



**Rohnert Park Cal Ripken**

**Local League Rules & Head  
Coach Handbook**

**2026**

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Division	Playing Age	Level	<b>General Rules</b> (See Specific Division Rules for Details)
PeeWee	4-6	Beginning Players	<ul style="list-style-type: none"> <li>• Coach-pitch option based on each player.</li> <li>• Use of a Tee after missing 5 coach pitches (then 3 tee swings)</li> <li>• 45-foot bases</li> <li>• All players bat and play the field each inning</li> <li>• Required rotation of players every inning.</li> <li>• Base stealing is prohibited.</li> <li>• No standings for playoffs.</li> <li>• Manager can request a total of five players for team</li> </ul>
Single A Rookies	6-8	If a player is 6 years old, they need to have completed a minimum of one year of PeeWee	<ul style="list-style-type: none"> <li>• Machine pitch at 35 mph</li> <li>• All players bat</li> <li>• 10 defensive players on the field (4 outfielders)</li> <li>• Minimum play 4 innings in a six (6) inning game. 3 innings in a five (5) inning game. 2 innings in a four (4) inning game</li> <li>• No draft (random drawing)</li> <li>• Manager can request a total of five players for team</li> </ul>
Double A (AA)	7-10	Players who have completed Single A Rookies or 9- or 10-year-old first year players	<ul style="list-style-type: none"> <li>• All games are player pitch.</li> <li>• Pitching maximum of 2 innings per game for a total maximum of 4 innings per week</li> <li>• All players will bat</li> <li>• Nine (9) defensive players are utilized</li> <li>• Minimum play 4 innings in a six (6) inning game</li> <li>• 3 innings in a five (5) inning game 2 innings in a four (4) inning game</li> <li>• Skill assessments are required for this division</li> <li>• Players are subject to a draft</li> <li>• The Infield Fly rule is in effect</li> </ul>

<b>Division</b>	<b>Playing Age</b>	<b>Level</b>	<b>General Rules</b> (See Specific Division Rules for Details)
Triple A (AAA)	8-11	Players who have finished any AA, previous year AAA players, or 11-year-old first year players	<ul style="list-style-type: none"> <li>•All games are player pitch</li> <li>•All ages may pitch</li> <li>•Pitchers may pitch a maximum of 4 innings per game. Total of 6 innings in a week</li> <li>•All players bat</li> <li>•Nine (9) defensive players are utilized</li> <li>•Minimum play 4 innings in a six (6) inning game 3 innings in a five (5) inning game 2 innings in a four (4) inning game</li> <li>•Skill assessments are required for this division</li> <li>•Players are subject to a draft</li> <li>•The infield fly rule is in effect</li> <li>•Players may steal in accordance with Cal Ripken Baseball Rules</li> <li>•No safety base will be used at first base</li> </ul>
Minors 70'	10-12	Players who have finished AAA, or any 11- or 12-year-old first year players	<ul style="list-style-type: none"> <li>•All games are player pitch</li> <li>•Players may pitch a maximum of six (6) innings in a week</li> <li>•All players bat.</li> <li>•Nine (9) defensive players are utilized.</li> <li>•Minimum play 4 innings in a six (6) inning game 3 innings in a five (5) inning game 2 innings in a four (4) inning game</li> <li>•Skill assessments are required</li> <li>•Players are subject to a draft</li> <li>•Bases are 70 feet apart</li> <li>•The pitcher's plate is set at 50 feet</li> <li>•Leadoffs and pickoffs are permitted</li> <li>•The dropped third strike rule applies in this division.</li> </ul>

Major 70'	11-12	Players who have finished Minors, or returning Majors 70' players	<ul style="list-style-type: none"> <li>• All games are player pitch</li> <li>• Players may pitch a maximum of six (6) innings in a week</li> <li>• All players bat</li> <li>• Nine (9) defensive players are utilized.</li> <li>• Minimum play 4 innings in a six (6) inning game 3 innings in a five (5) inning game 2 innings in a four (4) inning game</li> <li>• Skill assessments are required</li> <li>• Players are subject to a draft</li> <li>• Bases are 70 feet apart</li> <li>• The pitcher's plate is set at 50 feet</li> <li>• Leadoffs and pickoffs are permitted</li> <li>• The dropped third strike rule applies in this division.</li> </ul>
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## **Section 1: BASEBALL OPERATIONS**

Running RPCRB League is a full-time commitment. Board members volunteer their time year-round to provide a quality program for its participants. The following timeline may be helpful:

### **November**

- Managers are solicited
- Equipment is ordered
- Registration information is finalized and distributed
- Registration begins

### **December**

- Insurance obtained
- Registration continues

### **January**

- Player registration continued
- Managers are interviewed and selected
- Manager and Coaches meetings occur
- Training clinics are performed
- Player skill assessments occur

### **February**

- Manager meetings continue
- Player Draft (may be in January)
- Notification of Teams
- Season details are worked out
- Practices begin

### **March-April**

- Practice games take place
- Game schedules are finalized

- Opening Day
- Games begin!
- All Star Managers selected
- All Star Teams are chosen

### **May/June**

- Spring Season winds down
- Closing Day Picnic/Homerun Derby are celebrated
- Playoffs begin
- Championship
- Fall Baseball Registration begins

### **June/July**

- All Star Teams participate in post-season tournaments.

### **August**

- New Board formed
- Spring Season results tallied
- Fall Baseball Planning continues

### **September**

- Fall Baseball Season Begins

### **October**

- Fall Baseball Season ends
- Fall Tournament concludes year
- Spring Season Preparation begin

## **Section 2: MANAGERS AND COACHES**

All managers, coaches, and any person who has consistent & direct contact with players through league sanctioned activities, must have a National Verified Background Check and Abuse Prevention Training completed approved through Babe Ruth League, Inc. every 2 years. The background check is provided by the league. Managers and coaches are required to attend all coaching clinics, rules-training in-services, and manager meetings. At all times, at least one manager or coach (having undergone the proper certification) must be at all practices, games, or other team functions.

- The Executive Board of Directors will interview potential managers for AAA, Minors, and Major Divisions. The entire Board of Directors can be present in the interview and will vote on selection of managers for these two divisions. Only board members present for all the interviews in a division will be allowed to vote.
- AA and below Managers will be recommended to the Board of Directors by the Vice-President and Director of Baseball Operations. If more managers need to be recruited, the Vice-President and Director of Baseball Operations will have the discretion to add managers without a board vote to ensure each team has a manager.
- Minors and below Managers must apply on an annual basis. Managing a team in a prior year does not guarantee a managerial position for subsequent years.
- Majors managers will be selected to a one year term to start, and will potentially be offered a second year based on re-evaluation and/or interviews after year one.
- Any negative information discovered during the background check certification may be cause for dismissal from the league at the sole discretion of the Board of Directors.
- The definition of negative information is also at the sole discretion of the Board of Directors.

### **Criteria for managers will include, but is not limited to:**

1. Baseball (or other youth sports) managerial experience
2. Baseball (or other youth sports) coaching experience
3. Baseball knowledge and experience
4. Ability to commit to team and league throughout season
5. Compliance per Manager Responsibilities Form

### **Manager's responsibilities shall include, but are not limited to, the following:**

- A. All team equipment assigned and the care and safety of its condition. Any unsafe equipment must be brought to the Equipment Manager's attention and arrange for replacement.
- B. Arrange for the distribution and return of regular season uniforms (including all-star uniforms) and any other equipment provided to team personnel or players. Failure to collect equipment or uniforms within 30 days (or an agreed upon alternate date) may result in future managerial replacement and be billed for the cost of replaced equipment.

- C. The preparation of the playing field and the staffing of the snack bar.
- D. The assigning of a team representative and scorekeeper. Managers are required to perform the scorekeeper function in the event a representative is not appointed. Scorebooks are to be kept current for each game.
- E. Proper behavior of the players, parents, and coaches.
- F. Violation of any rule may result in the immediate removal from the manager position. Failure to comply with any necessary duties and responsibilities as prescribed in these bylaws is cause for dismissal.
- G. In the event of a managerial vacancy during the season, the successor to the position shall be the coach of record (pending board approval).
- H. The manager must notify the league's Player Agent upon the loss of a player before or during the season. This player shall be replaced within seven days of notification.

### **COACHES**

All coaches must apply. Coaching certification and background checks must be completed and will be conducted before board approval (if possible). If the applicant is selected as coach and his son or daughter is named as the coach's option, that coach shall participate in at least 75% of the on-field coaching responsibilities including both practices and games. If a coach is not an active participant in this function (as determined by the League Vice President or Player Agent), the board may deem the team eliminated from postseason play. Any negative information discovered during background checks may be cause for dismissal from the league at the sole discretion of the Board of Directors (this includes all managerial responsibilities a coach is tasked with).

### **Section 3: DRAFT RULES FOR ALL DIVISIONS**

- A Draft Committee consisting of 5 board members including the Player Agent, Director of Baseball Operations, President or Vice-President, and two additional Board Members selected by board nomination and vote will oversee the draft process. This committee will also serve as the final decision maker on any draft procedural clarifications and/or disputes.
- All drafting procedures will use the snake method for each round. In the event a manager has no Coach with a Coach's Option, that manager will select in the first round to fill out the coach's option round. The rest of the draft will commence to the top of the second round with the team that has the predetermined first pick and snake from that point on (this procedure will be the same if the Manager has no Manager's Option).
- A Manager or Coach without a child participating on a team and with the consent of the parents may name a player as their coach's option. They must, however, retain this child while in the same division. A manager without a child participating on the team may not claim both a coach's option and manager's option.
- If a manager does not claim their child as a coach's or manager's option, the child will be available for the draft starting in the first round. The child must attend player assessments, or the child is selected to a team via hat pick.
- Players eligible for the Manager's Options or Coach's Option do not necessarily have to be placed in the round specified. However, if they are not taken in that draft round, they are open to be drafted by any team.
- The Draft Committee will determine what round sibling options will be placed in the draft.
- If a player is dropped, the Player Agent will assign a player to be called up. No call-ups will be permitted after 60% of the season has been played. If this occurs in the Minors Division, and a team is left with 10 or less players, an exception may be granted.
- There should be no influence by the current team's players, manager, or coaches for a player to drop. The decision to "move" is solely determined by the parent and player.
- A player requesting a player release while their father becomes a new manager or coach for the team, that player will be considered a manager's (or coach's) option and will not be assigned as a hat pick by the league.
- A manager that does not return (as manager or coach) and their previous player's option is still on the team, a new manager may get a manager's option and coach's option (as long as both options do not remain on the team). If both manager's / coach's options remain on the team, then the original coach's option becomes a hat pick and cannot be traded.
- Players may request to play down from their age and skill level. If the player is the coach or manager's child, the managers' selection committee will not permit them to manage or coach a team in that division. A thorough discussion regarding the problems of such an attempt will be communicated.

- Players may request to play up from their age level (i.e., allowing six-year-olds to play in the Rookies Division). Players, at some point below the Majors, must “catch up” to their peers and play two years at the Single A Rookies, AA, AAA, or Minors levels based on a Board committee’s assessment.
- Players that miss the skills assessment opportunities while giving prior notice will be discussed before each draft.
- The Draft Order will be determined at the Skills Assessment for Minors and below, by hat pick. A manager, coach or team representative from each team must be present.
- At the draft, only the manager and one (1) coach are permitted in the drafting room.

### **Hat Picks**

- Hat picks and teams in all divisions and teams will be weighted. These selections will be distributed in a manner to even out the teams as much as possible (i.e., an “A” rated player in hat will only have “B” rated teams picking from hat.) The Player Agent can assign hat picks to teams in the attempt to make them equitable.

### **Jr. Pee Wee, Pee Wee and Single A Rookies Division Drafts**

The drafts will be held 3-7 days following skills assessment. The guidelines are as follows:

- All players will be randomly assigned to teams by the Draft Committee
- A manager’s child will be assigned to his or her team.
- The manager may designate one (1) Coaches Option. The Coach’s child will be assigned to this team.
- In addition, each Manager may request that up to three (3) players be placed on his team, for a total of five (5). No more than 3 players can be linked together. The parents of requested players need to fill out a Managers Request Form with the league. This prevents multiple managers selecting the same player. If a player is desired, the Managers Request form must be filled out and submitted to the Player Agent prior to the draft.
- In the event siblings are both eligible for the draft, it is required that the Sibling Option be followed.
- The Player Agent will record all players selected by a manager and make this information available at the draft for all teams.
- No trades are allowed in these divisions.

### **AA / AAA / Minor League Draft**

- Teams will select players, by round, based on their draft order.
- 7-year-olds may try-out for AA, 8-year-olds may try-out for AAA and 10-year-olds for Minors and be placed in the draft with the draft committee recommendation.
- All 9-year-olds who tried out and were not drafted to the AAA League Division will be eligible for the AA League draft.
- All 10-year-olds who tried out will be eligible for the Minors League draft. Any 11- or 12-year-old player who played in Minors last spring, who misses skills assessment without prior notice given to the Player Agent, is not eligible for Major 70 Division. Their name will be placed in a hat and randomly selected during the Minor League draft.
- A Manager's child must be selected on or before the 4th round to be protected.
- The Coach's Option must be selected in the 1st round.
- Before the draft, the Player Agent will have all "hat-pick players" ready to be drawn to teams as determined by the Draft Committee.
- In the event siblings are both eligible for the draft, the Sibling Option is followed. The sibling option round will be determined by the Draft Committee.
- The Player Agent will record all players selected by a manager and make this information available at the draft for all teams.
- No trades are permitted once the Managers have vacated the draft room.

### **Major 70 Division League Draft**

- The Major 70 Division draft will be held 1-3 days following skills assessment.

### **Guidelines:**

- Teams will select players, by round, in reverse order from their previous year's record. In case of expansion, a hat pick will determine the order of the draft.
- In the case of a reduction draft, a hat pick will determine draft order.
- In the event of a tie in the standings the order will be determined in the following manner:
  1. Head-to-head record will determine order
  2. Team with fewest runs scored against will determine order
  3. Coin flip will determine order
- The draft will continue until teams have up to 12 players on their roster.
- Each team must have a minimum of five (5) and no more than eight (8) 12-year-olds on its roster

- Players already on a Spring Major 70' Division roster do not need to try out.
- All 10, 11 and 12-year-olds who attended skills assessment are eligible for the Major 70 Division draft.
- Any player who misses skills assessment without subsequent notice given to the Player Agent, are not eligible for the Major 70 Division draft.
- Returning Major 70 managers: 1st and 4th round picks return as your 1st and 4th round picks the following season whether they were claimed as options or not.
- Returning players will be placed in the draft, beginning in round 5 and continuing through round 12, depending on the number of eligible players (e.g., 4 returning players would be in 5, 6, 7 & 8; 5 returning players would be in 5, 6, 7, 8 & 9 and so on). The returning Manager and Coaches Option will be placed in the 1st and 4th round. The Sibling Option is in effect for draft-eligible players. Refer to Draft Rules for Reduction Draft positions.
- If a returning manager from the year prior who had no Coach's Option and selected a player in the 1<sup>st</sup> round to complete out the coach's option round that returning player will be placed in the 1st round of the current draft and be classified as his coach's option. The same procedure will be in place if there was no Manager's Option from the prior year placing that player in the 4th round.
- A Manager's child may be protected but must be selected on or before the 4th round. A Coach's child must be drafted in the 1st round to be protected. A Coach's child declared for purposes of the draft will remain with that team. Only one "declared" Coach's Option would be allowed on a team (for drafting purposes only). In the event the Coach becomes the Manager the following year, a new Coach's option will be available, if the previous Manager's child is no longer playing on the team.
- A manager that does not return (as manager or coach) and their previous player's option is still on the team, a new manager may get a manager's option and coach's option (if both options do not remain on the team). If both manager's / coach's options remain on the team, then the original coach's option becomes a hat pick and cannot be traded.
- Coach's Options. In the Majors Division, a coach's option from the previous year will not be coaching the coming season. If that same manager wants a new coach's option, then the previous coach's option player will become a hat pick.
- Before the draft, the Player Agent will have all "hat-pick players" ready to be drawn to teams as determined by a Board Draft Committee. No player released through a hat pick can be placed on their former team, nor can they be traded.
- In the case of one expansion team, a combination of receiving a choice of draft slot, receiving "hat-picks" as returning players, getting extra early round draft pick(s), and/or slotting the Manager's Option/Coaches Option in the last rounds will be established by the Draft Committee. All options are based on the number of players participating by their age. When more than one team is added, all returning players return to the draft.

### **Major 70 Expansion Drafts**

- In an expansion draft, each remaining team will protect the manager's option and the coach's options. All other returning players will enter the draft as hat picks for a new team. Teams with fewer returning players will not lose players to balance out new and returning teams.

### **Major 70 Reduction Draft**

- If one (1) team is reduced, the team with the fewest returning players will be entered into the draft as hat picks to the returning teams needing players to balance rosters throughout the division.
- If two (2) teams are reduced, the returning managers in that division will have the option to retain all their returning players or redraft a new roster. If the manager retains his roster, they will not pick until the round that corresponds to the number of players returning (meaning front load the draft, 4 returning players first pick would be 5th round). All returning players from disbanded teams will need to try out to be guaranteed a spot on a team in the same division.
- No trades are allowed once the Managers have vacated the room

## **Section 4: GENERAL RULES FOR ALL DIVISIONS**

Each Manager will be provided with a rulebook: (1) current edition Cal Ripken Division of Babe Ruth Baseball with Official Playing Rules. There is a copy of the Baseball Rulebook and the Local Rules located in every snack shack and/or at every equipment job box. If, during a game, a question arises about a rule, call timeout so the managers and umpires can clarify. *Umpires do not have to justify their calls.* A manager must be able to refer to the rule in question. It is best that every manager and coach read both rule books to familiarize themselves with all rules. It will also assist in the location of the one in question. A special rule review session will be held before the beginning of the season. Managers, coaches (both are required), and parents are invited.

In accordance with the Charter of Babe Ruth Baseball issued to the City of Rohnert Park, the League Board of Directors is empowered to make local modifications to the rules. In the event of any controversy or protest, these local rules will have priority over any other rules. RPCRBR Board Members can delay the start of a game to settle safety concerns or other important issues

### **Pitching Rules**

Pitching limitations as outlined in Section 0.06 (1-6) of the Babe Ruth Baseball Rule Book will be strictly enforced. All divisions will follow maximum innings allowed and pitch counts. Failure to abide by these will result in forfeiture of that game. It will also be noted in the Manager's file. Per page 9 of the Babe Ruth League, Inc. Baseball Rules and Regulations and Official Playing Rules Handbook:

#### **0.06 Pitching Limitations:**

1. A Cal Ripken Baseball pitcher, regardless of age, may pitch six (6) innings per calendar week (see division levels). A Babe Ruth 13-15 pitcher, regardless of age, may pitch seven (7) innings per calendar week. Rule 0.06-1 applies to all games regardless of when played. This includes re-scheduled and make-up games. If a pitcher delivers one (1) pitch in an inning he shall be charged for one (1) inning pitched.
2. The calendar week of Babe Ruth Baseball is Monday through and including Sunday. The calendar week is applicable towards maximum innings pitched in a week. It does not reset a players' days rest based on pitch count. **Example:** If a player pitches 68 pitches on Saturday and is required to have four days of rest, that does not reset after Sunday. That player still requires 4 days rest, which means that that player is ineligible to pitch until Thursday.
3. Each game in which a pitcher pitches is considered an assignment.
4. Games in which an ineligible pitcher has been used as specified in paragraphs 1, 2, and 3 shall be declared forfeited.
5. The word assignment means each game in which a pitcher pitches is considered one (1) assignment.
6. If a game is called before it has become a regulation game and the umpire declares it "no game," the pitching eligibility is the same as it was prior to the beginning of the "no game" situation.
7. Only a starting pitcher may return to pitching once they have been removed as a pitcher.

**8.** A trip to the mound occurs only when the coach talks with the pitcher or the player. Just crossing the line does not constitute a trip to the mound. For example, when a coach goes to talk to the short-stop during a timeout but does not talk to the pitcher, this does not constitute a trip. Crossing the baseline in this case does not invoke a trip just because the coach crossed the baseline. Baseball rules 8.06 state it clearly. There is no local rule on this, and this type of pettiness should not be contested. Defensive Conferences will continue to be governed by Rule 8.06. Specifically, if the defensive team's manager walks to the mound to talk to the pitcher during a Charged Offensive Conference, this will constitute an official visit.

**9.** A Cal Ripken Baseball pitcher, regardless of age, may play the catcher's position after being removed as the pitcher but is still required to adhere to the "Maximum Pitches Per Game" rule. As an example, an 11-12 year old player has a maximum of 85 pitches. If, while pitching, he/she reaches 45 pitches, he/she can then play catcher's position but cannot exceed 40 throws as a catcher. The number of throws will be tracked the same as the number of pitches that the current pitcher throws.

**10.** "Recovery Times" for a player that played both pitcher and catcher in the same game is based on how many pitches he threw as a pitcher. The players' throws as a catcher do not count against him for the purpose of determining his days of rest. As an example, 36-50 pitches equal 2 days' rest. If a player's pitch count reaches 45, the players as a catcher throws an additional 40 times, the player has reached their "Maximum Pitched Per Game" of 85. Because the player only pitched 45, he only must rest 2 days.

**11.** For a player that played both pitcher and catcher in the same game, "Recovery Times" or Days of Rest applies to both positions, pitcher and/or catcher.

**12.** It is the intent of this rule to apply only if the player begins as a pitcher and then plays as a catcher. Although there are many ways to gain maximum pitches as well as catching opportunities, this rule has been implemented to minimize player injury.

AGE	DAILY MAX (PITCHES)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+

### **Extra Player Rule**

This rule will be implemented in all divisions to assist teams who may not have the necessary amount of players. This rule assists in the prevention of rescheduling games (and forfeits) for lack of players (less than 9). The Extra Player List will consist of players from current rosters who are willing and able to play extra games when asked.

### **Guidelines:**

1. Players must have a parent / player consent form signed and on file with the league.
  2. Players will be placed in order by hat pick and will stay in that order.
  3. Once a player has been used, they will be moved to the bottom of the list.
  4. If a manager knows they will have less than 9 players, they should inform the Player Agent and request a player as soon as possible.
  5. The Player Agent will then start at the top of the list to find a player for the requesting team.
  6. Players utilized as the extra player will not be allowed to pitch in that game.
  7. In the event that the team that called for an extra player has nine (9) of their own players show up, the extra player will play the first 2 innings plus get at-least one (1) at bat, then be allowed to leave, as agreed upon in the Extra Player Parent / Player consent form.
- All division managers may agree to waive the automatic out when playing with only 8 players.
  - All divisions can use a courtesy runner for catcher of record, when there are two (2) outs. The courtesy runner is the last player declared out prior to the catcher's safe arrival on base. This allows the catcher to gear-up for the next inning.

### **General Game Play**

- Umpires, managers, and coaches will be asked to restrict warm-up pitches between innings to five (5) for a returning pitcher and eight (8) for a new pitcher or one minute and thirty seconds, whichever is completed first. Overseeing pitches between games speeds up play.
- The Player Agent will call up a player when a team loses a teammate for the season from a list of eligible ball players after the draft is conducted.
- Pre-season games will be scheduled and played.
- The official start times for all games are the posted game times. The posted starting time is used for determining the length of the game. If a game starts late, official game time remains the posted game time. Exceptions may be made by umpires due to previous game time or field conditions. Umpires will announce official game time.
- Safety bases are to be used at all A, AA, and Rookie Division games. Note: the orange portion of the base is in foul territory and is to be used by the batter/runner in any situation involving a possible play going to (though not advancing from) 1st base. The runner must run to the orange section of the bag to avoid collisions. Defensive players must be in contact with the white portion of the base to make an out. If there is no clear play at 1st base, the runner may use the white portion of the bag to round

the base. If a batted ball hits the orange section (no part of the ball touches the white section) the ball is foul. If a runner goes back to the base, touching only the orange portion of the base, and is tagged by the defensive player, the runner may be called out.

- Only the starting pitcher may return to the pitching position once they have been removed.

### **Manager / Coach Ejection**

- A manager or coach may be ejected by an umpire. The notice of ejection must be made known to the offending party before the next play begins. An ejection for verbal or physical abuse against an umpire can happen at any time. Managers are responsible for their team's parents and guests. If managers are unable to control their behavior to the satisfaction of the umpire, both Manager and Coach may be ejected from the park. The league supports a no tolerance rule for disruptive parents and guests. Teams must behave appropriately and maintain proper conduct, as defined in the league "Code of Conduct". Any party can file a complaint or grievance (forms are available in all snack bars).
- A manager or coach ejected by an umpire will automatically result in their suspension from the following game. The Manager or Coach is prohibited from attending the next scheduled game played by his or her team. A second ejection will result in an expulsion for the remainder of the season pending Board review. Umpires are required to notify the Director of Umpires of all ejections within 24 hours.
- After an ejection, the manager or coach must immediately leave the park (field, bleachers, and parking lot).

### **Player Ejection**

- A player ejected by an umpire will automatically result in their suspension from the following game. The player may not sit in the dugout while serving the suspension. A second ejection will result in the expulsion for the remainder of the season pending Board review. Managers are responsible to notify the Player Agent of all ejections within 24 hours.

### **Offensive Conference Rule**

Each team is permitted one (1) Charged Offensive Conference per inning.

Definition: A "Charged Offensive Conference" is a meeting between a manager or coach of the offensive team and a player or players from the offensive team while play is dead. This occurs because the offensive team has requested "Time" for such a conference.

**Rule:** Each team may be granted no more than one Charged Offensive Conference per inning.

**Intent:** This Rule is intended to keep the game moving and to reduce unnecessary delays. This gives players an optimal amount of playing time while staying within the Time Limit Rule.

**Penalty:** After a team has had one Charged Offensive Conference in an inning, the umpire shall deny any subsequent requests for charged conferences by the same team in the same inning. The Offensive Team shall not delay the game by calling "time" for additional Charged Offensive Conferences in violation of this rule. Failure to comply with the intent behind this Rule may be considered "Unsportsmanlike Conduct" and the umpire may, in his or her discretion, eject the offending team's manager / coach.

**Notes:** While play is dead for any other reason, an Offensive Conference may be held and shall not be

considered a "Charged Offensive Conference"; provided the offensive team is ready to proceed when the umpire is ready to call "Play." If the umpire must delay putting the ball in "Play" for more than a few moments so that the Offensive Conference can conclude, the umpire may advise the Offensive Team that their conference will be considered a Charged Offensive Conference. This could include a team's unnecessarily long delay in sending its leadoff batter to the plate at the start of a half-inning. Offensive conferences other than "Charged Offensive Conferences", as defined above, will happen many times in games and this rule is not intended to regulate them in any way.

#### **AAA and Below Base Running and Play Conclusion Rules:**

- When the pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive the ball, base runners shall not advance nor leave their base until the ball has been delivered and has reached the batter. The catcher is ready to receive the ball when he is in the catcher's box with a mask and glove on. The catcher does not have to be in the crouch position. The Umpire(s) may call time while a play is in progress for an injury and place the runner(s) at the closest base(s) based on the umpires' discretion. No time out shall be granted while a play is in progress and runners are still in motion.
- With the pitcher and catcher in position and in control of the ball, the batter / runner may not advance past 1st base on a walk.
- If a play is being made on a runner at any base, the base runner must avoid unnecessary contact with the player receiving the ball.

Rule: If the runner fails to avoid contact, they are out automatically.

#### **Sliding Rules:**

##### ***Any runner is out when they:***

- Do not legally attempt to avoid contact with a fielder in the immediate act of making a play on that runner.
- **Rule:** The runner is out, and the ball remains alive, unless interference is called.
- Slides headfirst into home plate automatically makes the runner out in the AAA and below Divisions.
- Elect to slide and do not legally slide (see below), causing illegal contact and / or illegally alters the actions of a fielder in the immediate act of making a play.

**Rule:** The runner is out; the ball is dead for interference.

##### ***A slide is illegal if the runner:***

- Slides headfirst into home plate in the AAA and below Divisions.
- Uses a rolling, cross-body or pop-up slide into a fielder.

- Has a raised leg higher than the fielder's knee when the fielder is in a standing position.
- Goes beyond the base and makes contact with or alters the play of the fielder.
- Slashes or kicks the fielder with either leg or tries to injure the fielder.
- Batter / runner slides into 1st base before crossing the base (in AA and down Division only)
- Runners are required to slide when plays are close. If a runner elects to slide the slide must be legal.
- The term "**to avoid contact**," as used above, refers to potentially injurious contact (e.g., collisions). No part of this rule intends to absolutely prohibit incidental or slight contact between players on an otherwise legal and clean play.

### **Batting out of order**

Batting out of order is also clearly stated in Baseball rule 6.07. If an improper batter is hitting, the proper batter can go in before the end of the at-bat without an out being called. If the at-bat is completed and a team appeals before the next pitch, then the proper batter is called out and no runners may advance (check the proper page in the Babe Ruth Rulebook). When a player shows up late for a game in the Minor Divisions, AAA and below, they are placed at the bottom of the order and must wait for their time at bat. In the Major Divisions, they are treated as a substitute player.

### **Minimum Playing Time All Divisions**

Each player is required to play a minimum of 4 defensive innings in the field if the game reaches a full 6 innings.

If the game ends due to time constraints in the 5th inning, then each player is required to play a minimum of 3 defensive innings in the field.

If the game ends due to time constraints in the 4th inning, then each player is required to play a minimum of 2 defensive innings in the field.

### **Game Time Limits**

- Jr. PeeWee and PeeWee games are played to a maximum of four (4) innings, not to exceed a time limit of 1 hour and 15 minutes (75 min).
- Single A Rookies Division games are played to a maximum of six (6) innings, not to exceed a time limit of 1 hour and 30 minutes (90 minutes).
- AAA and AA Division games are played to a maximum of six (6) innings. However, no new inning is to begin after 1hr and 50 minutes (110 min). New innings start when last out is recorded from the previous ½ inning, or unless tied and time allows for additional inning(s) to break the tie. If the game remains tied at the end of an inning after the expiration of the allowed time limit, the score will be reported and recorded as a tie. The game time limit is 2 hours.

### **Maximum Run Rule**

- **Major 70' Division through AA Division:** No team shall be allowed to score more than five (5) runs in any inning except the sixth (6th) inning. The sixth (6th) inning is an unlimited run inning. In the

event a player hits a home run (or in the opinion of the umpire the hit would be a home run without any errors), all runs preceding and including the home run are counted. The last inning is the 6th inning and any inning after (7th, 8th etc.) would be subject to the unlimited run rule if time permits.

- **Single A Rookies:** No team shall be allowed to score more than five (5) runs in all innings. In the event a player hits a home run (or in the opinion of the umpire the hit is a Home Run without any errors), all runs preceding and including the home run will be counted.

### **Tied and Forfeited Games**

- When the umpire declares the game a tie, it will be entered into the standings as a tie. In the case of playoff games, the game will be continued until a winner is determined.
- Teams failing to field eight (8) players within ten (10) minutes of the scheduled start time will result in a forfeit. The ninth (9th) position in the batting order will be an automatic out. Managers may agree to waive the automatic out rule before a game starts and will notify the umpires.

The game will not be rescheduled if you are unable to field at least eight (8) players on the scheduled game day. A forfeit will be registered as a loss.

### **Protested Play/Game**

A protest must be filed with the umpire at the end of the disputed play and before the next pitch is made during the game. Protests on judgment calls are not permitted. The game may only be officially protested within 24 hours of its completion. The protest must then be filed with the President or Vice President. The cause for the protest and \$20 cash or check must accompany the written protest. The \$20 will be returned to the team protesting if they win the protest.

## **Section 5 - DIVISION PLAYING RULES**

### **Jr. Peewee & Peewee Playing Rules:**

The Pee Wee league is designed for the instruction and proper development of baseball proficiency and its rules. Its goals are to develop proper hitting, catching, fielding, and throwing abilities. Emphasis should be placed on sportsmanship, knowledge of the game, team play, and improving baseball skills.

- Up to Twelve (12) players will be positioned defensively including six (6) outfielders (no short rover), four (4) infielders, a pitcher and a catcher. Teams with fewer players will field a team with fewer outfielders.
- Managers are required to rotate players to different positions continuously throughout the season. It is mandatory to rotate players each inning.
- After five (5) swings, the batter shall advance to the tee. Players are permitted to start their at-bat from the tee. All hitters shall put the ball in play (no strikeouts).
- All batters bat every inning.
- When a batted ball strikes a coach in fair territory, the ball is ruled a dead ball, the batter is awarded first base, and all runners advance one base.
- Managers and coaches, whose teams are playing defense, may be permitted on the field grass behind their players in the outfield or in foul territory bordering the infield.
- No bunting or stealing is permitted.
- The Infield Fly Rule is not enforced at this level.
- Play stops (runners cannot advance) if the ball is thrown from an outfielder to an infielder at any base.
- The runner will be awarded only the base he or she is advancing toward when an overthrow from an outfielder occurs.
- On any overthrow from an outfielder a runner is only awarded the base they are advancing toward.
- Runners will advance only to the base he or she was heading to on an overthrow in the infield. This is called: station to station play (base to base).
- Sliding into 1st base is prohibited.
- Sliding headfirst into home plate is prohibited.
- All players will bat in the same order throughout the game.
- A Pee Wee game will be played to a maximum of four (4) innings and not to exceed the time limit of 1 hour 15 minutes. Game time is 1hr & 30min.
- Bases will be set at 45 feet apart.

### **Single A Rookies Playing Rules:**

The Single A Rookies league is designed for the continuation of instruction and proper development of baseball proficiency and its rules. Its goals are to develop proper hitting, catching, fielding, and throwing abilities. Emphasis should be placed on sportsmanship, knowledge of the game, team play and improving baseball skills.

- Ten (10) players will be positioned defensively including four (4) outfielders (no short rover), four (4) infielders, a pitcher, and a catcher. Teams with less than ten (10) players will field a team with fewer outfielders.
- An area adjacent to either side and slightly behind the pitching machine shall be designated for pitchers to position themselves at the start of every play (away from the machine for safety reasons).
- When the ball is hit, the runner can advance until the ball is fielded and thrown. Play stops (runners cannot advance) if the ball is thrown from an outfielder to an infielder at any base. On any throwing error from an outfielder a runner is only awarded the base they are advancing toward. In the case of a throwing error on a play in the infield, the runner will stay at the base to which they were advancing.
- Managers are required to rotate players to different positions continuously throughout the season. During a game, it is mandatory to rotate players. Players may not play more than (2) two innings at any single position with a minimum of two (2) innings in the infield. Players should rotate between the infield and outfield. It may be possible, however, that a player or players may only play at an infield position during a game. Nevertheless, all players are required to play a minimum of (2) innings in the infield.
- Managers and coaches on defense can be on the outfield grass behind their players or in foul territory surrounding the infield area. Managers and Coaches are to stay off the playing field until the inning is over.
- No bunting or stealing is permitted.
- The Infield Fly rule is not enforced at this level.
- Sliding into 1st base is prohibited.
- Sliding headfirst into home plate is prohibited.
- ALL players will bat in the same order throughout the game. If a player leaves the batting order due to a minor injury, they cannot return to play defense until they have batted.
- Each batter will receive five (5) pitches (*speed set at 35 MPH*). The person operating the pitching machine must make sure the pitches are good quality pitches by placing the ball correctly in the machine (the seams shouldn't be in contact with the throwing area).
- A parent, or coach if no parent is available, will operate the pitching machine for their own team's offensive at bats. The person operating the machine may verbally help the batter move in the batter's box but may NOT coach in any other manner. Once a ball is put into play by the batter, the person operating the pitching machine must stay near the machine. They must get out of the way of

any play being made, and refrain from speaking to any runner. Persons operating the machine will only receive

the ball from the pitcher and will refrain from loading the machine until all defensive players are ready and the umpire has indicated play can resume.

- When a batted ball strikes the pitching machine or Coach in fair territory, the ball is ruled a dead ball. The batter is awarded first base, and all runners advance one base.
- No team shall be allowed to score more than five (5) runs in any inning. In the event a player hits a home run (or in the opinion of the umpire the hit would be a home run without any errors), all runs proceeding and including the home run are counted.
- Innings end after three outs are made.
- Single A Rookies Division games are played to a maximum of six (6) innings, not to exceed a time limit of 1 hour and 30 minutes (90 minutes).
- A new inning begins when the last out is recorded from the previous 1/2 inning. The game time limit is based on the posted starting time.
- Single A Rookies League players may not be called up to the AA Division.
- No players can be used as base coaches when the team is on offense.
- The home team's scorebook is the official book. Scorekeepers for both teams will keep score to enforce the five (5) run rule, to record the final inning, and to keep the batting order. That means no official scores or standings will be posted. There will be no playoffs in the Single A Rookie Division, but extra games may be scheduled.

### **AA and AAA Division Playing Rules**

The upper divisions will follow the same rules for the entire season.

- Nine (9) defensive players will play the field including three (3) outfielders, four (4) infielders, a pitcher, and a catcher.
- Managers are encouraged to rotate players to different positions throughout the season. Managers will be reminded of this throughout the season.
- A play will conclude as per regular Cal Ripken Baseball Rules. .
- Games will be player pitched.
- Strikeouts and walks will be enforced.
- Drop third strike is not permitted in AAA and below divisions.
- Intentional walks are prohibited.
- Runners are not allowed to lead off. On a live ball runners can steal but are not allowed to leave the base until the pitch crosses home plate. Once the runner stops forward progress, the runner may not advance and must return to the base, unless there is an overthrow from any player to the pitcher. Once the play is concluded and the pitcher has the ball in hand on the mound, runners will no longer

be allowed to advance until the next play.

- ALL players will bat in the same order throughout the game. If a player leaves the batting order due to a minor injury, they cannot return to play defense until they have batted.
- Each team is allowed one (1) "Charged Offensive Conference" per inning.
- Bunting and stealing will be allowed and the Infield Fly Rule will be enforced.
- Sliding headfirst into home plate is prohibited.
- No team shall be allowed to score more than five (5) runs in any inning except the sixth (6th) inning. The sixth (6th) inning is an unlimited run inning. In the event a player hits a home run (or in the opinion of the umpire the hit would be a home run without any errors), all runs preceding and including the home run are counted. The last inning is the 6th inning and any inning after (7th, 8th etc.) would be subject to the unlimited run rule if time permits.
- Games will be a maximum of six (6) innings. No new inning shall start after 1hr. 50 minutes. A new inning begins when the last out is recorded from the previous 1/2 inning, unless the game is tied and time allows additional inning(s). If the game remains tied at the end of an inning after the expiration of the allowed time, the score will be reported as a tie. The game time limit is based on the posted starting time.
- 
- AA Division players that attended the skills assessment event may be called up to the AAA Division if less than 60% of the season has been played. The Player Agent will keep a list of such players and make the selection.
- The home team's scorebook is the official book. Scorekeepers for both teams will keep score to enforce the five (5) run rule, to record the final inning, maintain pitch counts, pitching eligibility, and to keep the batting order. The winning team will record the score.

### **Minors and Major 70' Division Playing Rules**

- Nine (9) players will be positioned defensively including three (3) outfielders, four (4) infielders, a pitcher, and a catcher. Base paths are 70' and the pitching distance is 50'.
- Managers are encouraged to rotate players to different positions throughout the season. Managers will be reminded of this throughout the season.
- A play will conclude as per regular baseball rules.
- Babe Ruth / Cal Ripken pitching rules will be enforced including pickoffs and balks (balks to be enforced in the second half of the season). Strikeouts and walks will be enforced. On a dropped third strike, the batter may attempt to advance.
- Intentional walks are prohibited.

- Warm-up pitches are limited to five (5) for a returning pitcher, and eight (8) pitches for a new pitcher.
- Bunting is permitted.
- Stealing is permitted (with lead offs).
- A batter may advance on a dropped third strike.
- The Infield Fly Rule will be enforced.
- Sliding headfirst into home plate will be permitted.
- Each team is allowed one (1) "Charged Offensive Conference" per inning.
- No team shall be allowed to score more than five (5) runs in any inning except the sixth (6th) inning. The sixth (6th) inning is an unlimited run inning. In the event a player hits a Home Run (or in the opinion of the umpire the hit would be a Home Run without any errors), all runs proceeding and including the Home Run are counted. The last inning is the 6th inning and any inning after (7th, 8th etc.) would be subject to the unlimited run rule if time permits.
- Games will be played to a maximum of six (6) innings or 2 hrs. All teams make the playoffs.
- Eligible Minors players that attended the skills assessment event may be called up to the Major 70' Division if a Major 70' Division player is lost for the season. The Player Agent will keep a list of such players and make the selection within seven (7) calendar days.
- The home team's scorebook is the official book. Scorekeepers for both teams will keep score to enforce the five (5) run rule, to record the final inning, maintain pitch counts, pitching eligibility and to keep the batting order. A league scorecard sheet will be used to make sure scores are agreed upon. Scorecards are available in the snack shack and the home team manager should complete the form before leaving the park. The winning team will record the score.

## **Section 6 - ALL-STARS AND PLAYOFF INFORMATION**

### **All-Stars**

All-Stars players that are selected to the team, accept the invitation, and then quit will not be eligible for playing on an All-Star team in the future. An exception will be made for medical reasons. Parents can appeal to the Board to reconsider the eligibility of the player. The appeal must be submitted to the board prior to the April Board Meeting. The board will consider if the circumstances of the situation were extreme and return a decision prior to All-Star Assessments.

The All Star Letter of Commitment reflects the manager's discretion on allowing a player to miss a small minority of practices / games. The All Star Letter of Commitment more thoroughly explains the "No guarantee of playing time" rule. The Board will also make sure a non-involved Board Member supervises the parent meeting for each team. Parents of All Stars players are required to work at a tournament. The league will work to provide revenue to fund the All-Star procedures (sending teams to other tournaments, jerseys, etc.). There will be a buyout option for parents unable or unwilling to help.

All Star Manager and Player selection dates will be emailed to the coaches and managers as set yearly by the board of directors

### **Playoffs and Tie Breakers**

If there is a tie between teams for playoffs and future draft purposes, the tie breaker(s) will be:

- Head-to-Head Record
- Least Runs Scored Against
- Coin Toss

All teams in all divisions (except for Rookies and Pee Wee Divisions) qualify for the playoffs. Playoffs rules and format are to be posted no later than two (2) weeks prior to the start of the contest.

## **Section 7 - TEAM INFORMATION**

### **Keeping Score**

- Scorekeepers will exchange lineups prior to the start of the game. The HOME team will keep the "official" book in every division. Both teams are required to keep accurate score books. Scorekeepers should convene with each other after every inning. Scorebooks will be referenced in the event of a protested game.
- The winning team is also responsible for posting game results on the website within 24 hours of the completion of the game ([www.calripken.org](http://www.calripken.org)).
- Failure to comply will result in a tie game and will be noted in the manager's file.

### **Equipment Issuance & Return**

- The Equipment Manager(s) will distribute team equipment.
- Uniforms will be ordered and delivered in March for immediate distribution to the players.
- The equipment must be returned within fifteen (15) days following the conclusion of the season. If the equipment is not returned to the League, a bill will be submitted to the Manager for the equipment at retail price.

Broken or defective equipment should be returned to and replaced by the Equipment Manager(s) as soon as possible including during the season. Managers are responsible for all equipment and uniforms. Managers will be required to sign an Inventory Form for all equipment and uniforms issued. It is the responsibility of the manager to make sure that all equipment assigned to each team has been distributed correctly. Managers are responsible for any equipment lost or damaged from misuse

- **Pitching machines:** Be careful and gentle with them. Use the carts provided for their transportation to and from the mound. No dirt or chalk should be near the main power controller. Please use care when setting the machine up and when taking it down.
- Keys to field equipment sheds and boxes are distributed with equipment. All keys need to be returned with the equipment. A bill will be submitted to the Manager for the cost of rekeying if the key is lost or not returned within fifteen (15) days following the conclusion of the season.
- The umpire will provide game baseballs at the beginning of each game. After each game, baseballs are to be returned to the used ball bin in the snack bar.
- Extra balls for practice can be ordered at cost through the Equipment Manager(s). Left-handed catchers' gloves are available upon request. Pop up nets and batting tees are available at all fields for practice. They must be returned and cared for properly. Managers must be diligent and careful when closing up the fields after games and practices. Please check for hoses, bases, tools and chalk dispensers when leaving the field. Please make sure all doors are shut and secured properly. Take the time to double check everything before you leave the park. Equipment is expensive to replace. It is important to put all league equipment away properly and promptly.

## Field Preparation

Field preparation is the responsibility of both competing teams. Fields must be ready for play 20 minutes prior to the scheduled start time. This allows 10 minutes of infield practice for the visiting team, followed by 10 minutes of infield practice for the home team. No game shall start prior to proper preparation of the field. Infield practice will only be allowed if time permits prior to the scheduled game start time. Field preparation will consist of dragging the dirt areas, raking the foul lines and pitcher's mound, positioning the bases, and lining the field / batter's boxes. If time permits, the dirt infield area, batter boxes and pitcher's mound should be hosed down, especially when hot and/or windy.

- Both teams of the last game at every field should have the entire infield (dirt and grass) watered thoroughly and dirt dragged. Each team will clean their dugouts and stands at the end of the game. Both teams will rake the home plate, the pitcher's mound (and surrounds), and water the infield. Parents should be encouraged to do this while teams are meeting and equipment is being gathered.
- The **HOME** team will remove the bases and secure the equipment shed and snack shack. Do not leave until the lights are off and doors are locked and everyone including the snack shack manager has left the area. Failure to comply will result in a one (1) game suspension for the manager.

## Snack Shack

- The **Home Team, Team Parent** will cover **Opening** snack shacks in all divisions. The Home Team, Team Parent will be responsible for opening the Snack Shack 30 minutes prior to game time. The team volunteers will set up and perform all Snack Shack opening procedures.
- The Team Parent will schedule team volunteers to work all home games. The Team Parent will stay until volunteers have arrived.
- Either the Team Parent or the Team Manager must return to double-check that all closing procedures have been completed. The **Visiting Team, Team Parent** will be responsible for **Closing** the snack shack.
- If parents have not arrived 20 minutes prior to the game to set up, the home team manager will be advised that they have 5 minutes to staff the snack shack. Failure to immediately staff the snack shack will result in its closure and the game will be forfeited. A win will be awarded to the visiting team.
- Parents for both late and weekend games must be in the snack shack at the bottom of the last inning of the previous game. Closing procedures should begin at the bottom of the last inning of the last game of the day. The home team volunteers are responsible for all snack shack duties as posted in the snack shack, including the completing and signing of the snack shack responsibility forms.
- Because the snack shacks provide the League with a large portion of its revenue:
  1. Failure to provide two (2) parents to work in the snack shack within the above time limits will result in the forfeiture of the home team's scheduled game. All snack shack workers must be of high school age or older and with at least one (1) parent in the snack shack at all times.
  2. Home team manager or coach must remain at the field until the snack shack is secured and the snack shack personnel have left the premises. Failure to comply will be noted in the manager's file.

## **Umpires**

- To avoid any conflict of interest, no manager or Board Member shall umpire any game in the division their child plays, unless an emergency situation arises as determined by the President, Vice President, or Director of Operations of Rohnert Park Cal Ripken Baseball. In emergency situations, no concurrence is needed; protests are still available to managers.
- Any complaints with umpires must be put in writing and delivered to the President and the Director of Umpires of the League. The Grievance Committee will decide all grievances.

## **Behavior Expectations of the Managers and Coaches**

- Managers and Coaches must exemplify the highest moral character, behavior, and leadership.
- Managers and Coaches must be examples of integrity and adhere to strong ethical principles.
- Managers and Coaches must model and practice good citizenship and good sportsmanship!
- Managers and Coaches must respect the integrity and personality of the individual athlete.
- Managers and Coaches must abide by and teach the rules of the game in letter and spirit.
- Managers and Coaches must set a good example for players and spectators to follow.
- Managers and Coaches must refrain from arguments in front of players and spectators
- Managers and Coaches must not make gestures which indicate an official or opposing coach, does not know what he or she is doing or talking about.
- Managers and Coaches must not throw any object in disgust or game frustration.
- Managers and Coaches must shake hands with the officials and opposing coaches before and after the contest in full view of the public.
- Managers and Coaches must respect the integrity and judgment of game officials.
- Managers and Coaches must treat the officials with respect even during times of disagreement or protest providing a positive model of dealing with adversity.
- Managers and Coaches must always display modesty in victory and graciousness in defeat.
- Managers and Coaches should confine remarks to game statistics and to the performance of their team.
- Managers and Coaches must instruct participants and spectators in proper sportsmanship responsibilities and demand that players and spectators make sportsmanship the priority.
- Managers and Coaches should develop a program that rewards participants and spectators for displaying proper sportsmanship and enforces penalties on those who do not abide by sportsmanship standards.
- Managers and Coaches must not use profanity, obscene language, obscene gestures, or improper actions.

- Managers and Coaches may not consume alcohol, smoke, vape, chew tobacco or any other plant-based product at any park facility.

### **Grievances**

- All grievances and complaints must be submitted to the Executive Board in writing within 24 hours of the incident. All parties involved in the grievance will be required to meet with the Grievance Committee within 48 hours after the filing. The Grievance Committee will then rule on the complaint and will notify all parties and the Executive Board of its ruling within 24 hours after the convening of the parties. All parties involved have 10 days to appeal to the full Board. Failure to cooperate fully with the Grievance Committee will result in a manager or coach being suspended until the grievance is resolved.
- Grievance Forms are available at the park Snack Shacks. Once it is completed it must be delivered in a sealed envelope to the A-Park Snack Shack Safe immediately. Those filing the grievance must then Email the league president to advise the league that a grievance has been filed and has been placed in the A Park Safe.

### **Notifying Your Team**

- Managers will notify their players within 24 hours of the draft. Players and parents are expecting the call. Jerseys and team pictures are usually delivered to the coaching staff or team parent. Once they have been delivered, they need to be distributed to team members or their parents in a timely fashion. If mistakes occur, please notify the Director of Uniforms immediately.

## **Section 8 - PARK GROUND RULES**

### **Ground Rules for Local Fields**

#### **• A Park (A-1)**

Going into dugouts is considered out of play. If a ball goes under or over a fence, a player should raise his arms. The ball will then be declared out of play. If a ball goes behind a hanging sign on the fence the ball is declared out of play. If a ball hits the yellow marker on top of the fence and goes over the fence, it is declared a home run. If it stays in the field of play, it is a live ball and still in play.

#### **• B Park (B-1 and B2)**

Going into dugouts is considered out of play. If a ball goes under or over a fence, a player should raise his arms. The ball will then be declared out of play. If a ball goes behind a hanging sign on the fence the ball is declared out of play. If a ball goes over the outfield fence, it is a declared home run. If it stays in the field of play, it is a live ball and still in play.

#### **• C Park (C-1 and C-2)**

Going into dugouts or other gated areas is considered out of play. If a ball goes under or over a fence the ball is declared out of play. The ball is out of play when it travels over a straight imaginary line, from the end of the fence to the end of the field.

#### **• Cator Field**

Going into the dugout is considered out of play. If a ball goes under or over a fence, a player should raise his arms. The ball will then be declared out of play. If a ball goes behind a hanging sign on the fence, the ball is declared out of play. If a ball hits the yellow marker on top of the fence and goes over the fence, it is declared a homerun. If it stays in the field of play, it is a live ball and still in play.

#### **• H Park**

Going into dugouts or other gated areas are considered out of play. If a ball goes under or over a fence, the ball is declared out of play. The ball is out of play when it travels over a straight imaginary line, from the end of the fence to the end of the field.

### **In accordance with State and local laws and ordinances:**

- **NO** smoking of any kind, eSigs, vaping, or tobacco use is allowed within 250 ft of any youth sports event.
- You can read the full law here [SB-977 Tobacco: youth sports events](#)
- NO alcohol is permitted at any of the parks, includes parking lots
- Any coach or spectator who violates these rules will be suspended from attending the following game. Subsequent violations will be brought before the executive board for review

## **Section 9 - Rohnert Park Cal Ripken Baseball (RPCRB) Anti-Bullying Policy**

Given the serious effects that bullying has on youth and organizations, RPCRB has adopted an anti-bullying policy. This policy overview is intended to guide all Managers, Coaches, Players, Volunteers, Parents, Guardians and Spectators in their behavior at RPCRB league games, events, and fields. Bullying not only leads to anxiety and low self-esteem in youth who are targeted, but also causes other youth to feel unsafe. Youth of all ages deserve the right to feel safe and supported by all RPCRB Board Members, Managers, Coaches, players, volunteers, and parents.

By raising awareness throughout our league, Board Members, Coaches and Parents can work together to ensure that RPCRB is a place that youth and parents feel welcome and included.

**Bullying:** Bullying involves behavior by one person or a group of people with the intent to ridicule, harass, humiliate, or intimidate another person during league games, events and/or at league fields. Verbal bullying involves repetitive behavior and includes the use of words and gestures. Emotional bullying involves rejection, terrorizing, extorting, humiliating, rating/ranking personal characteristics such as race, disability, ethnicity, or perceived sexual orientation. Physical bullying can include a single incident of pushing, hitting, or kicking a person or interfering with their property.

Bullying which occurs outside of the league setting may be addressed by league officials only if such conduct markedly interrupts or severely impedes the purposes of the RPCRB league. No amount of bullying is acceptable. Not all joking or horseplay is bullying, but when the intent or effect is to cause distress, continuation or repetition of such behavior is bullying and will not be tolerated.

**Reporting Bullying:** If you are being bullied, or know of someone being bullied, you must tell a team manager, coach, general manager, or a board member of RPCRB as soon as possible.

**Consequences of Bullying:** If a person involved in the league (including managers, coaches, players, volunteers, guardians, and spectators) has taken part in bullying behavior, a warning will be given to that individual. If the behavior continues, that person will be suspended or excluded from the fields for at least one (1) full game and up to the remainder of the season.

Any further incidents will be referred to the Board of Directors for further action, which can include further warnings, discussions with parents and guardians, further suspensions or exclusions, ineligibility for playoff, tournament and/or all-star involvement, up to and including permanent removal from the league, and reporting to local law enforcement.