

“C” – 7-8 YR OLD Recreational League Rules and Regulation

1. League will abide by official Cal Ripken rules and/or the following house rules. (Excluding Pony League which will be playing Babe Ruth rules.)
2. Parents of players will need to provide gray ball pants in order to participate in the North Vernon Parks and Recreation (N.V.PR) Youth Baseball program
3. **C League will use two (2) umps rather than one (1). When possible.**
4. All lineups should be given to the scorekeepers ten (10) minutes prior to the start of the game.
5. Rain out/make-up games will be played mostly on Fridays and Saturdays. (Will be played same week of rainout when possible or when a field is available.)
6. Shoes with metal spikes or metal cleats are prohibited.
7. No infield unless time permits and diamond is dry and firm.
8. Home team will reside in the 1st base dugout.
9. Changes in the schedule must be approved by the league director.
10. Only Adults may coach bases. Coaches must remain in coach's box on offense. No smoking, chewing tobacco, cursing, or obscene gestures on playing field, in the dugout or within the quadplex. Penalty ejection from game.
11. Coaches must remain inside the dugout. One (1) scorekeeper may remain inside the dugout. (1st offense warning – 2nd offense ejection from the game – If ejected twice for same offense the coach will be suspended for one game.)
12. Each batter shall be pitched no more than seven pitches.
13. In C League, the coach/pitcher must stand on the rubber/line at 30 feet when the pitch is thrown to the batter. If the pitcher pitches from Off the rubber, such a pitch is considered a strike whether the batter swings, or not. If the batter hits a ball that is thrown from off the rubber, the ball is dead and a strike is given to the batter. If this happens to the same batter at the same at bat a second time, the batter is out and the coach is warned.
14. **All players will play defense. Outfielders must be evenly spaced, at least 15ft behind the infielders.**
15. In C League, when the ball is hit to the outfield/infield, the play is made on a runner and there is an overthrow, runners may try for next base, if the ball is an overthrow the second time ball is dead. (Runners advance at their own risk.)
16. Each participant will be required to be properly uniformed: hat, shirt and pants
17. Please hustle on and off the field as we only allow two (2) minutes between innings. (If not ready after the 2 minutes umpire will start to call balls or strikes depending on which team is not ready. This is at the discretion of the umpire.
18. No head first slides, except when returning to a base.
19. Coaches are responsible for players wearing helmets while on deck, batting, and on the base path. Any players taking their helmet off while on the base path shall be warned 1st time then called out the next time(s).
20. All games are to start promptly according to the schedule or 10 minutes after the completion of prior game.
21. There is an 80minute time limit. 5 innings. No more than 8 runs per inning. One (1) extra inning will be played for ties. If the score remains the same at the end of the one (1) extra inning, the game will be considered a tie score.
22. Rain out games- It is the decision of the Commissioner & Director to cancel games. Rain out information will be available on the answer machine at 346-9371, should be available after 4:00pm
23. All teams must have 8 players to begin a game. Late arrivals go to the bottom of the lineup.
24. Runners must remain on base until the ball is hit. One warning per team and then an out will be called.
25. A batter is automatically out, after a warning, for throwing a bat/helmet, etc.

26. All games must be three (3) innings to be complete, unless the time limit is reached, then that inning is the last. If inclement weather game will be stopped. Game will be picked up where it previous stopped and played out on the Rain make-up day.
27. A runner not sliding into a base when a play is imminent may be called out.
28. Batter running to first base must hit the orange base in foul territory. The defensive player stands on white base in fair territory. 1st offense warning to team and player, 2nd offense runner will be called out.
29. A catcher can only block home if he or she has the ball. If a catcher blocks the plate without the ball, interference will be called. If a player stands in the way of a runner or stands on the base interfering with the runner, interference will be called
30. Altered equipment is not allowed –only official Cal Ripken equipment. Maximum length of bat- 29”, maximum diameter-2 ¼”. One warning per team and then the batter is called out.
31. Coaches are responsible for helpers, players and fan conduct. Penalty will be a forfeit. Teams may have three coaches and one volunteer.
32. If the misconduct of a coach is not taken care of by the umpire(s), the Commissioner will suspend said coach for one (1) game. A second offense by said coach, will draw a suspension for the remainder of the season. This coach will have to appear before the Advisory Board and Park Director for reinstatement for the following season
33. Teams will not practice and/or play more than three times a week.
34. A coach has the right to bench a player for unsportsmanlike conduct, without consequences to the team. If a player is being discipline or is hurt the official scorekeeper, umpire, and opposing coach must be notified prior to the start of the game as to which player it is and the reason.
35. No jewelry is to be worn during practices or games
36. Protest rule: Coach notifies umpire and scorekeeper that the game is being is being played under protest before the next pitch. At that time the home plate umpire directs the scorekeeper to record all information in the scorebook. The written protest must be in the commissioner’s hand within 24 hours. A \$25.00 fee will be charged at the time the protest is turned in. If you win the protest fee will be returned. *15 foot foul line – time for runners*