

RAMMS RANCH LEAGUE BASEBALL RULES (revised 4.2011)

1.0 **PURPOSE:** The intent of the program is to provide clean, wholesome recreation for a maximum number of youngsters. Adults who are involved have the opportunity, through their words and actions, to assist young people in learning to win, as well as lose, while preparing the youngsters for further baseball opportunities during their careers.

2.0 **GAME RULES:** Games are played according to the Official Rules of Baseball, except as modified below. The RAMMS Code of Conduct and the Madison School District Academic Regulations are incorporated herein.

3.0 **PARTICIPATION:** It is the policy of RAMMS that all players have the opportunity to play at least one-half of every game in the field. All players will play at least every other inning in the field on defense, disciplinary action notwithstanding.

4.0 **BATTING:**

4.1 Batting will be on a bat-a-round basis. All players on the roster who appear for the game and who are not injured will be listed in the batting order and will be given the opportunity to bat in their turn.

4.2 If a player arrives late, their name will be added to the bottom of the batting order.

4.3 If a player is injured and cannot continue, their position in the batting order will be skipped without penalty to the offensive team. The player may re-enter the game, but must resume the place in the batting order he occupied before the injury.

4.4 Players are **not** allowed to bunt.

4.5 All bats must have a barrel size less than or equal to two and one-quarter inches. (2 1/4")

5.0 **FIELDING:**

5.1 Teams will field ten (10) players defensively with four (4) players positioned in the outfield at the same general depth and at a minimum of twenty feet (20) away from the infield baseline.

5.2 Base paths and pitching mounds are located as follows:

Ranch League Base path: 50 ft.

Ranch League Pitching mound: 35 ft.

5.3 When a thrown ball is (i) thrown or deflected outside the playing area, (ii) thrown over the outfield fence, or (iii) into the stands or dugout, all runners are entitled to advance to the base they were running plus one additional base (two bases from their original position).

6.0 PITCHING:

6.1 Coaches pitch to their teams for all games.

6.2 A batter shall receive a maximum seven (7) pitches or three strikes per at bat. A batter shall receive additional pitches only when the batter fouls the seventh pitched ball or later pitches. A batter may not run to first base on a dropped third strike. If deemed by the umpire that the seventh pitch is not hittable, an additional pitch may be granted.

6.3 Batted balls that strike the pitching coach are dead balls. The batter will be awarded first base and all other base runners will advance one base.

6.3 Prior to the ball being pitched, the pitcher player shall not be any closer to home plate than the pitching coach with one foot on the nine (9) foot circle line to the first base or third base side of the pitching coach.

6.4 Any defensive play on the third base side of the pitching coach that results in a throw unavoidably striking the pitching coach who remains upright or in the line of the throw being attempted shall result in the base runners remaining in the position they were in prior to the play and the batter shall be deemed out.

6.5 The pitching coach will not field the position.

6.6 The pitching coach will pitch from the 35 foot distance. If the pitching coach chooses to pitch from a kneeling position, at least one foot must be in contact with the pitchers plate at the beginning of his natural pitching motion.

6.3 All walks, intentional or otherwise are prohibited.

7.0 BASE RUNNING:

7.1 Bases may not be stolen by base runners. The base runner may not leave the base until the pitched ball has been hit by the batter. A base runner leaving the base before the ball has been hit will be called out after one warning to the player. A base runner on third base may not advance to home as a result of a passed ball or wild pitch. A base runner on third base may advance to home only after (i) a hit, (ii) a play being made on the base runner at third base, or (iii) an over throw of any base with the ball advancing into the outfield, along the fence or out of the field of play.

7.2 The infield fly rule will not be in effect.

7.3 If an offensive player deliberately runs into a defensive player in an attempt to cause the defensive player to drop the ball, the offensive player will be called out, the play called dead, the hitter awarded 1st base and the runner called out.

- 7.4 If a defensive player blocks the base or impedes the base runner without possession of the ball or while not in the process of receiving the ball the runner will be awarded the base to which the runner was proceeding.
- 7.5 The catcher may not block home plate without the ball in his possession.
- 7.6 A runner who makes a head first slide will be called out, except if the slide is made to return to a base the runner has reached safely.
- 7.7 Whenever a defensive player is about to receive the ball or has the ball and is waiting to make a tag at a base, all base runners must slide to avoid physical contact. Any runner violating this rule would be called out.
- 7.8 Advancement of the base runners is stopped when an infielder has possession of the ball in hand or glove and is positioned inside the real or imaginary lines connecting the bases of the infield diamond. The base runner may still be put out while attempting to advance or retreat with no risk of error by the defensive team. If the base runner is deemed by the umpire to have advanced beyond the midpoint between bases when the infielder gained possession of the ball, the base runner may advance only as far as the next base past midpoint but at his own risk of being put out by the defensive team and with no risk of error by the defensive team. If the umpire finds that the base runner had not advanced beyond the midpoint between bases when the infielder gained possession of the ball, the base runner is still at risk of being put out while advancing or retreating with no risk of error by the defensive team and may not advance to the next base past midpoint.
- 7.9 A thrown ball that hits the pitching machine, pitching coach or bucket shall be treated as a dead ball and all runners shall be entitled to proceed to the base to which they were running at the time the ball hit the machine, coach or bucket.
- 7.10 Hash marks are to be placed midway between first and second base and second and third base, and third base and home, to help the umpire make a better decision if a base runner is past the halfway mark and deserves to advance to that base pursuant to the rules set forth above.

8.0 SUBSTITUTIONS:

- 8.1 It is the intent of RAMMS to avoid loss of play caused by lack of players.
- 8.2 Any team fielding less than eight (8) of its regular players at game time will be rescheduled. If due to conflicts, the game cannot be rescheduled, the game will be forfeited by the offending team.
- 8.3 Substitute RAMMS players will play in the outfield and bat last. If a roster player appears and more than the required players are available, a substitute player will be replaced by the roster player and the substitute player will be immediately removed from the game. The roster player will take the substitute player's spot in the batting order.

9.0 GAME TIME LIMIT:

9.1 A game shall consist of six (6) innings and no extra innings will be played (except for playoffs).

9.2 A new inning will not start if one and one-half (1 1/2) hours has expired.

9.3 An inning starts immediately after the third out of the preceding inning.

9.4 Play will stop immediately after one and three-quarters (1 3/4) hours has expired. The score at the end of the last completed inning will determine the outcome of the game.

9.5 During the playoffs, at least six (6) innings shall be played regardless of time.

9.6 The umpire will maintain an official game clock.

9.7 Any intentional “delays” or “speed-ups” of the game to circumvent the time limit rules may result in forfeiture by the offending team at the discretion of the umpire.

9.8 All play must stop no later than 8:45 p.m. (M-TR) and 9:45p.m. (Fri-Sat). The snack bar will close at 8:50 p.m. (M-TR) and 9:50p.m. (Fri-Sat).

10.0 TEAMS AND EQUIPMENT:

10.1 The Home Team will maintain the official scorebook. The Home Team will occupy the third base dugout.

10.2 The Home Team may take the field thirty (30) minutes before the game start time for a fifteen (15) minute infield and outfield warm-up. The Visiting Team may take the field fifteen (15) minutes before the game start time for a fifteen (15) minute infield and outfield warm-up. No live batting practice will be allowed on the field.

10.3 Each coach must maintain a copy of the rules at every game. The Home Team will contribute two (2) new balls to the umpire as the game balls. The Home Team will enter the final score of the game in their scorebook and report the final score to the League Commissioner within forty-eight (48) hours.

11.0 SIX RUN RULE:

11.1 The offensive team cannot score more than a six (6) run lead in any inning, except the offensive team can score more than a six (6) run lead if the completion of the play leads to more than six (6) runs.

12.0 PLAYOFFS:

12.1 Playoffs will be conducted pursuant to RAMMS Board Policy.

13.0 RAMMS POLICY ON TRYOUTS:

13.1 A child shall only play in one league.

13.2 A kindergarten child may play in the Ranch League provided the child attends the Ranch League tryout and obtains special permission from the Ranch League Commissioner and Ranch League coaches.

13.3 A player wanting to play in an upper league must attend the tryouts for **BOTH** the lower league and the upper league. League Commissioners have the discretion to reassign a player to a league if the player does not attend **BOTH** the lower league tryouts and the upper league tryouts. League Commissioners may grant special exemption to this tryout requirement due to special circumstances.

END.