

Eastmont Cal Ripken LOCAL RULES

Major LEAGUE 2010 70Ft. Division

1. Major league games will be six (6) innings. No new inning can start after 1 Hour, 50 minutes of the agreed beginning time. Extra innings will be played in case of a tie. The tie breaker is as follows: "Kansas City Tie Breaker". The visiting team will start with the next batter in order at bat, and the last person out in the previous inning as a base runner at 2nd base with one out. Play will resume three (3) outs. Home-team will get their ups under the same scenario, and the outcome will be determined by that inning. If it remains in a tie, time permitting, you would do it again. Otherwise, the ballgame ends in a tie.
 2. All Major league players shall be under the guidance of their coaches. The coaches shall dictate who will play in the games. If a coach feels that a player shall not play because of discipline reasons, that will be the decision of the coach. 4 innings of play per person minimum should be the goal with a variety of positions for each child being emphasized. **EYB's emphasis would be to have all players have at least two innings per game in the infield and two in the outfield.**
 3. Home team shall provide two (2) game balls for the game.
 4. Major League Teams shall consist of ten (10) players on the defensive field and shall bat the entire roster. All players will play at least three (3) innings on defense unless there is a discipline action (#2 above.) Your focus should be 4 innings minimum defensively per player.
 5. Pitchers are limited to six (6) innings per calendar week. **EYB does not allow curve balls for regular season play. Tournament play is player/parent/coach option.** EYB strongly focuses on the development of sound pitching mechanics, followed by the ability to throw a fast ball and change up with equal command prior to attempting curve balls at a later age. **It is EYB's preference to keep pitchers to two innings per game in efforts to develop more pitchers in our league.**
 6. There will be no head first sliding in practice or the games. The runner will be declared out with no warning. Head first bag is acceptable.
 7. In the umpire's judgment a runner will be called out and removed from the game if he intentionally crashes into a defensive player during a play at home. Also, sliding is highly encouraged at 2nd & 3rd where there is a play.
 8. Balks will be handled in the following manner: Each pitcher will receive one warning per game for the season. Second violation by the same pitcher will result in full balk penalties of advancing runners. The balk can be called by the umpire, but the coaches agree that due to the difference in age and ability of our volunteer umpires our coaches will be calling the majority of the balks. We agree that we will call them on our own pitchers as well as communicating to the other coaches what we are seeing in their pitchers. It must be a point of instruction, not the purpose of debate.
 9. In the 70ft division, the runners may advance at their own risk. (See official base running rules)
 10. Drop Third Strike will be played by the rules, immediately from the onset of the first game.
 11. No slug bunts.
 12. The ten run rule is in effect after 4 complete innings, or 3 1/2 if home team is ahead. If time allows, the scorebooks can be "closed" and play can continue for fun, but the results stand.
- REFER TO CAL RIPKEN RULE BOOK FOR ALL OTHER RULES GOVERNING PLAY.
13. When your team is on field Waste Management or Pepsi field, each team must provide 1 parent to help with concessions. This is a direct financial advantage to all kids in the league. Please coordinate this in advance of the season or each game.