



2021 Bentonville Parks and Recreation Baseball

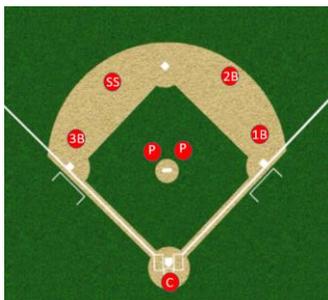
Spring Season - 6-year-old League Cal Ripken

League Rules

- **6.01** Official Babe Ruth League Baseball Rules and Regulations & Official Playing Rules and any additional BYB Board approved League/Park Rules will regulate play. There will be absolutely **NO** special rules agreed upon between managers or between managers and umpires.
- **6.02** A regulation game is 6 innings OR a game that has ended due to the hard stop 60-minute time limit (regardless of number of innings) OR a game that has ended due to the mercy rule. A new inning will not begin after the 60-minute time limit. Games can end in a tie (no extra innings).
- **6.03 15 RUN RULE – (Cal Ripken Baseball)** Any game for Cal Ripken Baseball must be terminated immediately if one team is ahead by fifteen (15) or more runs after two and one half (2 ½) or three (3) innings and each team has had equal times at bat. Any game for Cal Ripken Baseball must be terminated immediately once becoming regulation (3 ½ or 4 innings) if one team is ahead by 10 or more runs and each team has had equal times at bat, or the home team is leading.
- **6.04** Six (6) run maximum per inning. The half inning is over after (3) outs or (6) runs are scored.
- **6.05** Teams will use a continuous batting order where all players will bat and are in the lineup and noted on a lineup card. Players must remain in the batting order. If a batter becomes injured/disabled during a game and cannot bat, the batting position is removed from the batting order and is not an out. The batting order will continue with the next available batter and resumes with the new order. Late players are inserted at the end of the lineup.
- **6.06** Closed Bases (no leading off, no stealing, and no advancement on a passed ball or wild pitch). A runner can only advance on a ball batted into play. A runner cannot steal home and can only score on a batted ball.
- **6.07** Batting Helmets are required to be worn for all batters when on the field of play, whether as an on deck hitter, a batter, or a base runner.
- **6.08 Dead Ball:** Time is called when a player has control of the ball within the pitcher's circle AND gives the ball to the coach (pitcher). When the lead runner is forced back to a base, all play is dead. Runners who have reached the halfway line when time is called will be awarded the next base. Runners who are not halfway must return to the last base touched unless doing so would force a runner off of first base.
- **6.09** Bunting is not allowed and the infield fly rule will not be in effect.
- **6.10** On batted balls, all overthrown balls are live unless the ball leaves the field of play, in which case (1) additional base will be awarded to the runners. Any batted fair ball that bounces over or rolls through or under a fence will be a ground rule double.
- **6.11** Coach Pitch: The coach that will be delivering the pitch shall be within the pitching circle and on one knee.
 - **6.11.A** The coach pitching shall not verbally or physically coach after the ball is batted. 1st offense will receive a warning. 2nd offense coach will be removed from pitching for remainder of game.

- **6.11.B** Once the ball has been hit, the pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play. Rule 6.11.A applies – no verbal or physical coaching is allowed once batter becomes a runner.
- **6.11.C** The batter will be allowed ONLY (3) pitches from the coach. If the batter does not put a ball in play with these three (3) pitches, the batter will be allowed one (1) swing from a tee.
- **6.11.D** A batted ball striking any part of the coach pitching the ball will be ruled dead and the batter will be awarded first base. No runners may advance unless forced to do so. If the coach pitcher intentionally interferes with a live ball, ball is called dead and batter/runner is out, and no runners may advance.
- **6.12** Defense: Will consist of (9) regular fielding positions with an extra Pitcher and (1) additional rover in the outfield grass for a total of (11) players in the field.

- **6.12.A Pitchers** – will wear a helmet and must keep both feet in the circle until the ball is batted into play. When the ball is pitched by the coach, the pitchers must be behind the forward most point of the coach when ball is pitched.
 - Pitchers (2 players) are placed on opposite sides of the coach (pitcher) assuming the defensive position of a pitcher
 - When the ball is pitched from the coach (pitcher), the pitcher must be behind the forward most point of the coach (pitcher) before the ball is pitched.
- **6.12.B Catcher** – Must wear shin guards, chest protector, and a catcher’s helmet with facemask and throat protector and catcher’s mitt. The catcher is required to wear a protective cup. Catcher must receive pitch within the catcher’s box.
- **6.12.C Infield** – Must play in normal fielding position as shown in the diagram. There are no zone wall infields allowed or setting up on the inside of the direct line between bases.



- **6.04.D** The extra player(s) in the batting order will be placed in the field defensively after the first inning. With each new inning the team manager must rotate the extra player(s) in the field and a new/different player(s) sits on the bench for the next inning. Using this concept, no player is permitted to sit on the bench more than once unless a special situation warrants such action, such as an injury. This allows all players to take part in almost the entire game. At this age it is more important that players actively participate.
- **6.04.E** Players are required to rotate positions at each inning, so that each player gets an opportunity to play different positions (the catcher position is excluded from rotating every inning – due to time and the number of players who want to play the position).
- **6.12.F Free Substitution:** Will be in effect. The “Re-Entry” Rule is not in effect.
- **6.13** No Courtesy Runner’s