

## RAMMS AMERICAN 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 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:

Bases: 60 feet, Pitching Mound: 46 feet

### 6.0 PITCHING:

#### 6.1 Pitch Counts

a. Tier one pitch count:

A player who throws 1 – 45 game pitches requires 1 calendar day of rest (for example: pitcher throws 45 pitches on Monday, he can't pitch again until Wednesday). If a player catches during the game and then occupies the pitcher position, he may not exceed the tier one limit for the current game.

b. Tier two pitch count:

A player who throws 46 – 65 (maximum) pitches requires 3 calendar days of rest (for example: pitcher throws 65 pitches on Monday, he can't pitch again until Friday). If a player falls into this category, he may not occupy the catching position during the remainder of the game.

c. Maximum pitch counts

A player may not throw more than 100 pitches in seven (7) consecutive calendar days.

6.2 Each player's pitch count must be recorded in the score book. Pitch counts will also be recorded with the commissioner at the time the score is sent in.

6.3 No breaking balls may be thrown in this league. At the discretion of the umpire, if a pitcher has thrown a breaking ball the pitcher will be given a warning and the coach notified. If another breaking ball is thrown the pitcher will be removed from the pitching position for the remainder of the game.

6.4 A player removed as a pitcher may not pitch again in the same game.

6.5 Intentional walks are prohibited.

7.0 BASE RUNNING:

7.1 The base runner may not leave the base until the pitched ball crosses home plate. A base runner leaving the base before the pitched ball crosses home plate will be returned to his base and the base runner's team will be given a warning. All subsequent violations in the game of this rule by a base runner from the warned team will result in the base runner being called out.

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 causing the interference will be called out, and the remaining runners returned to their previous bases.

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 on the play.

7.8 A base runner may advance to any base including home base after a pitched ball crosses home plate.

7.9 Play will be dead when the umpire(s) calls or signals timeout.

7.10 The batter may not advance on a catcher's dropped third strike.

#### 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 seven (7) of its regular players at game time must forfeit the game. A team must field a team with a minimum of eight (8) players.

8.3 A team may fill their roster, of up to ten (10) players, with substitute RAMMS Ranch League players for regular season games and playoff games.

8.4 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: Playoffs will be conducted pursuant to RAMMS Board Policy.

## 13.0 RAMMS BOARD POLICY:

13.1 A child shall only play in one league.

13.2 A player may play up or down in the next higher or lower league in the American League, National League and Ranch League. In order for a player to play down in a lower league (i.e., outside of his assigned class group), the player must obtain the approval of the lower League Commissioner. If a player plays up, the player need not seek the lower League Commissioner's approval, but the coaches and League Commissioner of the upper league will decide at the draft whether the player is of sufficient talent to play in the upper league. If not, the player will not be drafted and can then play in the lower league.

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.