

# Ramsey Baseball Association Major League Rules

The following rules have been adopted by the executive Board of the Ramsey Baseball Association. All rules of the various national baseball and softball organizations with which the RBA is associated will be official except where superseded by Ramsey Local Rules as published. Local rules for in-town play only.

Unless otherwise stated below, the Ramsey Baseball Association's Major League (also known as Little League Baseball) follows the Official Regulations and Playing Rules as outlined by Little League Baseball, Inc. Intentional violation of the rules will result in a forfeit.

## **GENERAL PROCEDURE GOVERNING CHANGES IN LOCAL RULES:**

Changes in rules will normally originate within the individual leagues. The League President and managers meet and recommend changes to the rules. These recommendations are passed to the Rules Committee in writing prior to February 1<sup>st</sup> in order to be acted on for the current season. The League President meets with the Rules Committee for the discussion of the recommendations. The Rules Committee shall present its opinion and original recommendations to the Executive Committee for finalization.

The various leagues should meet at the end of the season to discuss rules and recommend changes if needed.

- 1. Minimum Play** - Each player present at game time, and physically able to play, must play a minimum of three (3) innings in the field and bat once. The substitution rule is fully explained below.
- 2. Special Pinch Runners** - There is no "special pinch runner".
- 3. Minimum Players in Game** - A team may begin a game with eight (8) players. Additional players may be added as they arrive. A team with fewer than (8) players forfeits the game.
- 4. Rosters** - We will play with an eleven (11) player roster.
- 5. Mercy Rule** - No "mercy rule" is in effect. Of course any game may be stopped by mutual consent of the managers.
- 6. Base Coaches** - Teams have the option of having either a player or an adult coach first base. (A player-coach must wear a batting helmet)
- 7. Playoff Game Suspension** - If a playoff game is suspended for any reason, play resumes the next night, from the same point that the game was stopped.
- 8. Coaches** - There shall be no more than four (4) adults in the dugout.
- 9. Replacement Players on Roster** - Replacing a player during the season: All teams must play with a full roster during the season, which may vary from year to year, depending on the number of players in the league. The player brought up from the Minor League has his first responsibility to his Minor League team and then to the Major League team. To bring a player out of the Minor League, the manager must go the president of the Major League with his requested replacement player recommendation. Between the Major and Minor League Presidents, they will talk to

the player (and his manager) and tell him his responsibilities. He shall be allowed to play in both leagues where there is no conflict, but allowed to pitch in only one league. (This must be worked out prior to a player leaving one team to go to the other) No player shall leave his team without the President of the league being notified.

a. If a player permanently leaves a team within the first two (2) weeks of the season for any reason, a new player is to be brought out of the Minor League and assigned permanently to the Major team.

b. After the first two (2) weeks of the season, if a player is hurt or otherwise cannot play for a period of three (3) games, a replacement player is brought in from the replacement player pool.

c. The replacement player pool will be made up of those players that made the draft pool but who were not drafted. The ideal number will be 5. The replacement player pool will rotate for each game there is a need so that player will have a better chance of playing in the Majors.

d. Replacement players who play in the Majors are automatically in the Major draft pool the following season.

e. If a team knows they will have only 8 players at a game, they may seek a replacement player.

**10. Dugout Use** - The Home team shall use the first base dugout at Finch #1, #2 and the third base dugout at MacFarran. The home team is responsible for pre-game field preparation. The Visiting team has post-game responsibilities.

**11. Pre-game**- Pre-game warm-ups begin one hour before the game starting time. The home team has the field for the first ½ hour and the visiting team has the field for the next ½ hour.

**12. Game Balls** – The Home Team is responsible to provide all game balls, regardless of the number required to complete a game. At the start of the game, the plate umpire should be presented with two game balls.

**13. Rain-outs/Postponed Games** – Per Little League Rules.

**14. Managers/Coaches** - Each team is allowed a Manager and 3 Coaches in the dugout. If the Manager is not at a game, one of the Coaches should be designated as a Manager for that game. Only the Manager is allowed to give the lineup, make changes, review ground rules, and speak with the Umpire. The Coaches are allowed to coach 1<sup>st</sup> and 3<sup>rd</sup> base while their team is at bat. They must remain in the dugout at all other times under Rule 4.05. This will be strictly enforced.

**15. Discipline** - If a Manager, Coach, or Player is ejected from a game by the Umpire, the incident must be reported to the League President within 24 hours by the Manager of the team involved. The League President will review each situation and make a decision on disciplinary action, as he deems appropriate. He will take into account Rule 4.07. There will be no appeal of his ruling.

**16. Pitchers** – See Little League Regulation VI. **There are no intentional walks.**

**17. Umpires** – We use paid umpires.

- a. Umpires will be sent our local rules and will enforce them strictly, including unsportsmanlike behavior.
- b. Each manager will be issued a check at the start of the season to cover the umpires' fees. The home team will pay the umpire before each game with cash or a personal check.

**18. Substitution Rule** - Each player who is present at game time and physically able to play must play a minimum of three (3) innings and bat at least once. Play during the complete fourth (4<sup>th</sup>), fifth (5<sup>th</sup>), and sixth (6<sup>th</sup>) innings satisfies this rule even if the Home team does not bat in the sixth inning. Intentional violation of this rule shall be considered forfeiture of the game. When a player enters the game in the top of the fourth (4<sup>th</sup>) inning, under normal circumstances the player will bat. However, if the player does not bat because his team is ahead at the end of five and one half innings, the "must bat" requirement is waived.

- a. Substitutes
  - i. Upon entering the game, a substitute must fulfill his playing requirement of a minimum of 1 at bat and play defensively for nine (9) consecutive outs before being removed.
  - ii. Once a substitute is removed from the game, he may not re-enter, except in situations described in the Little League Rules. i.e.: injury, ejection, etc.
  - iii. If substitute(s) has not entered the game for the visiting team by the fourth (4<sup>th</sup>) inning, the manager must designate the substitute(s) position in the batting order before the top of the fourth (4<sup>th</sup>) inning begins.
- b. Starters
  - i. May re-enter line up once.
  - ii. May re-enter in any spot in the batting order.
  - iii. May replace a starter, his substitute or another substitute providing:
    - 1. Starter re-entering for his substitute- Substitute must have batted once and played defensively for nine (9) consecutive outs;
    - 2. Starter re-entering for another substitute- Substitute must have batted once and played defensively for nine (9) consecutive outs and the starter's substitute must have batted and played defensively for six (6) consecutive outs;
    - 3. Starter re-entering for another starter- Starter's substitute must have batted once and played defensively for six (6) consecutive outs.

*Basically, once a starter is removed from the game, he is out defensively for six (6) consecutive outs and one (1) at bat in his original spot in the line up.*

*To help avoid violations, managers should bring any substitution questions or potential substitution infractions to the opposing manager's attention before they occur.*

**19. Season** – With 9 teams in the league, we will play a minimum of 16 games. (two against each team)

**20. Regular Season Champion** – A Regular Season Champion will be awarded to the team with the best record. Should two or more teams tie with the best record, co-champions will be awarded.

**21. Playoffs** –

- a. The top five (5) teams from the regular season, based on record, will be in the playoffs and be seeded 1 through 5. In cases of a tie for any of the seeds, see the tie breaker criteria below.
- b. The 4<sup>th</sup> seed will play the 5<sup>th</sup> seed in a preliminary game.
- c. The first round of the playoffs will be the 1<sup>st</sup> seed against the winner of the 4<sup>th</sup> seed-5<sup>th</sup> seed game and the 2<sup>nd</sup> seed against the 3<sup>rd</sup> seed.
- d. The championship game will be between the two winners of the first round games.
- e. All rain-outs or postponed games will be made up if the outcome of such game impacts play-off seeding.
- f. Seed tie-breaker criteria:
  - i. Record against each other;
  - ii. Record against all teams ahead of both teams in the standings;
  - iii. Record against all teams in the playoffs. For purposes of this tie-breaker criterion, “in the playoffs” shall mean the teams that are not subject to the tie-breaker criteria in order to become a 5<sup>th</sup> seed;
  - iv. Record versus 1<sup>st</sup> seed; then 2<sup>nd</sup> seed; then 3<sup>rd</sup> seed; then 4<sup>th</sup> seed.
  - v. Coin toss.