

OAKLEAF BASEBALL ROOKIES 7U LOCAL RULES

The official rules of Cal Ripken baseball shall govern all play. The following are exceptions and/or enhancement to the rules and shall be considered the “local rules.”

1. Defense will consist of 4 outfielders, normal infield with pitcher on either side of pitcher's mound, 1 foot in the pitching mound area, for a total of 10 defensive players. Catcher will need to be in full gear. A protective cup is required for all players.
2. Teams must use a continuous batting order in all games including tournament games.
3. No bunting allowed. No fake bunting. A player who squares around to bunt then pulls back and swings at the pitch will be called out.
4. Sling machine pitching machine will be set at setting #8 (Approximately 33-35 Mph); 5 pitches with unlimited fouls on 5th pitch; The speed of the sling machine shall be consistent all season long (the Baseball Director has the authority to move the speed setting of the machine incrementally higher during the season if he/she determines it is in the best interest of play and the league.
5. Coaches on field: Offense – Total of four coaches. A first base coach, a third base coach, one pitching machine coach and one coach behind home plate or near dugout. Defense – Total of two coaches. One coach can stand outside the left field foul line and one coach can stand outside the right field foul line. These coaches must also stand beyond the infield clay area.
6. Game duration: • Six (6) innings.
 - No new inning shall start after 1 hour and 40 minutes for weekday games and 1 hour and 40 minutes for weekend games.
 - If the regular season game is tied after time limits have expired, the game will be recorded as a tie. (Extra innings can be played within time limits).
 - All tournament games will be 1 hour and 50 minutes regardless of the day. If a tournament game is tied after the time limit has expired, the game will be played until there is a winner.
7. Standings will be kept. Home team has the official score book.
8. • Six runs max per inning. Ten run rule will apply after four innings or Fifteen runs after three innings. Inning is over after three outs or six runs are scored. Game is over if the visiting team is up by more than six runs after the top of the sixth inning.
9. No stealing.
10. Call Ripken rules (page 19) state, "If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach home plate. Obviously this is an umpire's judgement call." JCB further adds, "If an offensive player is clearly going to be out at home, he must give himself up or slide."
11. Overthrows: Runners may advance one base on overthrows. *Play ends when the ball is in the control of AN INFIELDER in **front of the lead runner** and time is called. If a player is running to another base when time is called, the runner can be awarded the base if the runner is determined to be more than 3/4 of the way to the base. Runner must be in the act of running toward a base; however, making a turn and stopping does not constitute running toward a base.
12. No player shall sit two consecutive innings unless this is for disciplinary reasons, which will be fair across the board.
13. Catchers are encouraged to throw the balls back to the pitcher after every pitch.

14. If a player who appears in the lineup is injured or becomes ill during the course of the game and the player can no longer continue to play, the player will be taken out of the game, removed from the line up and the player's spot in the batting order will be "skipped" without penalty. The player may only re-enter the game with the approval of the opposing manager and must be placed in the same position in the batting order.

15. Infield fly rules **DO NOT APPLY** at this age.

16. Managers are responsible for adhering to above rules. Violation of Oakleaf rules could result in disciplinary action, including game suspension and forfeiture of game.