

JUNIOR BABE RUTH BASEBALL RULES

- I. All regular season and playoff games will be played under the playing rules of the current Babe Ruth Baseball Rulebook.
- II. Exception & Provisions:
 - A. PLAYING OF GAMES –
 1. If after three (or four) regulation innings, a team has a 15-run lead or five regulation innings (or thereafter), a team has a 10-run lead the game will be called in favor of the leading team.
 2. Each league game will have a time limit.
 - a. The time allowed for a game is 1 hour and 50 minutes, with no new inning beginning after this time has elapsed unless the teams are tied at this point.
 - b. For the second game scheduled the time limit will begin being enforced 15 minutes after the conclusion of the first game, and will never begin before 7:30pm.
 3. All boys on each team will play at least two full innings at field (6 outs) and take a turn at bat for each regulation game that consists of 7 innings. Players must play one full inning at field (3 outs) and complete a turn at bat for games ending by run rule or time limit. Failure to meet the participation rule will result in forfeiture.
 - a. ALL players may leave the lineup but if they re-enter the lineup, they must return in their original batting position. A player may only re-enter one time and after one full inning has passed.
 - b. Coaches are to submit to the scorekeeper the team's entire roster along with the starting lineup 15 minutes prior to scheduled game time.
 - c. Coaches having a disciplinary problem with a player may withhold the player on a game-to-game basis at their discretion. However, IN THIS SITUATION, COACHES MUST INFORM THE UMPIRE, SCOREKEEPER AND THE OPPOSING COACH BEFORE BEGINNING THE GAME.
 4. A team must have a minimum of 8 players present at game time or will forfeit. If a team has 10 or more players present, each team will list an extra hitter (EH) who will bat in addition to the 9 fielders.
 - a. The EH may bat in any place in a team's batting order.
 - b. The EH listed in the starting lineup may be substituted for once and then return to the game at any position in batting order after one full inning has passed.
 - c. Should one team have 10 or more players present and their opponent have only 9 players present the team short on players will not use the EH rule, and it is the option of the team with 10 or more players to use the EH rule. As long as a team is batting 9 players there will be no penalty for an "automatic out" even if their original line up has more than 9 players. If a team has fewer than 9 players, any open batting position is considered an automatic out.
 - B. PITCHING RULES –
 1. A pitcher may pitch in 7 innings per week.
 2. A pitcher leaving the mound cannot return as a pitcher in the same game
 - C. PLAYER ELIGIBILITY –
 1. No player may play for more than one team or in any other Babe Ruth age level game without the permission of his coach or the Recreation Director.
 - D. LEAGUE APPEAL PROCEDURE –
 1. In the event of an appeal the "instant appeal" process will be utilized. An "instant appeal" can only be done by the pitcher who must step on pitching rubber, notify either ump of the "appeal", then inform the ump for the reason for the appeal. The ump will then declare whether the appeal is valid. During this process, time is automatically out and no baserunners may advance. Since this is an "instant appeal" it is not necessary for ball to leave the pitcher.
 - E. PLAYING EQUIPMENT –
 1. All batters must wear a protective headgear acceptable by umpires and league standards. A batter is automatically "out" if he steps into the batting box without a helmet. Teams must use helmets with two earflaps for batters and runners.
 2. Between innings, umpires are to allow approximately one minute for teams to interchange. It is the responsibility of umpires to keep game moving and also encourage pitchers to get adequate warm-up throws.
 3. The catcher must wear a catcher's protective headgear, throat guard, and protective cup.
 4. Players may wear steel cleats for league play in Junior Babe Ruth.
- III. GROUND RULES –
 1. All pitchers or other players needing to warm up prior to entering a game will do so in the areas assigned by umpires, or in their team's bullpens.
 2. When a team is in the field, said team's respective coaches must be in the dugout or behind the fence surrounding the field.
 3. The use of tobacco in any form is prohibited inside the fenced areas of the playing field.

BABE RUTH BAT REGULATIONS: MUST BE BBCOR .50 AND 2 5/8" BAT BARRELL