the interference not occurred.

9.01 (f) (4) The chief umpire shall review the rules involving foul balls [Local Rule #9.01 (c) (2)], overthrown ball [Local Rule #9.01 (d) (8)], and ending action of play [Local Rule #9.01 (d) (7)] with the other umpire and both managers prior to each game.

9.01 (g) All Babe Ruth playing rules and Mathewson McCarthy Local rules which are not in conflict with these special rules for Single A shall apply during regulation games.

10. LOCAL RULES FOR ROOKIES 2

10.01 RULES FOR CAL RIPKEN ROOKIES 2 [revised February 2001, 3/11/08]

10.01 (a) GENERAL

10.01 (b) The purpose of the Rookies 2 is to make T-ball more interesting for players who played T-ball as five year olds and to review and build upon the fundamental baseball skills introduced in Rookies 1. Rookies 2 is an advanced version of T-ball and is not designed to supplant or duplicate Single "A".

10.01 (c) The "games" or sessions are played to give the children a basic understanding of the object of the game. The length of each session should be no longer than one hour. The actual length of each game should be with mutual agreement of the team managers and, whenever possible, decided before the game begins. Managers should consider factors such as weather conditions, player interest, and the safety of all involved when arriving at such a decision and have the freedom to reconsider that initial decision as the game progresses.

10.01 (d) BATTING ORDER [revised 3/11/08]

10.01 (d) (1) From the first inning to the last, the batting order will consist of every team member who is present for the game and the batting order will not change during the game unless injury prevents such occurrence. This batting order will be set for the first game of the season and will remain in place until the rotation allows each player to bat in the top portion of the batting order in the manner described below.

10.01 (d) (2) The current game's lead-off batter will bat last in the next game, and the player that batted or should have batted second in the current game shall be the lead-off batter in the next game. The remaining players in the rotation shall move up one position in the batting order for the next game. Here's an example of a rotation for a 12 player team:

10.01 (d) (3) Game #1 = B1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12; Game #2 = B2, 3, 4, 5, 6, 7, 8, 9,

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10, 11, 12 & then 1; Game #3 = B3, 4, 5, 6, 7, 8, 9, 10, 11, 12, & then 1, 2; and so on.

10.01 (d) (4) This rotation shall continue each game and need not be reset for player absence or injury.

10.01 (d) (5) After each player on the offensive team bats once, that $\frac{1}{2}$ inning shall be over. The last batter of that $\frac{1}{2}$ inning shall be given the opportunity to “circle” the bases in “home run” fashion. All offensive players on base at the time the last player comes to bat shall also have the opportunity to “score” ahead of the last batter during that at bat. For safety considerations, all defensive players shall remain on the field in their positions until the last batter crosses home plate [revised 3/11/08].

10.01 (d) (6) For every game, the starting defensive players must include any players that are not part of the first nine batters in the batting order for that game [revised 3/11/08].

10.01 (d) (7) Coaches will pitch to batters for the entire season. If the batter fails to hit a fair ball after five GOOD pitches, the batting tee will be brought out, and the player will resume his /her turn at bat with three additional swings off the tee. Coaches on the field to pitch should be careful not block the “pitcher’s” vision [revised 3/2013].

10.01 (d) (8) A volunteer from the team currently at bat will assist at home plate. His or Her responsibilities shall be to place the ball on the tee and remove the tee from the plate area whenever a runner is advancing to home plate.

10.01 (d) (9) All players must wear protective equipment (e.g. cups, helmets). Helmets must be worn while players are on deck, batting, running the bases, or playing the pitcher or first base positions. When not in use, helmets MUST be kept in the dugout, NEVER in the on-deck area.

10. LOCAL RULES FOR ROOKIES 2

10.01 (d) (10) Throwing of bats, gloves, or any object in anger subjects the player or manager or coach to ejection from the game.

10.01 (e) DEFENSIVE SCHEDULING AND DEFENSE

10.01 (e) (1) For every game, the starting defensive players must include any players that are not part of the first nine batters in the batting order for that game [revised 3/11/08].

10.01 (e) (2) Each player present for the game and duly assigned by roster to a specific team shall play defense at least FOUR complete innings (except if a game is terminated before that point in accordance Local Rule # 10.01above).

10.01 (e) (3) The player who occupies the defensive position of pitcher must stay in contact with the pitching rubber until the ball is hit.

10.01 (e) (4) All players present at the game will play at least two innings in the infield. For the purposes of this rule, infield positions shall be defined as pitcher, 1st base, 2nd base, 3rd base or shortstop. The player's infield innings need not be consecutive.

10.01 (e) (5) No player will play the same position for more than two innings.

10.01 (e) (6) No official score will be kept and all games will end in a "tie". There will be no standings or playoffs. In the event the offensive team scores 5 runs in any one inning, that inning shall be over the instant the 5th run crosses the plate.

10.01 (e) (7) The "infield fly rule" does not apply.

10.01 (e) (8) One adult volunteer from each team will perform the umpire duties. The plate umpire shall be deemed to be the chief umpire. Volunteer umpires will alternate innings at the plate.

10. LOCAL RULES FOR ROOKIES 2

10.01 (e) (9) An adult volunteer may stand on the field near the backstop to retrieve a passed ball, in order to assist in maintaining the tempo of the game.

10.01 (e) (10) The player who occupies the defensive position of pitcher must stay in contact with the pitching rubber until the ball is hit. Coaches should be careful not to block the pitcher's vision while on the field.

10.01 (e) (11) Ten defensive players will be deployed (four outfielders). Outfielders must be deployed on the outfield grass.

10.01 (e) (12) Foul Ball - Same as in regular baseball except that if, IN THE JUDGMENT OF THE HOME PLATE UMPIRE, the ball will not travel 30 feet in fair territory from home plate, it will be called foul. An arc 30 feet from home plate shall be drawn from the first base line to the third base line. (Umpires should call the play as soon as practical without waiting for the ball to stop).

10.01 (e) (13) Batters may not bunt, take half swings, or swinging bunts. If, in the umpire's judgment, the batter did not take a full swing, the batter is called back to try again and attempt a full swing.

10.01 (e) (14) As this a learning environment, the batter will be provided with the number of swing attempts needed to successfully hit a fair ball [revised 2/5/09].

10.01 (e) (15) After SIX games, managers or coaches must pitch (over hand, preferably from one knee, and from approximately six feet in front of the pitching rubber) to the batter. If the batter fails to hit the ball after three GOOD pitches, the batting tee will be brought back and the player will successfully complete his/her turn at bat with swings off the tee.

10.01 (e) (16) Managers and coaches must make sure that the catcher stands clear of the

10. LOCAL RULES FOR ROOKIES 2

batter in order to avoid being accidentally struck by the batter.

10.01 (f) BASE RUNNING

10.01 (f) (1) Runners may only advance one base at a time. No extra base hits are allowed. No base stealing. No leads, but the runner is not out if he leaves the base accidentally.

10.01 (f) (2) An offensive player **MUST SLIDE** (or otherwise attempt to avoid a collision) to avoid a tag by a defensive player. If a runner intentionally runs over a defensive ball player with the ball, **HE IS AUTOMATICALLY OUT OF THE GAME** and out at the base. The player is also subject to suspension [see Mathewson McCarthy Local Rule # 5.08].

10.01 (f) (3) If a fair ball hits an umpire, manager or coach, it remains live and play continues.

10.01 (f) (4) When the ball is in the field of play, play action ends when either (a) a thrown ball from the outfield reaches the edge of the outfield grass by either rolling on the ground or by breaking the plane of the outfield grass if in the air, or (b) a play is made at a base for the purpose of making an out.

10.01 (f) (5) When a play is made at a base for the purpose of making an out and no error, which would normally enable a runner to advance or attempt to continue play, is made, the chief umpire calls time and the play ends.

10.01 (f) (6) When a play is made at a base for the purpose of making an out and an error is made, play will end.

10.01 (f) (7) When time has been called and the runner(s) is at least one-half the distance to the next base, the runner(s) is awarded that base. If in the chief umpire's observation, the runner(s) has not attained the required distance, the runner(s) must return to the base he/she has just left.

10.01 (f) (8) Overthrown ball into foul territory: More than ten feet (imaginary line from edge of the

10. LOCAL RULES FOR ROOKIES 2

backstop or dugout) all runners advance one extra base. NOTE: The intent of all of these rules are to keep coaches from running players at the expense of very young, inexperienced defensive players whose ability to make a play for an out is limited.

10.01 (g) REGARDING COACHES

10.01 (g) (1) A manager or coach may act as base coach. If a first or third base coach touches a runner while the ball is live for the purpose of assisting him, the runner is out.

10.01 (g) (2) The manager and/or coaches (a maximum of two) are allowed on the field during the game for the purpose of giving instructions to members of the defensive team. Managers and coaches shall, however, be careful not to interfere with play while the ball is "live".

10.01 (g) (3) Instructions shall be limited to periods when the ball is dead, not during times of "live" play.
[revised 3/5/98]

10.01 (g) (4) If a player on the field, or the ball, is deliberately touched by a field instructor during the time the ball is in play, the following penalty will be invoked: All runners will be safe and the batter will be given two bases.

10.01 (h) The managers shall review the rules with the volunteer umpires prior to each game.

10.01 (i) All Babe Ruth playing rules and Mathewson McCarthy Local rules which are not in conflict with these special rules shall apply during regulation games.

11. LOCAL RULES FOR ROOKIES 1

11.01 RULES FOR CAL RIPKEN ROOKIES 1 (Modified 2/2001 and 3/11/08)

11.01 (a) Cal Ripken Rookies 1 is for five year olds. Although strictly instructional and non-competitive, “games” are played to give the children a basic understanding of the object of the game. The length of each session should be no longer than one hour. The actual length of each game should be with mutual agreement of the team managers and, whenever possible, decided before the game begins. Managers should consider factors such as weather conditions, player interest, and the safety of all involved when arriving at such a decision and have the freedom to reconsider that initial decision as the game progresses.

11.01 (b) BATTING ORDER [revised 3/11/08]

11.01 (b) (1) From the first inning to the last, the batting order will consist of every team member who is present for the game and the batting order will not change during the game unless injury prevents such occurrence. This batting order will be set for the first game of the season and will remain in place until the rotation allows each player to bat in the top portion of the batting order in the manner described below.

11.01 (b) (2) The current game’s lead-off batter will bat last in the next game, and the player that batted or should have batted second in the current game shall be the lead-off batter in the next game. The remaining players in the rotation shall move up one position in the batting order for the next game. Here’s an example of a rotation for a 12 player team:

11.01 (b) (3) Game #1 = B1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12; Game #2 = B2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 & then 1; Game #3 = B3, 4, 5, 6, 7, 8, 9, 10, 11, 12, & then 1, 2; and so on.

11.01 (b) (4) This rotation shall continue each game and need not be reset for player absence or injury.

11.01 (b) (5) After each player on the offensive team bats once, that ½ inning shall be over. The last batter of that ½ inning shall be given the opportunity to “circle” the bases in “home run” fashion. All offensive players on base when the last player comes to bat

11. LOCAL RULES FOR ROOKIES 1

shall also have the opportunity to “score” ahead of the last batter during that at bat. For safety considerations, all defensive players shall remain on the field in their positions until the last batter crosses home plate [revised 3/11/08].

11.01 (c) The Rookie 1 game sessions should be treated as an instructional environment designed to teach the fundamental skills highlighted below:

11.01 (c) (1) Fielding - Objectives are to instruct basic proper use of glove with emphasis on use of both hands, getting in front of the ball, hand and body positions for catching balls in the air and on the ground, and the turn, cock, step and throw of throwing overhand.

11.01 (c) (2) Hitting - Objectives are to instruct in basic fundamentals of hitting: wearing of helmet, proper stance, proper grasp of bat, ready and loaded hand positions, stride, eye on ball, level swing, and follow through.

11.01 (c) (3) The batting tee will be used exclusively for the first half of the season. Coaches will pitch to batters thereafter. The second half of the season is defined as after either team (not necessarily both teams) has played in at least six games. If the batter fails to hit a fair ball after five GOOD pitches, the batting tee will be brought out, and the player will resume his/her turn at bat with three additional swings off the tee. Coaches on the field to pitch should be careful not block the “pitcher’s” vision [revised 3/2013].

11.01 (c) (4) Running - Objectives are to instruct in proper dropping of the bat (not throwing), running thru first base on coach’s command, turning at first base on coach’s command, ready stance at the base, and listening or watching the coach for direction.

11.01 (c) (5) Instruction is reinforced through coaches stationed in the field during play to direct and instruct players. All games result in ties.

12. CAL RIPKEN DIVISION GROUND RULES

12.01 Prior to each game the plate umpire will confer with the base umpire(s) and managers of both teams to review the ground rules in effect for the game and to establish any additional temporary ground rules as needed to ensure the safety of the players.

12.02 For all games, the Home team will occupy the Third Base Dugout and the Visiting team will occupy the First Base Dugout.

12.03 The Out-of-Play boundaries are defined as follows:

12.03 (a) Wehrle 1, 2, 3 and Royal 1 - outside of the fence surrounding the field

12.03 (b) Royal 2 and 4 - outside any existing fences and beyond the imaginary line starting from the front of the dugout fence and running parallel to each foul line towards the outfield.

12.03 (c) Royal 3 - outside any existing fences and beyond the imaginary line starting at the edge of the backstop and running parallel towards the outfield.

12.03 (d) All batted or thrown balls within the playing boundaries, unless jammed in or under fences, backstops, or dugout screens, are playable and runners may advance at their own risk.

12.03 (e) Balls leaving the playing boundaries - bases awarded as follows:

12.03 (e) (1) Ball hit on the fly out of the park in fair territory - Home Run

12.03 (e) (2) A fair batted ball leaving the playing boundaries on a bounce - 2 bases for all runners.

12.03 (e) (3) A ball throw by a fielder leaving the playing boundaries - the ball is "dead" and runners will advance two bases from the point they were at, as determined by the umpire, when the ball left the thrower's hand. This is a judgment call by the umpire. A wild pitch or passed ball lodging in the backstop - base runners receive one base.

12.03 (f) All Babe Ruth playing rules and Mathewson McCarthy Local rules which are not in conflict with these special rules shall apply during regulation games.

13. ALL STAR/PLAYOFF GAME FORMATS

13.01 (a) All-Star games are played at the Double A, Triple A and Majors levels. The following format will apply for all All-Star games:

13.01 (b) Game Length:

13.01 (b) (1) For all levels = seven innings

13.01 (c) Minimum playing time per player

13.01 (d) For All Levels = Four innings

13.01 (e) Pitching limit:

13.01 (f) For All Levels = Two innings per pitcher (pitching machines may be used in "AA")

13.01 (g) Free Substitution

13.01 (g) (1) Free substitution is permitted at all levels

13.01 (h) Batting

13.01 (h) (1) The batting order will consist of each player present for the game and will remain the same throughout the game.

13.01 (i) Ties will not be broken. The manager will be the manager of the first place team from each division as of the cut off date. He or she will be assisted by the managers of all the other teams in the division. The game will be umpired by a crew appointed by the vice-president of each level after consultation with the chief umpire. Umpires will rotate in their assignments during the game. The Major All-Star game will be umpired by an adult or senior crew.

13.01 (j) All other applicable rules as listed in the Managers book and local league rules will apply.

13.01 (k) A NOTE ABOUT ALL-STAR SELECTION

13.01 (k) (1) Selections may be made by whatever method a manager may elect. However, managers are cautioned that few matters elicit more hurt feelings than all-star selections. All managers should, therefore, develop a sound, defensible basis for selection. Statistics such as batting averages, pitching

13. ALL STAR/PLAYOFF GAME FORMATS

records, fielding, etc. can serve as an objective basis for your selections. There are some advocates of a team vote for all-stars. This method may draw too much attention to all-star selection, turn it into a popularity contest, and only aggravate matters. If a manager chooses to use the voting method, perhaps the vote could be weighted with player voting counting for some percentage of the criteria. Whatever method is chosen, it should be kept in mind that all players are all stars to you and to their parents. The announcement of all-stars should be handled with care and sensitivity. Managers may also consider discretely informing each selected player and his/her parents outside the presence of the team.

13.01 (k) (2) If a player is selected as an all-star but cannot participate because of injury, sickness, or absence he or she cannot be replaced by another player. He or she will receive an all-star trophy, and if the condition permits, may sit in the dugout with the team.

13.02 STANDINGS AND PLAYOFF SEEDINGS (MAJORS ONLY) [revised 2/1/04]

13.02 (a) Regular season standings shall be kept and posted weekly on the basis of win-loss-tie records. Two points will be awarded for a win and one point for a tie. For the purpose of determining playoff seeding, ties in the standings shall be broken in the following order of preference:

13.02 (a) (1) Head to head competition will be the first tiebreaker

13.02 (a) (2) Division record (if applicable) will be the second tiebreaker

13.02 (a) (3) Total number of wins

13.02 (a) (4) The lowest number of runs allowed will be the next tiebreaker.

13.02 (a) (5) If a tie still remains at this stage, there will be a coin toss to determine seeding.

13. ALL STAR/PLAYOFF GAME FORMATS

13.02 (a) (6) These rules shall apply in two, three, four team, etc. deadlock situations and will be determined by the Divisional VP in consultation with the Executive VP-Cal Ripken unless a conflict-of-interest could be involved. Results of tiebreakers will be final and shall not be appealable.

13.03 PLAYOFF RULES

13.03 (a) For all levels involved in playoffs at the end of the regular season the rules for each level will be the same as during the regular season with the following exceptions:

13.03 (a) (1) All teams that participated in the regular season of play are eligible to play in the playoffs in their respective divisions.

13.03 (a) (2) All individual levels will participate in a double elimination tournament to determine the playoff champion. Except in Triple A, seeding in the playoffs is determined by the position teams finished overall during the regular season. Triple A matching is by blind draw. [revised 12/10/03]

13.03 (a) (3) In the first round of playoffs only, the home team is determined by the position finished in during the regular season. For example: If there are two divisions in your level of 4 teams in each division, your seeding is determined by how you finish overall among the 8 teams. If 2nd place is playing 7th place, the 2nd place team is the home team and so forth. After the first round and for the remainder of the playoffs, home team will be determined by a coin flip, which shall occur at least fifteen minutes prior to game time [revised 3/17/10]. If a team had a bye in the first round, the team with the bye will be the home team in its first game.

13.03 (a) (4) PITCHING LIMITATIONS - Unlike the regular season, the pitching week is not in effect. The Babe Ruth Cal Ripken Tournament rule will be in effect - A PITCHER MAY PITCH A TOTAL OF NO MORE THAN SIX (6) INNINGS OVER TWO CONSECUTIVE GAMES. For example, if a pitcher pitches 4 innings in game one, he/she is only allowed to pitch 2 innings in the second game. Also if a

13. ALL STAR/PLAYOFF GAME FORMATS

pitcher pitches a single pitch in any inning, that constitutes an inning pitched.

13.03 (a) (5) Games must be played to conclusion. This means six (6) full innings must be played. Therefore games suspended due to weather, darkness, or ties shall be completed. The only exception being the 15 run rule limit (mercy rule). If the home team is ahead after regulation play, 3 ½ innings, by 15 runs or more or the visiting team is ahead by fifteen runs after 4 innings, the game will become official and conclude at that point.

13.03 (a) (6) PROTESTS - Any protest of a playoff game must be submitted immediately after the game in writing to the protest committee. Remember, judgment calls by the umpire will not be considered for protests. Only the playoff rules, league rules, and Babe Ruth Rules that apply to your division will be the basis for protests. Final decisions regarding protests will be made prior to the start of your next scheduled game

13.03 (a) (7) EVALUATIONS – A manager must submit player evaluations before the playoffs begin, or the team will not be allowed to play in the playoffs [adopted 1/3/2007].

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14.01 To meet the desires of all players and families, Mathewson McCarthy is committed to offering both league and tournament play opportunities. In resolving conflicts between league and tournament activities it is the policy of the league that league officers, managers, players and parents accord league activities -- games, practices and meetings -- priority over like tournament activities. Priority shall require that players attend league activities over simultaneously scheduled like tournament activities. Effort should be made to avoid such conflicts including making reasonable adjustments in league scheduling to accommodate tournament schedules.

14.02 At each level of play, except Rookies and Single "A", players are selected to represent Mathewson McCarthy in post-season tournaments. Player selection is based on a player's ability as demonstrated in try-outs. While playing ability is the major consideration, sportsmanship, conduct, attitude, and ability to get along with others are traits considered when selecting tournament players. The selection process for regular season all-stars has no bearing whatsoever on post season tournaments.

14.03 All tournament teams participate in the Clarence Sunday league, or suitable alternative as approved by the Board of Directors. Teams also participate in Babe Ruth National Tournament and in Mathewson McCarthy sponsored invitational tournaments. The Babe Ruth National Tournament (age divisions 10, 12, 13, 14 and 15) begins the last week of June or first week of July with the District Tournament (played in the Buffalo area), followed at two week intervals by state, regional, and, finally, national (World Series) championship tournaments. Progression beyond the district level may involve extensive travel. Housing and transportation are the parents' responsibilities.

14.04 Tournament team player fees cover the league's cost of participation in the Clarence Sunday League, the Babe Ruth National Tournament, and up to three invitational tournaments. A Mathewson McCarthy sponsored invitational tournament will be counted against this three. Team managers may select invitational tournaments to enter from a list provided by the league's Tournament Director, subject to approval of the Tournament Director and Board of Directors. Teams wishing to participate in more than three invitational tournaments may do so with permission of the Board of Directors and provided that all costs are paid by the team.

14.05 Tournament team participation involves considerable practice and playing time in addition to regular league play. This being so, tournament team players and parents must make the necessary commitment to the team. Depending on success in district and state tournaments, a team may possibly continue to play through much of August. In the past,

14. TOURNAMENTS

Mathewson McCarthy tournament teams have advanced to regional finals in Maryland, New Jersey and Pennsylvania.

14.06 TOURNAMENT MANAGERS / PLAYERS SELECTION PROCEDURES [approved 6/1/89; revised 2/2001]

14.06 (a) TEAMS

14.06 (a) (1) When possible, MMBRB will field the following tournament teams:

- Three Senior Teams (13, 14, and 15)
- Two 12 year old and under teams
- One 10 and under team
- One 9 and under team
- One 8 and under team

14.06 (a) (2) If player interest warrants, MMBRB will attempt to field two tournament teams at each level.

14.06 (b) MANAGERS

14.06 (b) (1) NOMINATING COMMITTEE

- Cal Ripken DIVISION:

League President, Executive Vice President, Tournament Director and respective Divisional Vice President.

- SENIOR DIVISION:
 - League President, Executive Vice President of Senior Division, Tournament Director and respective Divisional Vice President.

14.06 (c) PROCEDURES FOR NOMINATIONS

14.06 (c) (1) Respective Divisional Vice President will gather a list of Managers and Coaches who have requested to be considered by the Nominating Committee for the position of Tournament Team Manager. The only document that will be considered is the applicant's written application. All applications

14. TOURNAMENTS

should include a statement of all relevant experience both within and outside the league.

14.06 (c) (2) The Nominating committee will then meet with each applicant to decide which Applicant and/or Applicants the committee will submit to the Board of Directors for final approval. The nominating committee will also submit to the Board a list of all managers and coaches who have requested consideration.

14.06 (d) CRITERIA FOR MANAGERS SELECTION

14.06 (d) (1) Selection of managers for teams participating in Babe Ruth National Tournaments will be made in accordance with Babe Ruth Rules. The manager selected will, in turn, select two (2) coaches. Both manager and coaches must be officially rostered as managers or coaches of Mathewson McCarthy league teams [see Rule 5.09 in Cal Ripken Rule Book and page BR5 of your official Baseball Rule book].

14.06 (d) (2) Managers must be fully committed to fulfill the manager's obligations to hold sufficient practices, follow all applicable tournament rules and regulations, insure required documentation is provided, and finish all tournaments to conclusion. The manager must be aware that he may be required to play out of town for possibly days at a time, thus losing time from work for which he will not be compensated by the league. Reimbursement will only be made for those expenses specified in the league's tournament expense guide.

14.06 (d) (3) Manager selection will occur in January or February preceding the regular season so that all tournament managers will be available to attend the organizational meetings of the Clarence Sunday League.

14.06 (e) QUALIFICATIONS & RESPONSIBILITIES

14.06 (e) (1) Managers must have a good knowledge of the game and be able to fulfill the foregoing responsibilities. In addition, managers must have demonstrated proper conduct both on and off the field

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and the ability to work with players, coaches, officials and parents.

14.06 (e) (2) The Manager is also responsible for all coaches and players both on and off the field.

14.06 (e) (3) Managers must strictly abide by all league and Babe Ruth rules and policies. In addition, the manager must be prepared to commit to being available for all tournaments.

14.06 (e) (4) A manager shall commit to be available to manage all his team's tournament games.

14.06 (e) (5) The manager is responsible for all equipment and uniforms issued to the team and for return of those items, in good condition, promptly upon completion of the tournament season.

14.06 (e) (6) A manager must assist the Tournament Director in running any Mathewson McCarthy sponsored invitational tournaments at his age level. Additionally, the manager is required to coordinate performance of field maintenance duties by player parents.

14.06 (e) (7) The team composition rule will allow one (1) manager and **three (3) coaches** per team for all Divisions of Babe Ruth League, Inc., **For tournament play** - should a team advance to a World Series, the 3rd coach will be responsible for their own travel and lodging (remember a tournament manager or coach must be selected from the league or division in which they manage or coach).

14.07 TOURNAMENT TEAM TRYOUTS, ORGANIZATION AND CONDUCT

14.07 (a) In scheduling and conducting tryouts and selecting players, tournament managers shall:

14.07 (a) (1) Schedule at least two (2) try-outs and post the time and location of the try-outs at both Wehrle and Royal Parkway. Teams attending the Babe Ruth National Tournaments will have priority on any players at their respective age levels.

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14.07 (a) (2) Give managers of all league teams with eligible players written notice of the times and places of each try-out. This can be done by putting the notice in the Wehrle Drive mail slots.

14.07 (a) (3) Select coaches to help conduct the tryouts and evaluate the players.

14.07 (a) (4) Prior to starting the first tryout, assemble parents and players and inform them of the commitment involved in playing tournament baseball, including dates of tournaments, and verify player availability for all tournaments which the team will enter; also inform them of the criteria which will be used to select players including conduct and sportsmanship.

14.07 (a) (5) conduct the tryouts with the goal of selecting the best possible team to represent Mathewson McCarthy, considering not only playing ability but also the personal qualities of the players.

14.07 (a) (6) meet with the coaches who assisted at the tryout to evaluate player abilities and make player selections; a team participating in a Babe Ruth National Tournament shall have priority in player selection over any other tournament team for which a player is eligible.

14.07 (a) (7) after selecting the team, submit a complete roster to the Tournament Director and appropriate divisional Vice President and post the roster on the bulletin board next to the snack bar; managers may inform players not selected in any manner but, as this is a sensitive issue, care and discretion are in order.

14.07 (b) Up until one week prior to the district tournament, in the event of conflict between league and tournament team practices, a tournament team player must, without exception, attend the league practice to conclusion. Tournament practices may be held prior to league games, but players must be released in time to arrive on time for their league game warm-ups. Practices held prior to league games shall be limited to skills development -- no conditioning, base-running or other stamina taxing activities which might result in players being unable to perform to the

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best of their ability in the game. All tournament teams will be given one assigned practice time per week-not to conflict with league play. League teams will not schedule practices during this time.

14.07 (c) Additional players may be added to the roster following the tryouts if deemed warranted by the tournament manager and approved by the division vice president. An underage player not named to the ORIGINAL team roster may not be added (for either practices or games) until following such player's team's commitment to the Babe Ruth National Tournaments except on an interim, emergency basis where the older team can field fewer than 9 players for a scheduled game. When possible, the younger player playing the needed position should be called up and not the same player time after time. Roster spots MAY NOT be kept open in anticipation of calling up younger players when they become available.

14.08 CLARENCE TRAVEL LEAGUE

14.08 (a) Policies for Clarence Sunday League

14.08 (a) (1) Each manager must attend the organizational meeting of the Clarence Sunday League and coordinate his team's participation. Prior to the Clarence winter meeting, managers will obtain from the League Scheduler a list of Sundays when Clarence league home games may be scheduled. Managers will inform the league that all Mathewson McCarthy home games must be scheduled no earlier than 4:00 PM (3:00 PM for Doubleheaders) and will be moved to a later start time or cancelled when Mathewson McCarthy league games require. Managers must also request that all away games be scheduled with a late afternoon or evening start time with the warning that earlier scheduled games run the risk of cancellation due to league make up games. All diamonds will be scheduled for 6:00 PM Clarence home games on All-Star Sunday (usually Sunday after Father's Day) to allow time for the all-star games and avoid travel that Sunday

14.08 (a) (2) Tournament players with an earlier league game must arrive on time for and play that game to conclusion to be eligible to play in a later Clarence game. When the league game is later,

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players who play in the earlier Clarence game must arrive on time for and play the league game to conclusion. A player who has good cause for arriving late to or missing the league game, as confirmed in a note from a parent, may be excused by his league manager and thereby be eligible to play in the later Clarence game or suffer no sanction for being late to or missing the later league game. Managers may not permit a player to leave a league game early to attend a Clarence game.

14.08 (a) (3) League managers shall permit a player to miss, or to leave early, a league practice so the player may attend a tournament tryout or play in a Clarence league game scheduled at the same time.

14.08 (a) (4) Tournament team managers shall observe the following pitching limitations for all Clarence league games:

- All ages - - 2 innings per day
- Although 2 innings are permitted for players, tournament managers are strongly encouraged to limit pitchers to one inning and to keep pitch counts low. Tournament managers shall report their pitchers and innings pitched to each pitcher's divisional VP after each Clarence game.
- Tournament managers shall coordinate the use of pitchers with each pitcher's league manager. Tournament managers shall make themselves aware of the number of innings the pitchers they intend to use have pitched on Saturday and what the league managers' plans are for using those pitchers in the coming week. Tournament managers must give all deference to the league managers and their plans. In the use of pitchers, tournament managers will not be bound, but should be guided, by the league's weekly pitching limitations.

14.09 TOURNAMENT PLAYERS

14.09 (a) TRYOUTS

14.09 (a) (1) All players will be required to attend a scheduled tryout conducted by their respective

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tournament team manager. Open tryouts will be scheduled prior to the start of the regular season. If unable to attend these tryouts, players may contact the team manager and request an opportunity to tryout.

14.09 (a) (2) When two tournament teams will be fielded at any level, players are required to attend the tryouts for the "A" team. "B" team players will then be selected from the remaining players attending that tryout. A player may not voluntarily "play down" on a "B" team if the "A" team manager has selected that player for the "A" team. If a player refuses to attend a tryout sponsored by the "A" team, such player shall be ineligible to play for the "B" team. The "A" team will have priority on all eligible player selections at all levels.

14.09 (a) (3) Players must attend the age appropriate tryout. However, 14 year old players may attend the 15U tryouts if no 14U team will be participating in the Babe Ruth National Tournament. Players will not be allowed to tryout for tournament teams above their level of league play unless age appropriate. For example, a 12 year old player in Major 60 is eligible to try out for the 12U team, but a 10 year old player in Major 60 is not unless no 10U tournament team is being fielded. By the same token, a 10 year old player in AAA may try out for the 10U team despite the fact he is not rostered in Major 60.

14.09 (a) (4) Players 9 and under may attend the tryout appropriate to either their level of league play or age.

14.09 (b) RESPONSIBILITIES

14.09 (b) (1) Players must agree to commit for the entire tournament season including the Clarence league unless first notifying the manager of any circumstances that would prevent this. Players WILL NOT be prevented from participating due to scheduled vacations, etc. Any special circumstances, e.g. a player participating in just the Babe Ruth National Tournament due to outside commitments, must be approved by both the team manager and division VP prior to the player's participation.

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14.09 (b) (2) Players on teams participating in the Babe Ruth National Tournament may not play or practice with another Mathewson McCarthy tournament team until their team has completed participation in the Babe Ruth National Tournament except when called upon in an emergency.

14.09 (c) FEES

14.09 (c) (1) Every player selected for any Babe Ruth tournament team is required to pay a non-refundable fee. No player shall be permitted to play until the fee is paid. Tournament managers are required to submit player fees to the Tournament Director or Treasurer prior to the team's first game.

14.09 (c) (2) Tournament team player fees will be set annually by the Board of Directors.

14.09 (c) (3) It is highly recommended that the team manager appoint a team representative to handle the collecting of the team fees and team paperwork and as a lead person to handle the team's responsibilities during Mathewson McCarthy's invitational tournament.

14.09 (c) (4) A team will not be allowed to enter a tournament until all team members have paid their fee [adopted 1/17/2007].

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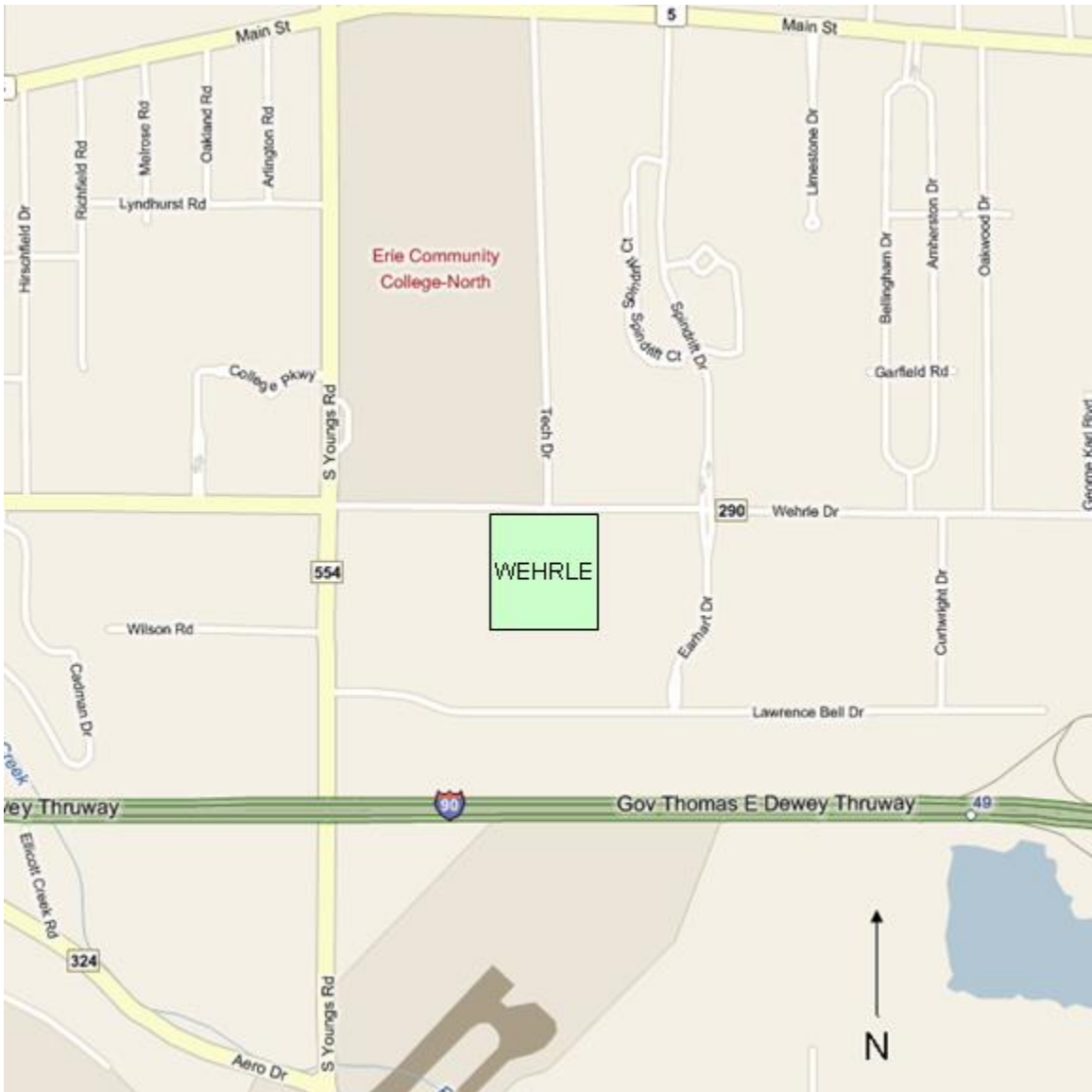
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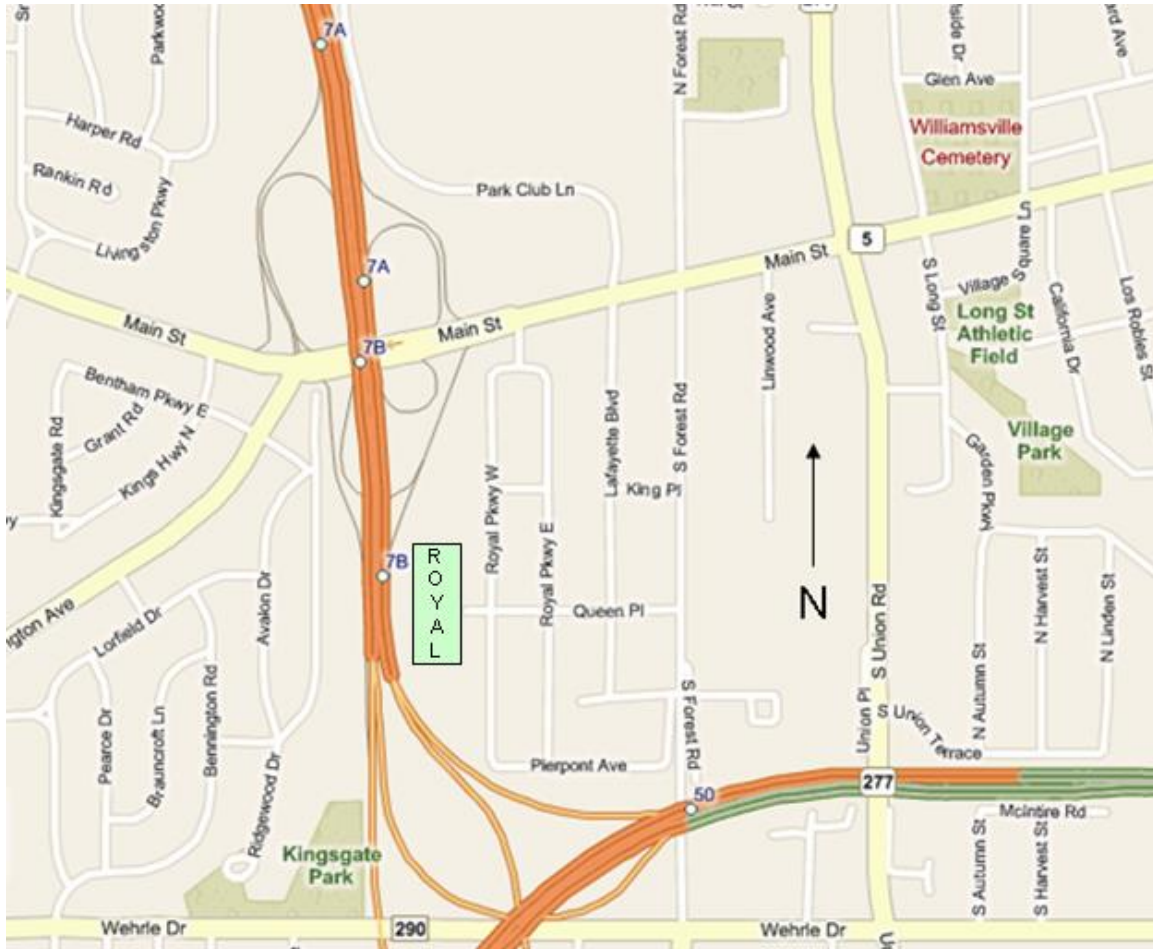
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Mike Yageric

MAP AND VIEW OF THE WEHRLE BASEBALL COMPLEX

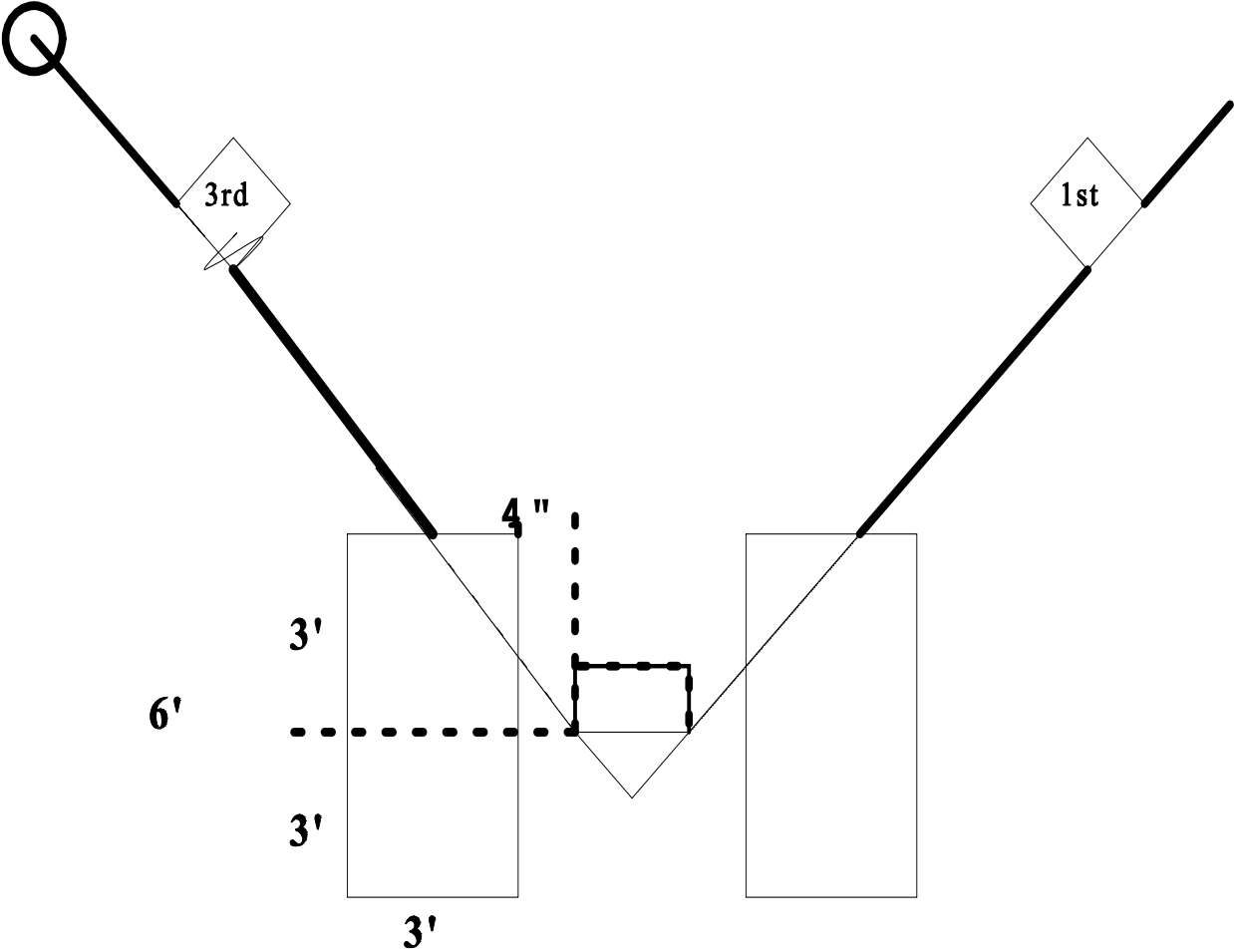


MAP AND VIEW OF THE ROYAL BASEBALL COMPLEX



THE COACHES BOX

By: F.B. (Fastball) McCall



MATHEWSON McCARTHY BASEBALL, INC.
Town of Amherst

League President: Rich Galmarini

TOURNAMENT MANAGER APPLICATION

NAME:

TEAM APPLYING FOR:

YEARS WITH OUR LEAGUE

EXPERIENCE

	TEAM	LEVEL	YEAR	POSITION (Mgr./Coach)
1.	_____	_____	_____	_____
2.	_____	_____	_____	_____
3.	_____	_____	_____	_____
4.	_____	_____	_____	_____
5.	_____	_____	_____	_____
6.	_____	_____	_____	_____
7.	_____	_____	_____	_____
8.	_____	_____	_____	_____
9.	_____	_____	_____	_____
10.	_____	_____	_____	_____

EXPERIENCE COACHING IN OTHER LEAGUES AND SPORTS

	LEAGUE	SPORT	YEAR	POSITION (Mgr./Coach)
1.	_____	_____	_____	_____
2.	_____	_____	_____	_____
3.	_____	_____	_____	_____
4.	_____	_____	_____	_____
5.	_____	_____	_____	_____

Do you have certification in coaching_____, first aid _____, and CPR _____?

If you are not selected as manager, would you be willing to serve the team in another capacity (Coach, Scorekeeper, Business Manager)? _____

ADDITIONAL BACKGROUND (Use separate sheet if needed)



MATHEUSON McCARTHY

____ U (____)
AGE LEVEL TEAM COLOR

2014 PARENT / PLAYER CONTRACT

This **AGREEMENT of PARTNERSHIP** is made as of _____ by and between the undersigned
DATE
 Partners. The rules, philosophies, and expectations, (Team level and name) will operate under are outlined in the following paragraphs. Please read through closely, as we want you to be fully aware of what is expected of our players, parents and coaches.

A. FINANCIAL OBLIGATIONS:

Player Fees: Each player (parent) is responsible for 50% of the fee in the amount of \$ _____
PARTIAL FEE AMOUNT
 on _____, and for the remaining 50% of the fee \$ _____ on _____
DATE REMAINING FEE AMOUNT DATE
 for full payment of \$ _____. Player fees cover the expense of tournaments (district and some
FULL FEE AMOUNT
 invitationals depending on their cost), uniforms, balls, umpires, and training facilities. However, additional costs may occur for other training.

B. TEAM PHILOSOPHY:

Our aim is to develop players on and off the field. Coaches will, at all times, have the safety and general well-being of the players in mind.

C. PARENTAL PARTICIPATION:

Parents are encouraged to attend practices and games.

1. We insist that coaches, parents, relatives, and friends attending the games do not abuse coaches, parents, or players on either team, or umpires in any way.
2. During games, family and friends are respectfully asked to remain away from the dugouts unless asked by the coaches or there is an emergency.
3. While we encourage you to cheer as much as possible, please refrain from shouting instructions or positioning to any of the players.

D. PLAYING TIME

The Coaches will determine the best playing positions for each player. In practice players will learn many of the positions but in games players will play the positions where they and the team will be most successful. All players will not play the same amount of time. This philosophy is endorsed by MMBRB.

**E. PLAYERS – Rules and Expectations**

1. Players are not allowed to argue with coaches, parents or umpires for any reason.
2. Foul language and profanity are not tolerated at any time.
3. Self-indulgence by players, such as hanging one's head after an error or mental mistake, pouting over personal failure, or throwing of equipment will have no place on the team.
4. Players will arrive 30 minutes before game time and 5 minutes before practice. Missed games and practices must be communicated to the head coach before the event (at least one week notice for tournaments).
5. Any player missing any part of the uniform will not be allowed to participate in practice or a game.
6. I understand the dates of the Cal Ripken Tournaments are: Districts _____, States _____, Mid Atlantic Regionals _____ and World Series _____.
DATES DATES DATES

F. ENFORCEMENT OF RULES AND VIOLATIONS.

The rules and expectations listed herein are in place to ensure the quality development of our team and the individual player. Any player or parent violating any of these rules or expectations will have consequences voted on by the coaching staff. If necessary, the Tournament Committee of MMBRB may have to be notified for further action, which could result in removal from the team.

The coaches are not perfect and will make mistakes. If at any time anyone has any questions, ideas, or concerns, please feel free to talk to the manager at your convenience. Issues should always first be tried to be resolved with the head coach.

PARENT / PLAYER CONTRACT SIGNATURE FORM

Please fill in and sign below.

_____ hereby accepts the foregoing contract, and all terms and conditions.
PRINT PLAYER NAME

 Player Signature

 Date

 Parent Signature

 Date

MEDIA CONSENT

I do/do not (please circle one) give consent for the above named player to have his image displayed on the team and/or organization website or other promotional media used by the organization.

 Parent Signature

 Date

Year: 2014

MATHEWSON MCCARTHY PLAYER RATING FORM

Name: _____ Playing Age: _____ Level ☐ 3A ☐ M60 ☐ M70
☐ S-Frontier ☐ S-Summit

Team: _____ Team's Record: _____ Manager's Name: _____

Player's Ranking on this Team (1 to 13) _____ Recommended level next season _____

Bats: ☐ Right ☐ Left Throws: ☐ Right ☐ Left BUILD: ☐ Small ☐ Med ☐ Large

(1) BASIC SKILLS (Please circle)

	P	F	A	G	E
Throwing Long	1	2	3	4	5
Throwing Short	1	2	3	4	5
Fielding Grd. Balls	1	2	3	4	5
Fielding Fly Balls	1	2	3	4	5
Base running	1	2	3	4	5
Speed	1	2	3	4	5
Ball Sense	1	2	3	4	5
Bunting	1	2	3	4	5

(2) ATTRIBUTES (Please check)

	YES	INC.*	NO
Positive Attitude	_____	_____	_____
Coachable	_____	_____	_____
Team Player	_____	_____	_____
Keeps Head in Game	_____	_____	_____
Good Attendance	_____	_____	_____
Looks for Signals	_____	_____	_____
Parent(s) help	_____	_____	_____

*Inconsistent

(3) SPECIFIC SKILLS (Please circle) if stats are unavailable make an educated guess.

	1	2	3	4	5
(A) Batting Avg.	(0-150)	(150 - 250)	(250 - 350)	(350 - 450)	(over 450)
(B) On Base %	(0-250)	(250 - 350)	(350 - 450)	(450 - 550)	(over 550)

(C) **POSITIONS PLAYED:** Primary _____ Secondary _____ Other _____

(D) IF PITCHER

Was Team's # _____ pitcher

Overall Pitching: Fair Good Exc
 Innings Pitched _____

Runs Allowed _____
 Opp. Batting Avg. _____
 Strike-outs _____
 Walks _____
 Hits _____

(E) IF CATCHER

Was Team's # _____ catcher

Overall Catching: Fair Good Excellent
 Innings Caught _____

Pass Balls: Fair Good Excellent
 Throw to 2nd: Fair Good Excellent
 Agility Fair Good Excellent
 Fielding Fair Good Excellent

(4) SPECIFIC COMMENTS

On All-Star Team _____ On Tournament Team _____ On High School Team _____

General Comments: _____

Rater's Name _____ Phone No. _____

IMPORTANT: PLEASE SUBMIT A RATING FORM FOR EACH PLAYER ON YOUR ORIGINAL ROSTER. IF YOU ARE UNABLE TO RATE A PLAYER, FILL IN THE NAME, AGE, LEVEL AND TEAM AND A BRIEF EXPLANATION. (e.g. MOVED, QUIT, INJURED)

MATHEWSON McCARTHY
PLAYER RATING FORM

Name: _____ **Year:** 2014 **Playing Age:** _____

Level: ☐ Rookie 1 ☐ Rookie 2 ☐ Single A ☐ Double A **Team:** _____

Player's Ranking on this Team (1-13)

=====

(1) BASIC SKILLS (Please Check)

FAIR	GOOD	EXC	NO	S/T
Throwing	_____	_____	_____	_____
Fielding Grd. Balls	_____	_____	_____	_____
Fielding Fly Balls	_____	_____	_____	_____
Batting	_____	_____	_____	_____
Base running	_____	_____	_____	_____
Ball Sense	_____	_____	_____	_____

(2) ATTITUDE (Please check)

YES			
Positive Attitude	_____	_____	_____
Coachable	_____	_____	_____
Team Player	_____	_____	_____
Good Attendance	_____	_____	_____

(3) POSITIONS PLAYED: Primary _____ Secondary _____ Other _____

(3A) ONLY FOR DOUBLE A PITCHERS: IF PITCHER (fill in)

Innings Pitched _____ Walks _____ Strike-Outs _____

Overall Pitching (Please check): Fair ____ Good ____ Excellent ____

(4) SPECIFIC COMMENTS

(A) Number of Games Played _____

(B) Parent Participation _____

(C) Recommended level for next year _____

(5) GENERAL COMMENTS:

Manager's Signature _____



MATHEWSON MCCARTHY BASEBALL
A whole lot more than its seams™



Mathewson McCarthy Baseball (MMB) Code of Conduct

PLAYER

I will show respect for my manager, coaches, and fellow players.

I promise to arrive at all practices and games on time or provide an appropriate excuse beforehand.

I will honor the authority of each umpire and treat him or her with respect.

I will refrain from using abusive language and/or arguing with umpires, managers, coaches, or other players.

I accept the fact that a violation of this code may result in my suspension or dismissal as a player.

PARENT/GUARDIAN

I will encourage my son or daughter to respect umpires, managers, coaches, and other players.

I will support and provide encouragement to the manager and coaches working with my son/daughter.

I will ensure that my son/daughter is at all practices and games on time or provide an appropriate excuse beforehand.

I will honor the authority of each umpire and treat them with respect. I will refrain from using abusive language and/or arguing with umpires, managers, coaches, players, or other parents.

I accept the fact that a violation of this code may result in my son's or daughter's team forfeiting a game and/or suspension including termination of my child's participation in MMB events.

=====

I HAVE READ AND AGREE TO ABIDE BY THIS CODE OF CONDUCT

NOTE: SIGNATURE OF PLAYER AND PARENTS/GUARDIAN REQUIRED PRIOR TO PLAYING ANY MMB SCHEDULED GAME OR EVENT

TEAM NAME: _____

PLAYER: _____ DATE: _____

PARENT/GUARDIAN: _____ DATE: _____

PARENT/GUARDIAN: _____ DATE: _____



MATHEWSON MCCARTHY BASEBALL
A whole lot more than its seams™



**MATHEWSON MCCARTHY BASEBALL (MMB)
Babe Ruth and Cal Ripken Divisions**

Manager and Coaches Codes of Conduct and Responsibilities

- I will place the emotional and physical well-being of my players ahead of any personal desire to win, teaching and emphasizing the positive aspects of losing as well as winning.
- I will treat each player as an individual, remembering the broad diversity of emotional and physical development within the same age group.
- I will do my very best to provide a safe and healthy environment and playing situation of my players and I will take positive action to correct unsafe circumstances.
- I will remember that I am youth sports coach and that youth sports activities are of the children and not the adults
- I will do my very best to make sure youth sports fun for my players through active participation and development of a sound understanding of the fundamentals of the sport.
- I will lead, by example, in demonstrating fair play and sportsmanship to all my players.
- I will teach my players to treat other players, coached, officials, and fans with respect regardless of race, sex, creed, or ability.
- I will ensure that I am knowledgeable in the rules of the sport I am coaching and I will teach these rules to my players.
- I will ensure that I am familiar with the skill requirements of the sport that I am coaching and I will use those coaching techniques appropriate for each of the skills that I teach my players.
- I will return in good condition all league-issued equipment or apparel that must be returned at the season's end. If equipment is not returned, I understand that I will be held financially responsible for replacing those league items AND my ability to manage or coach future MMB teams may be affected
- I will pass out and get back completed MMB Player/Parent Code of Conduct contract form for each of my players prior to the start of MMB league play.
- I will review the MMB rules and reference handbook with my player's parents before MMB league play starts. NOTE: I will inform them of their responsibility for MMB Field maintenance as a "volunteer" league.

I understand that any violation of this Code by me or any of my assistant coaches may result in the suspension or termination of coaching authority at MMB.

 Print Name

Manager Signature

Team/Level

Date