



2021 Somerset Hunterdon Babe Ruth League Rules

A. General

1. Except as otherwise noted, we will follow Babe Ruth Baseball Inc. rules and regulations. If a situation is still not defined we will refer to the NJ High School rules and regulations.
2. Metal spikes or rubber cleats are permitted.
3. Ground rules will be reviewed by the umpires before each game, keeping in mind adjacent fields which may have games in progress, equipment, benches and nets in various locations.
4. Regulation games will be seven innings. A game is official after 5 innings, or after 4 1/2 innings if the home team is ahead.
 - a. Games that are called on account of a time limit (including darkness on unlit fields) after playing for at least two hours are official regardless of how many innings have been played. Score defaults to the last full inning.
 - b. The umpire will decide if it is too dark to continue to play. If the umpire calls the game due to darkness, the score will revert back to the last complete inning. If the game is official, the game is over. If it is not an official game, the League President or Board will schedule the game to be resumed.

5. Time Limits for Games – Due to time restrictions for weeknight games and 2-1/2 hours for weekend games, there will be different time limits for these games.
 - a. Weeknight Games on PR1 – If there are 2 weeknight games scheduled, no new inning will start after 2 hours.
 - b. Weeknight Games on other locations – Use your best judgement based on home rules, location, if there is a game behind yours, or any other circumstance. Try your best to get the entire game in.
 - c. Weekend Games (all locations) – No inning will start after 2:15 minutes after the start of the game.
 - d. There will not be any hard stop times.
 - e. If a new inning starts, it must be completed.
 - f. Agree to the time limit during ground rules.
 - g. The umpire will keep official time.
6. Slide Rule – Any malicious contact, in the judgment of the umpire, the violator is called out and ejected. Players may slide head first into any base except home. Players sliding head first into home will be called out regardless of the outcome of the play.
7. Twelve Run Rule - Twelve run rules are in effect for all games. The game is terminated once becoming regulation (4-1/2 or 5 innings) if one team is ahead by twelve (12) or more runs and has equal times at bat or the home team is leading.
8. Speed Up Rule: In order to speed up the game, you can run for the pitcher and/or catcher at any time. Only the pitcher and catcher that will play those positions in the next inning can be run for. The runner will be the last batted out that's not a pitcher or catcher.

9. Home Team supplies balls.

B. Roster Rules

1. Each team must have a minimum of 8 players on the field.
2. All teams may carry a maximum of eighteen (18) players, one manager and two (2) coaches. Only those names of players and manager/coaches appearing on the Official Babe Ruth Roster are eligible for play. During the regular season, if a team will be short players for a scheduled game, the team can borrow players from another town team in the league, provided the player is from the same town and listed on that team's roster. Any player that is borrowed cannot pitch.
3. All coaches **MUST** be Rutgers Certified and have an up-to-date Background check (within the last 2 years).
4. **Illegal Players and Penalties** - An illegal player is one who violates the Player Eligibility rule. Any team playing an illegal player(s) that team shall be assessed a forfeit and a loss in the standings for each game that the illegal player(s) appeared.
5. If a team needs to cancel a scheduled game for any reason (short players, school event, team conflict, etc.) 3 hour notice in writing via email is required to the opposing manager and league commissioner requesting the cancellation. Any team not providing 3 hour notice in writing via email to the opposing manager and league commissioner may be assessed a forfeit. See note below.
6. If a team is short players at game time (less than 8 players on the field), the game can be played as a scrimmage, however the team that is short players may be assessed a forfeit. See note below.

7. Grace Period: Each team will be allowed a 15 minute grace period from the start time of the game in order to field a team. If after 15 minutes a team doesn't have the minimum number of players, the team may be assessed a forfeit. See note below.
8. During the regular season, if a team will be short a player for a scheduled game, that team can borrow an outfielder from the opposing team. That player will be the last batted out.

NOTE: For rules B5, B6 and B7. The team that was ready to play has the option of rescheduling the game or accepting a forfeit. The decision must be made on the day of the scheduled game and the choice is final. If you choose to reschedule and can't, you cannot go back and request a forfeit. The idea is to play the game if you can.

C. Batting

1. Full roster batting of all players present is required.
2. If a player shows up after the game has started, he shall be placed at the end of the batting lineup. This is regardless of where the team left off after their last at bat, if this is a game continuation.
3. If a batter is injured while batting and cannot continue his turn at bat, the next player in the batting lineup shall assume the count of the injured player. The player batting for the injured player bats only once. If the injured player is able to return during a subsequent time through the lineup, that player is reinstated to his original batting position in the lineup.
4. A batter may attempt to advance to first if the catcher drops the third strike. (Only applies if first base is unoccupied or if there are two outs.)

5. Babe Ruth Baseball 16-18 Division - All non-wood bats **MUST** be a BBCOR .50 and no greater than a -3. Barrel - 2 5/8". Natural wood may also be used.

D. Pitching

1. **ABSOLUTELY NO DEVIATIONS SHALL BE PERMITTED FROM THESE PITCHING RULES.** These rules are intended primarily for the safety and long- term health of the players.
2. We will be using a strict pitch count rule in governing mandatory days rest following a pitching appearance. Pitch counts will be recorded by the team and recorded on a shared document no later than the morning following a game.
3. Mandatory days rest chart.

# Of Pitches	Days Rest
1-30	0
31-45	1
46-60	2
61-75	3
76+	4

Examples: A pitcher throwing 44 pitches on Monday can pitch again on Wednesday. A pitcher throwing 88 pitches on Monday can pitch again on Saturday.

4. Maximum pitches allowed in an appearance is 105. If the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put

out.

5. There will be no innings limit so long as rules 3 & 4 are strictly adhered to .
6. Regardless if a game was forfeited before it became a regulation game or after it became a regulation game, all pitches will count towards the pitch count.

7. **Intentional Walk Rule** – An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.

8. The withdrawal of an ineligible pitcher after that player is announced, but before a ball is pitched, shall not be a violation.
9. Violation of these pitching rules may lead to a manager's, coaches, or player's suspension or removal from the Somerset Hunterdon Baseball program.
10. Games in which an ineligible pitcher has been used, as specified above, shall be declared forfeited.
11. A Balk will be called, if a pitcher with runners on 1st and 3rd, steps toward third and fakes a throw and then steps toward first for a throw there.
12. Once a pitcher has been removed he may not reenter as a pitcher.

E. Base running

1. Stealing of second, third, and home is permitted.

2. A runner must slide into a base or avoid contact if there is any potential play at the base (except first base) . A player not sliding may be called out if he was required to slide (in the umpire's judgment) and does not. Without the ball, the catcher cannot block the path to the plate. Fielders should not simulate a play at a base if the ball is not there in order to get a runner to slide.
3. Head first sliding is permitted at all bases except Home.
4. A player who maliciously "bowls" over an opposing player, based on the umpire's judgment, may be ejected from the game and called out. Malicious conduct will be reported to the League President for possible disciplinary action.

F. Fielding

1. A player may be switched from any position after each batter.

G. Rules of Conduct

1. Only the manager is allowed to discuss a call with an umpire. Any abuse of an umpire by a manager or coach will result in immediate removal from his coaching duties.
2. Coaches or any other team assistant not coaching 1st or 3rd base must stay in the bench area.
3. Alcohol, tobacco, foul language, taunting or any disrespect to a fellow player or spectator on or around the playing field will not be tolerated. The League President and Board reserves the right to suspend any manager or coach of any player or spectator involved in such activity.

4. If for any reason during the course of the season, winning becomes the primary concern over the well being of the players, the League President and Board reserves the right to suspend and/or terminate the offending party, team standings, and/or the playoffs.
5. It is expected that all managers and coaches act in a respectful manor when dealing with all members of this league. Rude, disparaging and unsportsmanlike behavior and communications will not be tolerated. Somerset Hunterdon Babe Ruth strives to ensure a hostile free environment for all of its members. The League President and Board, at its discretion, reserves the right to suspend any manager or coach who violates this rule.

Ejections

Any player(s) and or manager/coach(s) who are ejected from a game because of flagrant, verbal, or physical misconduct, in the judgment of the umpire, shall be suspended for two (2) games. The suspension shall be in effect the first game following the incident.

An ejection for arguing (without profanity) no suspension. A second violation during the season by the same individual (manager, coach or players) shall be given a one game suspension. A third violation by the same individual shall result in a two game suspension.

Taunting

There shall be no taunting of opposing players, coaches or scorekeepers before, during and after a game. The umpire shall issue a warning to both coaches and the next violator shall be ejected and suspended for one (1) game.

Fighting

Any player and/or coach, on any team, who leaves the dugout or bench area or their defensive or offensive position to participate in a fight, or any type of altercation, shall be ejected from the game and will be subjected to suspension from the league for the remainder of the season: Umpires or League President and Boards judgment. Exception: a manager/coach who leaves the dugout or bench area to prevent a fight or restore order is not in violation of this rule.

Charging the Mound

Any player or coach charging the pitchers mound shall be ejected and suspended for two (2) games: Umpires or League President and Boards judgment.

Exception: a manager/coach who leaves the dugout or bench area to prevent a fight or to restore order is not in violation of this rule.

Throwing of equipment

Deliberately throwing a bat, helmet or any other type of equipment or object, the violator may be warned or be ejected from the game.

Umpires judgment. No suspension.

A non-deliberate action of the previous act shall result in the violator and coach be issued a team warning from the umpire and the next violator on that team may be ejected from the game. Umpires judgment. No suspension.

Ejected Personnel

Ejected personnel shall not be permitted to remain in the dugout or bench area. They are to leave the confines of the playing field and refrain from making any remarks to umpires and opponents. A violation of this procedure shall result in an additional two (2) game suspension

Suspensions

All suspensions go into effect the first game following the violation(s). Suspended players and/ or coaches are not permitted to be present at any game during the suspension. Any violator will be given an additional suspension equal to the number of times of each violation.

H. Other

1. Managers shall make out 2 copies of their lineup, one to be given to the opposing manager and one to an umpire.
2. Players must participate in at least 50% of the regular season games in order to be eligible for the regular season playoffs.
3. Any situations not addressed herein will be determined in accordance with Babe Ruth Baseball Inc. rules and regulations. Any other rule, questions or disputes will be decided by the League President and the Somerset Hunterdon Babe Ruth Board of Directors.

I. Playoffs

1. Playoff seeding will be determined by a point system. This is to encourage all teams to play as many games as possible and to make up rain-outs.
2. Points will be accumulated as follows:
 - a. Win = 3 points
 - b. Tie = 2 point

- c. Loss = 1 point
- d. Forfeit wins/losses will earn their respective points.
- e. Non-played games = 0

3. Tie-breakers:

- 1. Head to Head
- 2. Runs Against

- 4. Official standings will be on the Bridgewater Baseball web site. The Somerset Hunterdon Babe Ruth web site cannot process the tie-breakers.
- 5. The costs of the umpires are split between the playoff teams. The home team secures the home plate umpire and the visiting team secures the field umpire.

It is the goal of Somerset Hunterdon Babe Ruth Baseball to teach the game of baseball to all participants, work to help them improve their baseball skills, and to promote fair and good sportsmanship. Let's all work toward these goals to make this a successful season.

