

**Franklin-Simpson Cal Ripken League
2025 Board of Directors**

Officers (3)

Chad Drake	President
Joel David Cook	Vice-President
Jason Antle	Secretary/Treasurer

Other Members (2)

Justin Neely	Board Member
Gary Goostree	Board Member

INTRODUCTION

The Franklin-Simpson Cal Ripken League (the "League") is established to conduct Youth Baseball in Simpson County, Kentucky for ages 8-12 years of age. Its Articles of Incorporation and Bylaws shall govern the corporate affairs of the League. The management of the League shall be vested in its Board of Directors (the "Board") which shall comprise a maximum number of eleven (11) board members.

DIVISION OF THE RULES / BYLAWS

- 1.00 League Administration
- 2.00 League Players (draft, etc.) 3.00
- League Manager/Coaches
- 4.00 Team Sponsors for the League
- 5.00 League Scheduling
- 6.00 Conduct of Games

7.00 League All-Stars

8.00 Miscellaneous

1.00 - LEAGUE ADMINISTRATION

1.01 All Babe Ruth League (Cal Ripken Divisions) Rules and Regulations and the Official Baseball Rules shall be in effect for each game. Local rules shall supersede Cal Ripken Rules and Regulations, which shall supersede official Baseball Rules.

1.02 All Players must have paid their registration fee (unless sponsored) by a designated date and have satisfied age requirements before participating in any game. A valid birth certificate to establish their league age may be asked for at any valid time. A valid birth certificate is required to participate in All-Stars.

1.03 Any member of the Board shall have the power to have undesirable persons removed from the field and spectator area.

1.04 No person or team shall have a fundraiser to raise funds for their team or the League without the consent of the Board.

1.05 A simple majority of the members of the Board shall constitute a quorum. Any addition or change to the current bylaws has to be presented verbally or in writing (text or email) to all board members. A quorum for voting purposes can be established via in person, text, phone call, or email.

1.06 The Board (on a case-by-case basis) may address unusual situations and circumstances.

1.07 Normally the President will call a meeting of the Board, but with the president unavailable, any officer of the Board may call a meeting of the entire Board.

1.08 The League President is a non-voting board member. The President will only be able to cast a vote on the actions taken by the board in the case of a tie.

1.09 Persons are not eligible to be elected to the Franklin-Simpson Cal Ripken Baseball Board if they have been removed from any Franklin-Simpson Parks Board or any board affiliated with the FS Community Park.

2.00 – LEAGUE PLAYERS (DRAFT, ETC.)

2.01 Cal Ripken shall redraft this year, and each year moving forward. Each head coach is allowed one child that is his own or from their previous year's team and all other players will be drafted, with board discretion for unique situations.

2.02 Players will be chosen by a draft based off of tryouts. The board highly recommends that all players attend tryouts. Draft positions may be affected by missing tryouts. **No child/children will be allowed to join the league after the conclusion of the draft and teams are formed.**

2.04 Parent requests for a particular league, manager, coach, or teammate will NOT be honored unless deemed necessary by the Board.

2.05 As long as numbers allow, unless a parent, guardian, or head of household requests otherwise, brothers (this term includes half-sibling, step-siblings, etc. if their primary residence is the same household as the sibling) of a player will automatically be assigned to the sibling's team, and his spot on the roster shall be treated as back-to-back pick.

2.06 If a player is a child of a sponsor, that player will automatically be placed on the sponsor's team and will cost the team their next available pick.

2.07 No player may be dismissed from a team without Board approval. Managers and coaches may discipline players without Board approval. (Note: see also Rule 3.05)

2.08 Players are NOT permitted to wear metal cleats during games or practices.

2.09 Minimum Play Rule. All players must play a minimum of 6 consecutive outs in the field and all players will be included in the batting lineup.

2.10 Should a team be unable to field 8 players within fifteen minutes after the designated starting time, the home plate umpire shall declare the game a forfeit. Teams are allowed to pick up players *from the opposing team they are currently playing* if they cannot start the game with at least 8 players. In that case, the game will not be an automatic forfeit. Teams can pick up players from any other league team if they cannot start the game with at least 8 players. In that case, the game will be considered a forfeit. The players being picked up as substitutes cannot pitch, they have to play outfield, and they have to bat at the end of the batting lineup.

2.11 If a team starts a game with only 8 players they will be given an automatic out in the 9th batting position. If a team starts the game with at least 9 players and loses players during the game due to injury or illness they will not be assessed an automatic out.

2.12 For purposes of league age divisions, 12U is any child aged 9, 10, 11 or 12 per Cal Ripken birthday chart and 10U is any child aged 8, 9, or 10 based on the same chart as long as numbers allow 9 and 10 year olds to play up.

3.00 - MANAGER/COACHES (The term manager and head coach are interchangeable.)

3.01 All managers and coaches shall be approved by the Board with input from the sponsor. Each team shall have at least one head coach and no more than three coaches listed. **Teams start with Head Coach only. Additional Coaches will be selected after the conclusion of the draft.**

- 3.02 All managers and coaches will be required to fill out a coaching application and turn back into the Parks and Recreation Office for approval. If any manager or coach does not pass approval from the Parks and Recreation Office, he will not be able to coach in the league until further notice.
- 3.03 Each manager and coach are expected to conduct themselves in a good sportsman-like manner. Vulgarity, profanity, or other conduct not in keeping with the rules and spirit of Cal Ripken Baseball will not be tolerated and will be dealt with by game umpires and the Board.
- 3.04 All managers, coaches, and umpires will not be allowed to use tobacco products during practice or game times.
- 3.05 Playing of players on the team will be at the discretion of the manager or coach and following Cal Ripken Mandatory Play Rule and bylaw 2.09. Disciplinary benching of players for missed practices, etc. is permitted after informing all parties involved (parents, guardians, umpires, scorekeepers, board member-in-charge, etc.).
- 3.06 No more than three adults may occupy the dugout and will be permitted on the field at a time except for 10U which will be allowed an additional assistant. No person who is not a listed manager or coach may occupy the dugout or playing field except in the place of an absent coach or manager, in which case, with the consent of the manager of the opposing team and upon informing the home plate umpire, a player's parent may assist in the dugout or on the field.
- 3.07 The League President & non-coaching board members are to serve as a supervisory committee to address nonconformance of coaches, players, or parents as to league policy, and if necessary to impose disciplinary action. The League Vice-President, League Secretary, or League Safety Officer will serve as a supervisory committee chairperson in the case of the League President being a coach or involved in the certain situation. The coaching board members involved in certain situations will also not be serving on the committee and will not have a vote in the disciplinary actions.
- 3.08 It is the coach's responsibility to make sure players are abiding by park rules, including wearing a heartguard and jaw guard. Coaches who neglect this rule, will be suspended for the remainder of the current game and one full game on the first offense. For the second offense, the coach will be suspended for the rest of the season.

4.00 – TEAM SPONSORS FOR THE LEAGUE

4.01 The Board of Directors must approve all sponsors. No "Co-Sponsors" will be permitted. This is to prevent stacking of teams.

4.02 Coaches will be given an inventory sheet at the beginning of each season that will be signed and turned into the board. Coaches will be accountable for that equipment at the end of the season. The intention of this bylaw is to respect the sponsors and the amount of money they are investing in our teams. Coaches will not be financially responsible for equipment that breaks.

5.00 – LEAGUE SCHEDULING

5.01 The League game schedule shall be available by April 1st of each year, and it shall be as equitable as possible in terms of the number of games each team plays per week.

5.02 Practice times will be determined by drawing out of a hat with reverse order for the 2nd practice time chosen. The lowest number gets the first pick. These practice times are in effect until the regular season begins. Fields are first come, first served with respectful communication among head coaches once the regular season begins.

5.03 Games yet to be started will be called for poor playing conditions by the League President or other available Board members. The home plate umpire who shall consult with the League President or other Board member, if he desires, will call games in progress for rain, fog, etc. Called games will automatically be rescheduled at the next available time. In the event of many rainouts, which make rescheduling impracticable, some games may be cancelled. During school, any game not begun by 8:30 p.m. on a weeknight (not Friday) will be treated as a rainout.

5.04 Games will not be rescheduled because of conflicts, which players or coaches may have with other activities. In the event conflicts are known in advance and both coaches agree in advance and assume the responsibility for notification of players, the order of play on a particular playing date may be reversed, but this practice is discouraged. The coaches involved must handle this order of play, but the League President must be notified prior to the playing date.

5.05 The League encourages all school activities. No team shall be required to forfeit a game due to the absence of players because of their presence at school activities. In such cases, the opposing team's coaches must decide if the team in question should field only 8 players, or the game shall be rescheduled. The League President and the board member in-charge must be notified prior to the rescheduling of the game.

5.06 Make-up games will fall into sequential order using the next available rain out dates. No team will be required to play more than three games in a calendar week unless approved by the Board in unusual circumstances.

6.00 - CONDUCT OF GAMES

6.01 The home team of the first game played each day is responsible for preparing the field for play, such as raking the field, setting the bases (if necessary), and lining the field. The visiting team of the last game played is responsible for taking up the bases (if it is League practice to do so).

6.02 Game line-ups shall be turned into the scorer's box fifteen minutes prior to the start of the game. Coaches are required to print the first and last name of the player along with their jersey number for proper identification and bookkeeping.

6.03 If a runner attempting to reach home plate (or any other base) intentionally and maliciously runs into a defensive player around home plate (or any other base), he will be called out on the play.

and ejected from the game. The objective of this rule is to penalize the offensive team for crashing the defensive player, which is trying to reach home plate (or the intended base). This is an umpire's judgment call.

6.04 No new inning shall be started after one hour and 45 minutes from the commencement of the game. An inning started within one hour and 45 minutes shall be completed unless the home team is leading after the visitors at bat.

6.05 GAME (run limit): A run rule limit is in effect for all games. The rule clearly states that if after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. Note: If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning.

PER INNING (run limit):

(12U) A run rule limit of 10 runs per inning will be enforced during the regular season. When a team has scored its tenth (10) run in their half inning, play will stop immediately and both teams will switch offensively and defensively.

(10U) A run rule limit of 7 runs per inning will be enforced during the regular season. When a team has scored its seventh (7) run in their half inning, play will stop immediately and both teams will switch offensively and defensively.

Pitching Machine (10U) Pitching machine required only during the first two innings only of all regular season games and each additional inning will be kid pitch. Child playing pitchers position during Machine Pitch innings must remain within 5' of the Pitching Mound rubber until ball is in play.

If the game concludes according to bylaw 6.05, the final score will be recorded and teams may continue to play until the time limit of 1 hour and 45 minutes is reached as long as both head coaches agree.

6.06 Profanity and abusive language shall not be used by anyone on the field or any spectator during a game. Umpires and board members can immediately eject anyone from a game for violating this rule. Violators may be subject to consequences by the League and FS Parks Board. Excessive taunting of any player will not be tolerated. Violators will be given a warning. Continued taunting can be subject to further consequences by the League Board or the FS Parks Board.

6.07 Umpires, teams, coaches, and managers should make every effort to start every game on time and to avoid lost time during games.

6.08 The Board of Directors shall serve as a protest committee in the event a game is protested. Judgment calls by umpires cannot be protested. Only a manager may protest a game, and he must do so at the exact time of deemed protest. The umpire-in-chief shall be notified that the game will be

placed under protest so that it may be recorded in the scorebook. To protest a play or ruling, a manager must submit to the board in writing within twenty-four hours the circumstances leading to the protest. The protest must be accompanied by \$25.00. If the protest is upheld, the \$25.00 will be refunded to the manager. If the protest is denied, the League will keep the \$25.00.

6.09 If a player is ejected from a game for disciplinary reasons, then another player, even though he has already been in the game, may reenter. The ejected player must sit out the next game played by his team. An ejected coach or manager may not participate in his team's next game.

6.10 Pre-game warm-ups shall first be conducted by the visiting team. Both the visiting team and home team of the first game shall have fifteen minutes of on-field warm-up time. Both teams of the first scheduled game shall be ready to begin play at the designated starting time listed (if they have had pre-game warm-ups or not). In the case of a second game (or double header on a certain night) the teams participating in the second game will be allowed to warm-up on the field, however, no infield will be allowed. The second game will begin fifteen minutes after the conclusion of the first game. Teams not in compliance with this rule may be subject to forfeiture of games or further action deemed necessary by the Board.

6.11 Pitching rules follow Cal Ripken League pitch count and days rest rules. Managers and coaches are encouraged to develop talent and establish multi-tool players who can play various positions to help their respective team. During 10U machine pitch, a player is out on 3 strikes or 5 pitches, no walks called. Pitch counts are as follow:

- 1-20 pitches = 0 days rest
- 21-35 pitches = 1 day rest
- 36-50 pitches = 2 days rest
- 51-65 pitches = 3 days rest
- 66+ pitches = 4 days rest
- 10U pitchers - maximum of 75 pitches a day
- 12U pitchers - maximum of 85 pitches a day

7.00 – LEAGUE ALL-STARS

7.01 The League shall sponsor All-Star teams of players' ages 12 & Under and 10 & Under each year. The Board will decide on a year-to-year basis if to add a third All-Star team.

7.02 The All-Star vote shall be taken near the end of the regular season, at a time and place designated by the League President with adequate notice to the League coaches. Prior to the election, the coach of each team shall submit to the League President a list of each of his players by age group if needed. Every player in each age group shall be eligible for selection as an All Star. 10U All-Stars - all 8, 9 & 10 year olds are eligible for all star consideration regardless of league designation during the regular season. 10U All-Stars will be selected from coach recommendations. Each coach will submit a list of up to 10 names of players not from their own team of players to be considered for all stars. Any 9 or 10 year old who plays 12U during the regular season will automatically

be invited to evaluations. The board then will select the players by evaluation. Only 11 and 12 year olds are eligible for 12U All-Stars.

- 7.03 The board will select the head coach and one assistant coach for each All-Star team. The third coach will be selected by the head coach.
- 7.04 All Stars for 12U will be selected by each coach being given an opportunity to name players from his respective team who he feels are worthy candidates for All-Star selection. Thereafter, the election shall be held by written ballot. Election results and team voting shall be posted and made available to all coaches. Coaches can't vote for players on their own team unless there is a tie. At this point all coaches would vote on any players who tied.
- 7.05 Each age group shall be voted on separately. The top ten (10) players receiving votes in each age group will be assigned to the All-Star team. The head coach of the designated All-Star team will then be able to pick up an additional number of players for his team from the remaining players receiving votes. The final decision of how many players (maximum of 14 per Cal Ripken) will be on the All-Star teams will always be determined by the All-Star manager and approved by the Board.
- 7.06 Although team votes and total results will be announced, best practice would be not to publicize the vote to players and parents.
- 7.07 No coach may vote for a player from his team except in the event of a tie.
- 8.00 - MISCELLANEOUS
- 8.01 Awards will be awarded to the first place team for the tournament and for regular season standings. In case of a tie, the winner will be determined by total runs scored.
- 8.02 Awards will also be awarded to all players selected to be an All-Star.