



# MAJESTIC PARK LOCAL LEAGUE RULES

Any situation not covered in this document will follow the official rules of Cal Ripken / Babe Ruth League.

Rules will be followed as written. (points of emphasis are the fill in player, playing with less than 9, and batting out of order)

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## 1. GENERAL INFORMATION

- Games are played at **Majestic Park fields**
- **All bats are allowed**
- **Official baseballs:** Rawlings
- **Metal cleats are NOT allowed**
- **All players must wear approved League uniforms unless approved by Majestic Park Admin.**
- **Chrome helmets are NOT allowed**
- All players must wear approved batting helmets (double-ear coverage) while:
  - Batting
  - On-deck
  - Running bases
  - In coach's boxes
- **Catchers must wear an athletic cup**
- Additional rules not modified here can be found in the current Babe Ruth / Cal Ripken rulebook

## 2. FIELD DIMENSIONS BY AGE DIVISION

| <b>Division</b> | <b>Bases</b> | <b>Pitching Distance</b> |
|-----------------|--------------|--------------------------|
| 3–4 YO          | 40 ft        | Tee                      |
| 5–6             | 60 ft        | Tee                      |
| 7–8             | 60 ft        | Coach Pitch (40 ft)      |
| 9–10            | 60 ft        | 46 ft                    |
| 11–12           | 70 ft        | 50 ft                    |
| 13–16           | 90 ft        | 60 ft 6 in               |

### **3. GAME DAY PROCEDURES**

- **Home team**
  - Uses 3rd base dugout
  - Keeps official scorebook
  
- **Away team**
  - Operates scoreboard
  - Uses 1st base dugout
  
- Teams must arrive **15–30 minutes before game time**
- **No infield practice** before games
- Leadoff hitter must be ready at scheduled start time
- Game time begins immediately after the plate meeting
- Managers must turn in a lineup with name and number at the plate meeting.
- Stalling may result in:
  - Warning
  - Manager ejection
  - Umpire discretion to extend or complete game

## 4. MAJESTIC PARK FAIR PLAY & PARTICIPATION RULES

- Applies when teams have **10 or more players**
- No player may sit twice before all players sit once
- **Minimum playing requirements:**
  - At least **1 inning in the field before end of 4th inning**
  - At least **2 innings in the field** in a 6-inning game
- All players must receive **at least one at-bat**
- Violations of this rule:
  - Majestic Park Administration discretion of enforcement could result in:
  - Verbal warning
  - Possible 1-2 game suspension
  - Manager suspension for the remainder of the season

## 5. TEAM & CONDUCT RULES

- Managers are responsible for:
  - Players
  - Coaches
  - Parents
- Only managers may discuss rule issues with umpires
- Only registered Majestic Park players and coaches allowed on field/dugout
- Unsportsmanlike behavior may result in removal or suspension

## 6. GAME RULES (ALL DIVISIONS UNLESS NOTED)

- Continuous (round-robin) batting order
- Inning ends after:
  - 3 outs **OR**
  - Run limit for that division
- Time between innings:
  - 6 warm-up pitches **OR**
  - 2 minutes
- One offensive timeout per batter is allowed
- Two defensive pitching conferences per pitcher, per half-inning. **The pitcher must be removed on the second visit.**

## 7. BATTING RULES

- Three strikes = out (swinging or called)
- Batting out of order:
  - Corrected before first pitch → replace batter
  - After first pitch → count stands/ correct batter will return to lineup
  - After ball in play → batter out, runners return to previous base
  - After the first pitch to the next batter. Previous play stands and batting order is corrected. (There will be no penalty as a result)
- Late-arriving players are added to the bottom of the order prior to the fourth inning.
- Helmet or bat thrown unsafely (umpires discretion):
  - First offense: warning
  - Repeated offense: batter is out or ejection

## 8. BASERUNNING RULES

- **No leadoffs** in 5–6, 7–8, and 9–10
- Runners may leave base once ball crosses the plate
- Early leave:
  - First offense: warning
  - Second offense: The rules of Babe Ruth Cal Ripken shall apply (special baserunning rule, page 14)
- Feet-first and head-first slides are allowed
- Contact must be avoided (Babe Ruth contact rule 6.05 page 62)
- **DEAD BALL**
  - The Field Umpire may call **Time**, at any time, when the defense has stopped or has containment on the lead base runner. Any trailing runners may be allowed to advance to the next base if he/she is clearly past the half-way point between bases. This is an umpire judgment call.
    - *Comment: 5-6 (T-ball) will have half-way hash marks on the field.*

## 9. COURTESY RUNNERS

- **Catchers only- allowed only with two outs**
  - If batting more than 9 players, a courtesy runner must be a player not in the defense lineup the previous inning.
  - If only batting 9 players, courtesy runner = last batted out
- Injury courtesy runner:
  - Last batted out
  - The player would be allowed to re-enter the game.

## 10. DEFENSIVE RULES

- **5–6 & 7–8:** 10 defensive players
- **All others:** 9 defensive players
- Catchers must wear full gear (Tball can wear mask & helmet only)
- No mid-inning catcher substitution (except injury)
  - *Interpretation: The catcher is not allowed to play another position in the field. The player would be allowed to re-enter the game at any position in the next inning.*
- Defensive substitutions allowed freely
- No infield fly for:
  - 5–6, 7–8, 9–10

## 11. PITCHING RULES & LIMITS

| Age   | Daily Max | 0 Days | 1 Day | 2 Days |
|-------|-----------|--------|-------|--------|
| 9–10  | 75        | 1–40   | 41–65 | 66–75  |
| 11–12 | 85        | 1–40   | 41–65 | 66–85  |
| 13–15 | 95        | 1–45   | 46–75 | 76–95  |

- One mound visit per pitcher per inning
- Second visit = pitching change and no player can re enter to pitch
- Umpire may remove pitcher deemed unsafe

## 12. RULES (GENERAL)

- Run rules vary by division
- After run rule:
  - Game may continue for development
  - All players must get one at bat in every game (regardless of run rule or time limit)
- Minimum players for official game: **8**
  - *Interpretation: The team with 8 players at the start of a game shall take an out in the nine hole during the duration of the game. If this team has an injury that takes them to 7 players the game shall be deemed a forfeit and still played out.*
  - *If a team starts an official game with 9 or more players, automatic outs will be enforced only if the team gets to 8 players. If injury occurs to a player the out will be taken at the players batting position in the batting order.*
- Fill-in players:
  - Cannot pitch or catch
  - Must be at the bottom of the batting order
  - Must be a player in the Majestic Park league. In the same age division or younger
  - Coaches must inform Majestic Park admin of using fill-in players prior to game time.

## 13. POSTGAME PROCEDURES

- Mandatory sportsmanship handshake/high-five line
- Teams line up along foul lines and meet at home plate
- Managers and coaches participate
- Poor sportsmanship may result in suspension or removal

## 14. AGE-SPECIFIC RULES

### 3–4 YO BALL (Instructional division)

- Tee ball, foam ball, & foam bat
- All players bat each inning
- No outs, no score
- 45-minute games or 3 innings
- Grand slam rule for last batter
- All players play defense; no catcher

### 5–6 TEE BALL

- One hour or 5 innings
- Round robin batting
- Tee only, no bunting
- 6-run inning limit
- Run rule 13 after 3 and 7 after 4
- No infield fly
- Pitcher be in the circle until the ball is put into play (both feet)
- All players on a team can be on the field for defense. The infield will always be a normal infield and the extra players will be in the outfield.
- Two defensive coaches may be on the field behind the infielders and one coach to back up the catcher.
- One additional offensive coach may assist with putting the ball on the tee for their team
- Outfielders must be in the green until the ball is hit
- After three (3) strikes OR MAX OF 5 SWINGS batter is out.
  - If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners will advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is NOT an appeal play. (A ball not passing the 20 foot arc is a foul ball and not strike three)
- Umpires shall call “**Time**” after every play and declare the ball dead. “**Time**” shall be called as soon as the lead runner is not attempting to advance. “**Time**” does not have to be called by the defense.
  - *Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.*
- Defense: **Mandatory-Pitcher shall throw to first base in attempting to get the batter-runner out.** On overthrows or missed balls at first for this rule requirement the batter-runner will only be allowed to attempt to advance one base. (All other attempted outs in the field the pitcher may, at their discretion, attempt to tag out the runner.)
  - **exception: If the pitcher fields the ball in the vicinity of the batter-runner, the pitcher will be allowed to tag out the batter-runner going to first. The pitcher is not**

allowed to chase the batter-runner to tag them out.

## 7–8 COACH PITCH

- 6 innings or 1:15 time limit
- Run rule 15 after 3, 10 after 4, or 7 after 5
- **Coach pitches from 40 ft (Do not walk forward or start in front of the rubber or line)**
- One additional offensive coach to ONLY assist the catcher
- No stealing
- The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes except the at-bat will continue on foul balls. NO INTENTIONAL WALKS.
- Bunting is allowed and no infield fly rule
- 6-run inning limit
- One additional outfield rover (10 total)
- All fielders must start in a traditional field position prior to the ball being put in play.
- Pitcher must be in the circle until the ball is put into play (both feet)
- Umpires shall call **“Time”** after every play and declare the ball dead. **“Time”** shall be called as soon as the lead runner is not attempting to advance. **“Time”** does not have to be called by the defense.
  - *Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.*
- The pitching coach shall keep one foot on or straddle the pitcher’s rubber. The pitching coach shall not verbally or physically coach while in the pitching position. The pitching coach may instruct the batter while in the box, but may not after the ball is put in play. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. If a coach violates this rule after the ball is pitched obstruction shall be called. Additional penalty: If a coach violates this rule before the ball is pitched, the first offense is a warning; second offense is removal of the coach as the pitcher for the remainder of the game. If the pitching coach is accidentally or unavoidably struck by a batted ball the play will be ruled a dead ball. The batter-runner will be awarded first base and no runner(s) will advance unless forced.

## 9–10

- Cal Ripken rules (46/60)
- 1 hour 30 minute time limit
- Run rule 15 after 3 or 10 after 4, or 7 after 5
- Stealing allowed after ball crosses plate
- No balks
- No drop third strike
- Umpires may call **“Time”** after every play and declare the ball dead. **“Time”** shall be called as soon as the lead runner is not attempting to advance. **“Time”** does not have to be called by the defense.

- *Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.*

## **11–12 (50/70)**

- Cal Ripken rules (50/70)
- Lead-offs and stealing allowed
- 1 hour 30 minute time limit.
- Run rule 15 after 3 or 10 after 4, or 7 after 5
- Balks enforced with warnings
- Drop third strike applies
- Infield fly rule applies

## **13–16 BABE RUTH**

- Babe Ruth rules
- 1 hour 40 minute time limit.
- Run rule 15 after 3 or 10 after 4, or 7 after 5
- Balks enforced
- Drop third strike applies
- Infield fly rule applies