

# Local League Rules Babe Ruth Prep (13U) / Babe Ruth (15U) 

(Updated 2022)

Each eligible player must play a minimum of nine defensive / nine offensive outs per game which includes an at bat. If a game is shortened for any reason, thus preventing a player from completing his required innings he shall start the next game and be allowed to complete the minimum requirement for the game in which he/she is starting. Innings missed because of a shortened game do not have to be made up. This rule is superseded only if the manager utilizes the "EH" as explained below.

No fake bunts allowed.

1. Infield Fly Rule will be called.
2. Mandatory No-Contact Rule
a. There is no Must-Slide Rule in league play. However, the Mandatory No-Contact Rule will be strictly enforced. If any player appears to not have avoided contact with another player on the way to any base (including home plate) in such a fashion as to create a potentially dangerous situation, the umpire reserves the right to call him/her out. This rule replaces the old Must-Slide Rule. It is the runner's responsibility to avoid contact if possible.
b. Umpires can call interference on defensive players that impede runners when a play is not possible by that defender causing the interference.
3. Contact Rule
a. If a runner attempting to reach any base intentionally and maliciously runs into the defensive player, he/she will be called out and ejected from the game. It is the runner's responsibility to avoid contact if possible.
4. Babe Ruth Prep \& Babe Ruth League Game Rules (Play by the book except as previously stated and/or noted by the following):
a. Extra Hitter (EH): The coach(es) of the respective team(s) may elect to add a tenth hitter to the batting order. The "EH" can bat anywhere in the batting order. This player will be
indicated in the lineup as the "EH", and he/she shall play the entire game as an "offensive" player. He can not play in the field, unless for injury reasons his team is forced to play defense with less than nine players on the field. The "EH" may be removed from the lineup for injury reasons only. If this occurs, the "EH" spot in the order will be left open and no penalty will be assessed. The team coaches must inform each other as well as the umpires before the game starts if they will be using the "EH". Once the game starts, a coach cannot change his mind.
b. Teams simply batting nine and using standard substitutions will follow Babe Ruth substitution rules keeping in mind playing time rules.
c. Teams can bat the entire lineup but then all players must abide by minimum innings played rule set forth in opening paragraph. Free defensive substitutions are allowed. Injured players will be simply removed from the lineup and unable to return.
d. Minimum Player Requirements: Games can not start with less than eight players. An automatic out will be registered every time through the batting order for the team who plays with less than nine players. Teams who cannot field a team of eight players at game time must forfeit. 13 year olds can be brought up on an "as needed" basis to complete a Babe Ruth roster for a particular game. The 13 year old's team cannot be playing on the same day. The 13 year old cannot displace a 14-15 year old. The 13 year old cannot pitch in the Babe Ruth game. The opposing coach must be informed of the decision to use 13 year olds before the start of the game.
e. Babe Ruth Prep Field Dimensions: The distance from the pitcher's rubber to home plate in the Babe Ruth Prep division shall be 55 feet and the bases shall be 75 feet apart.
f. Babe Ruth Field Dimensions: The distance from the pitcher's rubber to home plate in the Babe Ruth division shall be 60 feet 6 inches and the bases shall be 90 feet apart.
g. Other Rules That May Require Clarification:
i. Dropped third strike are live balls, and the batter can advance to first base providing first base is unoccupied or first base may be occupied, but there must be two outs.
ii. Re-Entry Rule: Any of the nine starters, if withdrawn, may re-enter the game once provided he occupies the same position in the batting order. A substitute may not re-enter.
iii. A pitcher, once removed, may re-enter as a pitcher provided he/she has remained in the game at another position and has not gone to the bench. If the player removed as a pitcher goes to the bench, he/she may re-enter but must do so at a different position.
iv. If a pitcher pitches in more than three innings in any particular game, he/she cannot pitch again that week until two full days have passed. (Example: If he/she pitches in more than three innings on Monday, he/she cannot pitch again until Thursday.) A pitcher is limited to seven innings per week. The penalty for using a pitcher in excess of seven innings in a week is a forfeit. If a makeup game is scheduled for Saturday and a pitcher pitches more than three innings, he/she is still required to rest for two full days.
h. Bat Regulations: All Alloy Bat Barrels sized 2-5/8" diameter or smaller are legal. NO 2-3/4" barrels will be allowed. The bat handle material is irrelevant. Any Composite Bat Barrels sized 2-5/8" or smaller must be a -3 drop. BBCOR approved. No USSSA bats will be allowed. All one piece wooden bats sized $2-5 / 8$ " or smaller are legal. Laminated Wood or Experimental Bats are not allowed. Any team or player caught twice using an illegal bat will be disciplined with a suspension or forfeit on the next scheduled game.

## 5. Playing Up a Level

a. Younger players can be "invited" to play up a level on an "as needed" basis to complete a roster for a particular game. The invited player's team cannot be playing at the same time. The invited player cannot displace a rostered player that is present. The invited player cannot pitch for the inviting team. The opposing coach must be informed of the decision to use an invited payer before the start of the game. A team cannot us an invited player unless their regular roster is below ten players. A team using an invited player cannot have more than ten players in their lineup for that game. The intent of this rule is to prevent forfeits. Although permission from the invited player's regular coach is not necessary, an invited player's parents shall be asked for permission. The invited player's regular coach should be notified at some point but not necessarily before the game in question.
b. At the Babe Ruth level, if the invited player is the tenth player, he/she can only be used as an extra hitter.
6. Time Limits
a. No inning will begin after the time limit is reached, but any inning in progress will be completed. The next inning begins when the third out of an inning occurs for time limit purposes.
b. Babe Ruth Prep \& Babe Ruth: If the game is part of a double-header, no new inning will start after 1 hour 50 minutes. If the game is the only one scheduled for a particular day, the time limit is 2 hours. This is regardless of the number of innings played.

## 7. Ties

a. Games can end in a tie. If a game is called due to weather, light, or other reason before the end of the fourth inning (3-1/2 if the home team is leading) or with the score tied, play will be continued on the first available makeup date.
b. A league official will determine the next available time and inform both teams.
c. Babe Ruth Prep \& Babe Ruth Rain Outs: When a game is rained out, the teams will automatically be scheduled on the next available makeup day. If the first available makeup day slot is filled, the teams will play on the first Saturday following the filled makeup day. The umpires scheduled for the rain out will cover the rescheduled game unless they notify the umpire-in-chief. Four and a half innings must be completed for a shortened game to be considered a complete game.
d. The International Tiebreaker Rule will be used at all levels for both baseball and softball in the event of extra innings. Under this rule, each team starts the inning with the player who completed the last official at bat as a base runner on second base. Each
subsequent inning will start the same until a winner has been determined. Two innings maximum played before a tie is called.
8. Umpire Calls
a. There is NO arguing with a judgement call by an umpire. A judgement call involves balls or strikes, fair or foul, safe or out. Only a rule interpretation may be argued. If a manager wishes to question a rule interpretation, the must follow these steps in order:
i. Call a timeout.
ii. Calmly discuss with the umpires and the opposing team's coach the rule interpretation in question.
iii. Agree with the umpire's interpretation and proceed with play or, if you are not satisfied with the umpire's decision, inform the head umpire that you are playing under protest. If this option is chosen, the umpire will then continue the game under protest and will file a written report of the situation to the umpire-in-chief within 24 hours.
9. Safety
a. All batters, base runners, on-deck players, and batboys/batgirls must wear a helmet.
b. All male players must wear athletic supporters. Male catchers must wear cup-type supporters.
c. Only players and coaches are allowed in the dugouts. One adult must be in the dugout at all times in all leagues. Two adult base coaches are allowed provided there is one adult in the dugout. Each team is allowed one manager and two coaches. Three adults maximum are allowed per dugout. The league board of directors will consider exceptions.
10. Discipline
a. First Offense
i. If a manager, coach, or player is ejected from a game for any reason, he/she will receive a one-game in dugout suspension with a letter of reprimand from the league.
b. Second Offense
i. Players will be suspended for three games. Further offenses will be evaluated by the league board of directors on a case-by-case basis.
ii. Managers and coached will be dismissed from their position for the remainder of the season.
c. Player, Manager, or Fan Ejection: Any player, manager, or fan that is ejected from the game must leave the premises with a minimum distance of 500 yards from the entire complex. Managers are asked to inform their players and fans of this rule and are also to assist the umpire in enforcing this rule with their personnel associated with their team.

