



HAMILTON BABE RUTH LEAGUE

Rules and Regulations

(Revised 4/18)

Introduction:

All games shall be played according to the Official Baseball Rules 1.00 through 10.22 with the exceptions listed in the Babe Ruth Baseball Rules and Regulations and those provided here. All that follows augments, but shall not be more lenient than, the playing rules and procedures of Babe Ruth Baseball Inc. Copies of the rules must be made available to all league members. League Managers, Coaches or players who do not abide by the Hamilton Township Babe Ruth League (hereinafter referred to as The League) rules and regulations will be subject to disciplinary action taken by the League's Disciplinary and Ethics Committee. The committee will consist of the president or vice-president as Chairperson, two commissioners, and two managers/coaches selected from Major and or Prep Divisions. Anyone under disciplinary action will not be allowed to sit on the committee. The charges and recommended actions are to be presented at the next general meeting. The individual(s) involved have the right of appeal. The appeal must be given to the president or vice-president in writing within seven days. If there is an appeal, the entire matter will then be heard at the following or special meeting. If there is not an appeal within the prescribed time, the recommended actions of the committee will be final.

League:

1. There shall be two divisions in the league **the Major and the Prep (if viable) division**. Each division shall consist of a sufficient number of team to balance and accommodate the players registered by age in each of the divisions to maximize player participation. Each division shall have a champion declared at the end of the regular season.
2. All managers and coaches shall be at least 21 and 18 years of age, respectively. All managers and coaches must receive certification as required by N.J.A.C. 5:52 or they will not be permitted to coach.
3. All managers and coaches must complete (and pass) the required Background Check set forth by their local municipality.
4. A player whose family moves out of Hamilton (League Boundaries) Township may continue in the league until the player passes his/her 15th year. League

Teams:

1. Each team in the Majors Division shall start the season with (13) players on their roster, if possible. Each team shall consist of at least six 15 year-old players **or an equal number as determined by the player agent based on the ages of the registered players**. The remainder shall consist of 14 year-old players and **13 year old players approved by the executive board to play on the Major Division**. Each team in the Prep Division shall start the season with thirteen (13) players on their rosters, if possible, and will accommodate a maximum number of 13 and 14 year-olds as designated by the player agent. **Any 12 year old "Swing Players" will be balanced over the competing teams.**

2. **Roster Changes:**

1. If a player resigns from (quits) a team, the manager must report this to the player agent or a league officer verbally within 24 hours and in writing with details within 72 hours.
2. If a player will be missing three or more games for a known reason (injury, vacation, grounded, etc.) this must be report to the player agent, if available, or a league officer within 72 hours by the manager, or stands to forfeit those games.
3. If a player does not attend or participate in three consecutive games, the player agent or league officer must be notified before the player's next scheduled game with a reason, if one is known.
4. A manager shall not release or suspend a player except for just cause. Such release or suspension must be in writing to the league president, who shall conduct a hearing with the League Executive Board in the presence of the said manager, player and player's parent(s). A player's suspension may not exceed three consecutive games.

Penalty: Failure to comply with sections A through D of this rule will result in the forfeiture of the offending's team's last victory. This will have no effect on the following year's draft, or opponent's record for said game. NOTE: The intent of the penalty is to affect the current year's standings.

5. Player trades will only be allowed under extenuating circumstances and only with the consent of 75% of the teams in the division involved, provided the consent of the mangers and players involved has been obtained.

Registration and Tryouts:

1. The tryouts and draft of 12 your old "Swing Players", 13 year old, 14 year old, and 15 year old candidates shall be announced and conducted by the player agent.
2. All candidates must fill out an application and submit it to the player agent.
3. Birth certificate or Baptismal certificate must be submitted by the first time candidates to the player agent with the application.
4. For purpose of tryouts, applications received by the player agent shall be listed on a roster prepared by the player agent in the following manner: time to report for tryout, players' name in alphabetical order with phone number, and preferred position.
5. Candidates may register for multiple positions. All candidates are eligible to try out for all fielding positions.
6. All candidates must comply with the residence requirements at the time of the draft. Failure to do so will result in the immediate release from the league of said player. All games that said player participated in may result in a forfeit at the discretion of the executive board.
7. Candidates applying on the day of tryouts shall be announced to each manager and coaches as an addition to the roster. Officers shall assist the player agent in the announcement to the managers and coaches of additions to the roster.
8. All **13 year olds approved by the executive board to compete in the majors in accordance with these rules** and 14 and 15 year old players new to the league will tryout with the returning 14 year olds.
9. **In accordance with the Swing Player rule set forth in the Babe Ruth International Baseball rules and Regulations, a 12 year old player may join the league and play in the Prep Division for that year. After the player completes a full season as a prep player, they may petition the league executive board for inclusion to the Major Division the following season as a 13 year old. Approval must be granted prior to the annual tryouts and draft.**

Draft:

1. No player will be drafted who has not registered and tried out unless extenuating circumstances exist. If a player cannot attend the tryout, a letter must be submitted to the player agent explaining the circumstances. The letter may be reviewed by the Executive Board.
2. Any preregistered candidate who did not tryout, without prior just cause in writing or approval of the player agent, cannot be selected and will be placed in the player pool. The player agent will contact the parents and inform them of the child's situation.
3. Any preregistered candidate, who does not try out but has prior approval of the player agent, will be blind picked during the draft. A team may blind pick a player at any time during the draft.
4. The draft of players shall be conducted by the player agent, president and vice-president(s) in a special meeting.
5. An amended, a complete roster of candidates shall be prepared by the player agent for the draft meeting.
6. Major Division teams will hold their draft prior to the Prep Division.
7. After the Major Division draft, any returning 14 year olds not selected will be available for selection to any team in the Prep Division. Returning 14 year old players must be selected back into the Prep Division.
8. A Prep Division team may select any new-to-the-league 13 or 14 year old player before a returning 14 year old; however, no returning 14 year old is to be cut from the league.
9. **Options:**
 - A. Manager's children and/or grandchildren will be that team's third round pick and this must be announced prior to the beginning of the draft. If the manager does not have a child in the league, that manager is not entitled to a manager's pick.
 - B. Prior to the draft meeting the play agent will determine the drafting order by the prescribed method as agreed upon The League Officials and Managers.
 - C. In order to make the general body aware of a parent's desire to have their children on the same team, a letter must be submitted to the league stating this and the letter will be read prior to the start of the draft. This request will be voted upon. If agreed the general body will determine which round the sibling pick(s) will occur.

NOTE: Each season may bring unique circumstances. A governing board of Eboard members and managers may make (vote) changes season to season prior to a draft.

Player Pool:

1. A pool of 12 (Swing Players), 13, 14, and 15 year old players shall be established after the draft and will consist of players who participated in try-outs but were not selected in the draft.
2. Any new-to-the-league 14 year old not selected in the major league draft or **13 year old approved by the league to play in the Major Division** will be eligible for the Prep Division draft. If the player is not selected in either draft, the player will be placed in the Prep and Major Divisions player pools, with the first priority being the Major Division.
3. The player pool shall be utilized whenever a Major Division or Prep Division team's drafted roster falls below thirteen players at any given time on or before the team has completed half of its regularly scheduled games. After this point, the selection of a player from the pool is optional.
4. Any 14 year-old player playing in the Prep Division is to be selected to a Major Division team prior to any player in the pool. However, 14-year-old players may elect to remain in the Prep Division for the balance of the present season.
5. Any player, who registers after the draft, but on or before May 31st, may be included in the pool. Selection of these players will be based on their order of registration but may not be selected before any player who participated in the try-outs.
6. If the Major Division player pool is exhausted, any 13 year-old player may be picked from the Prep Division with the understanding that they will play with that team for only the remainder of

the present season. Should a manager pick a 13 year-old player who has already played with another Major Division team that season and said player bats once or plays in the game for defensive purposes, the team utilizing that player will forfeit the game and the manager will serve an immediate one game suspension. The 13 year-old player's first responsibility is to their Prep Division team. In addition, no 13 year old player shall be allowed to play more innings nor have more times at bat than a 14 or 15 year old players on the same team, nor shall they be allowed to pitch in the Major Division. Violation of the rule will also result in the forfeiture of the game and immediate one game suspension of the offending manager.

7. The player agent shall maintain the player pool.

Practice Requirement:

1. Each manager is encouraged to hold at least 1 indoor/outdoor practice per week for all team members beginning with in the week after the leagues draft and continue until the season's half-way point. From that point on, practices are at the manager's option. Failure to comply may result in disciplinary action.

Batting Cage:

1. The use of the batting cage is restricted to league members and roster players due to insurance coverage.
2. There will be no smoking, eating, and gum chewing or sun flower seeds in the batting cage.
3. Spikes or cleats are not to be worn inside the batting cage.
4. Manager/Coaches are to make sure that the thermostats are turn down and or thermostat timers turned off at the end of practice. Players are not to touch the thermostats.
5. Only league officials, managers, and coaches are allowed in the locker room.
6. League members, managers, and coaches are to make sure that the building is secure at the end of the day. This includes turning off lights, turning down/off heat, doors are locked, facility clean, ECT. *** **Penalty: Any league member or player who does not adhere to these rules shall be suspended from using the facility; the severity of the penalty shall be determined by the league's discipline review committee.**
7. Use before games – visitors have the right to use the batting cage for 20 minutes starting one hour prior to the scheduled start of the game. Home team has the right to use the cage for 20 minutes starting 35 minutes prior to the scheduled start of the game.

NOTE: Please be advised that the batting cage is under video surveillance.

Game Preliminaries:

1. Assigned umpires shall officiate all games unless extenuating circumstances exist. If one assigned umpire fails to show, a league member, with consent of both managers, may officiate as umpire on the bases.
2. If the assigned umpires fail to show for a game, both managers must agree on a substitute umpires and umpire procedures
3. Official game lineup cards must contain the names and numbers of all team's roster players, whether they will at the game or not. No player will be allowed to enter the game whose name and number does not appear on the official lineup card at the start of the game.
4. In the event that a team only one coach/manager, they should secure the help of another league member. If none is available, a player with a helmet on may coach within the coach's box.
5. Each team shall be granted ten (10) minutes of infield practice prior to the start of the game, if time permits. The visiting team shall have their infield practice first. The start and end of the practice shall be announced by the scorekeeper.

Uniforms:

1. Managers and coaches shall be in complete uniform consisting of khaki shorts (no blue jeans, sweat pants, tennis shorts), league shirt, and league hat for all games. Player's uniform shall be supplied by the league. Umpires shall not permit participation by managers, coaches, and players not in official uniform. No other attire is allowed on the playing field.
2. The league will provide hats to be worn. Players can also wear league all-star hats and approved middle and high school hats. All other hats are prohibited.
3. All league uniforms shall be worn as follows: shirts tucked in; hats on properly; stirrups and or sock on properly; belts on pants with belt loops.

Field Decorum:

1. The use of profanity or throwing of any equipment is cause for ejection by an umpire observing said violation. There will be no warning before said ejection.

NOTE: If a league officer or member (who is not a manager or coach involved in the current game) hears a player using profanity, or observes a player throwing equipment, and the incident is not observed by and umpire, the O.D. shall be notified. The O.D. shall then write an incident report and submit the report to the discipline review board or League President.

2. No smoking will be permitted on the playing field or inside the dugouts at any time.
3. No food shall be consumed by managers, coaches, or players in the dugout or bleachers during the game. The types of drinks permitted in the dugout will be at the manager's discretion. Under no circumstance will glass be permitted in the dugout.
4. Umpires may eject from a game any manager, coach, and/or player for any and all violations. The umpire must notify the O.D. The ejection means out of the park.

Penalty: When a person is ejected from a game under the Field Decorum rules, said person will receive an automatic one-game suspension. The suspension will be the team's next official game played, and attended by the ejected person, including any play-off game. If the ejected person is a player, the player is to attend the game in uniform and sit on the bench for the game. This player shall not be allowed to play in the game under any circumstance.

5. Hamilton Babe Ruth has a zero tolerance policy regarding fighting. Any manager, coach, player, or fan who initiates physical contact on the premises will be immediately ejected from the league and premises.

Game Play:

1. All games shall be seven (7) complete innings, unless the home team leads at the end of 6 ½ innings of play.
2. A regulation game consists of five (5) completed innings, unless the home team leads at the end of 4 ½ innings of play.
3. All Prep Division games shall have a two-hour time limit. No inning shall start after the two-hour time limit has been reached; however, any inning in progress at the end of the two hours shall be played to completion or a maximum of two-hours & fifteen minutes. The game will end or "drop dead" when it exceeds the two-hour & fifteen minutes from the scheduled start time.
4. All Major Division games shall have a two-hour & fifteen minute time limit from the time the game officially starts. No inning shall start after the conclusion of the two-hour mark with a two-hour & fifteen minutes drop dead time.
(* Georgetown Park – 7:30pm Start only. Game limits shall be no new inning after the one-hour & forty five minutes. The game shall end "drop dead" at the two hour mark.)
5. Official time will be kept by the scorekeeper (if available) or umpire.

6. The first game of the day will be judged to have started at the scheduled time providing there is at least one umpire on the field ready to take charge. If both umpires are unavailable, the clock will start at the first pitch after the umpire(s) arrive and take charge. In the event a second umpire is needed, the O.D. Or an available League member will umpire the bases. The O.D./member will not be paid for the game.
7. There will be a twenty minute break between games. Both teams shall be ready to play when the umpire(s) arrive. The home team shall take the field when the umpire(s) set foot onto the field.
8. A 10PM curfew shall be apply throughout the entire season. Any inning in progress shall be played to its completion. No inning shall be allowed to start after 10PM. Any game at that point that is not an "official regulation game" shall be considered "suspended" and rescheduled for completion at a later date by the League's official scheduler. Official professional major league baseball rules shall apply to all suspended games.
9. No scheduled 6PM game, that is followed by a scheduled 8:15PM game, shall be allowed to start after 6:30 (or ½ hour after scheduled start time) weather permitting to ensure that the following game has sufficient time to be completed.
10. Tie games may be played past seven innings to determine a winner, if no games are scheduled to follow, and the time of the day has not reached 10PM curfew; an inning, once started, must be completed.
11. Any league game will be terminated once becoming regulation if one team leads by ten (10) or more runs and has equal time at bat or the home team is leading. (This is officially known as the 10 Run Rule).
12. When a pitcher or catcher is on base with two outs, an alternate runner may be put on base, who is not in the game at that time. The runner is considered a substitute.
13. There will be no Intentional Walks.
14. Any runner trying to score is out when the runner dose not a) slide nor b) attempt to get around a fielder who has the ball and is waiting to make the tag at home plate.

NOTE:

A fielder without the ball in his possession has no right to block the pathway of the runner attempting to advance or score. The base line belongs to the runner and the fielder should be there only when he is fielding the ball or when he already has the ball in his possession.

15. No base runner shall willfully and deliberately bowl over or have contact with the intent to injure and defensive player covering home plate or any other base. If, in the judgment of the umpire, the base runner acting intentionally, the base runner shall be called out, be ejected from the game, and have an additional one game suspension.
16. There shall be no more than one offensive conference per inning.
17. No player shall play the same position (Exception pitcher/catcher) for more than two consecutive innings. This rule can be relaxed when a team only has 9 players or less. This rule may also be relaxed due to limitations to a team's roster and playoff games. In any scenario when the rule is relaxed both managers must agree.
18. A batter shall not delay the game by failing to take his position promptly in the batter's box within 20 seconds. The batter must keep at least one foot in the batter's box throughout the time at bat.

EXCEPTIONS: A batter may leave the batter's box when:

- A. The batter swings at a pitch, or:
- B. The batter is forced out of the box by the pitch, or:
- C. The batter attempts a drag bunt, or:
- D. The defensive team feigns or attempts at play at any base, or:
- E. The pitcher leaves the dirt area of the pitching mound or take a position more than five feet from the pitcher's mound after receiving the ball, or:

- F. A member of either team request and is grated “time”, or:
- G. The catcher leaves the catcher’s box, or:
- H. The catcher does not catch the ball.

PENALTY: For failure of the batter to be ready within 20 seconds after the ball has been returned to the pitcher, the umpire shall call a strike. If the batter leaves the batter’s box and none of the above exceptions apply, the plate umpire shall charge a strike to the batter. The pitcher need not pitch, and the ball remains alive.

NOTE: The above “Foot in box” rule takes effect for the Major Division teams at the commencement of the season. For the Prep Division teams, one warning per each batter per inning shall be given by the home plate umpire up to and including April 30th. May 1st and forward, which the rule will be applied without warning.

18. All teams are expected to clean out their respective dugouts of all trash and debris at the end of their game. Any post-game discussion should be held in the bleachers so the next game’s start will not be impeded.

Playing Time Guarantee:

1. Major Division Teams (Consisting of 13, 14 and 15 year olds) with roster’s fewer than fourteen players.
 - A. Given that the goal of the League is to provide kids with the opportunity to play baseball, and should Major Division Teams consist of fewer than 14 players, all league players in attendance at the beginning of the game (defined as the point at which the first pitch of the game is thrown), must participate for a minimum of nine (9) defensive outs (they do not have to be consecutive), teams shall bat all players in attendance. All players must be inserted into the game no later than the beginning of the fourth inning. If any player does not arrive by the beginning of the game; their playing time is left to the manager’s discretion.
 - B. If the game is shortened due to foul weather, 10 run rule, time limit or other circumstances which prevents a player from achieving their minimum defensive outs, that player must be in the starting lineup for the for the next game. (The player must arrive at a reasonable time for that game in order to allow the manager to prepare the lineup).
 - C. A player who does not show up for a game will be considered to have played three full, completed innings. This included refusal to play.
2. Major Division Teams (Consisting of 13, 14 and 15 year olds) with roster’s fewer than thirteen players.
 - A. Given that the goal of the League is to provide kids with the opportunity to play baseball, and should Major Division Teams consist of fewer than 13 players, all league players in attendance at the beginning of the game (defined as the point at which the first pitch of the game is thrown), must participate for a minimum of six (6) defensive outs (they do not have to be consecutive), teams shall bat all players in attendance. All players must be inserted into the game no later than the beginning of the sixth inning. If any player does not arrive by the beginning of the game; their playing time is left to the manager’s discretion.

ITEMS: 1.B and 1.C are the same as in the section dealing with teams with rosters of less than fourteen players.

PENALTY: Any violation of the playing time guarantee is subject to a protest by any league member or parent within twenty-four hours of the conclusion of the game. An upheld protest will result in the forfeiture of the offending team's most recent victory (this forfeiture shall have no effect on next year's draft) and suspension of the responsible manager for the team's following game.

Substitution Rules:

Rule: Offensive Substitution. The starting offensive player must bat the first time through the order. When a substitute is designated to bat, he may only bat in that spot and the starter may only reenter in that spot. There is no restriction on how many times each may bat in that spot. If a starter or substitute does not bat in the established spot in the batting order, the penalty is determined under the Official Baseball Rule 6.07 – Batting Out of Order. If a starting player who has not been substituted for leaves the game because of illness or injury and all other players have previously batted, the opposing coach may designate which substitute replaces the injured starter in the batting order.

Rule: Defensive Substitution. There is no restriction on non-pitching substitutions other than minimum requirement provided for under PLAYING TIME GUARANTEE. The pitcher is governed by the provisions of Official Rule 3.05. A pitcher, if removed on the second trip to the mound in the same inning, cannot reenter as a pitcher.

Rule: Each team will play nine players in the field on the defense and bat ten batters in their line-up offensively, one being an extra hitter. The extra hitter position will not affect the player's defensive playing time guarantee, due to the free substitution rule. This rule is only in effect if the team has ten or more players present. This rule is for both the Prep & Major Divisions and is not optional, unless one team has fewer than ten players, then the opposing manager has the option of using the extra hitter position.

Note: If an injury occurs and the team using the extra hitter is left with less than ten players, the extra hitter will be skipped each time he would have to batted, without penalty. A penalty would occur if the player leaves the game on his own accord or is removed from the game for disciplinary reasons, then the team would be assessed an out, every time the extra hitter would have batted. If the team still has used all of its substitutes and an injury occurs, the opposing manager will pick which substitute is to take the extra hitter position in the batting order. All regular batting substitution rules still apply.

Ex. A player could play first base in the first inning defensively and bat first in the batting order and he could then be the extra hitter in the second inning, but would still bat (in the original spot) first in the batting order.

Note: An injured player cannot be an Extra Hitter only, if he cannot play defensively, due to an injury, he cannot play.

Pitching Rule Interpretations:

1. A calendar week is Monday through Sunday.
2. Any pitcher may pitch (work) seven innings per calendar week. However, the Prep Division does have specific pitching limitations.
3. Pitching eligibility in effect to reschedule and make-up games goes in accordance to the calendar week in which the games are played.
4. If a pitcher delivers one pitch in an inning, the pitcher shall be charged for one inning pitched.
5. A pitcher must have two days rest between all pitching assignments in which they pitch more than three innings. (See 8C below).
6. Each game a pitcher pitches (works) is considered one assignment. Therefore, a pitcher in a game may start out as a pitcher, play another position, and return to the mound and this would still be considered as one assignment.
7. Games in which an ineligible pitcher has been used shall be declared a forfeited.
8. Examples of Pitching Assignment:
 - A. Pitcher works three innings on Monday may pitch three innings on Tuesday and one inning on Wednesday.
 - B. Pitcher works seven innings on Monday cannot pitch until the following Monday, which begins a new calendar week.
 - C. Pitcher works four innings on Tuesday may pitch three innings on Friday.
 - D. Pitcher works seven innings on Tuesday cannot pitch until Monday, of the new calendar week.
 - E. Pitcher works three innings on Wednesday may pitch four innings on Thursday.
 - F. Pitcher works seven innings on Wednesday cannot pitch until Monday, which begins new calendar week.
 - G. Pitcher works three innings on Saturday can pitch four innings on Sunday.
9. **A 13 year old player approved by the executive board for regular play in the Major Division may pitch in accordance with these pitching rules. This rule does not apply to players called up from the Prep Division to a Major Division team temporary duty after the Major Division player pool is exhausted.**

Injuries:

1. All managers, coaches, and/or parents shall report any accident incurred by league members and/or players to the league insurance agent within 72 hours of the accident. The league will not assume any responsibility for failure to report as required by the insurance company.

Game Protests:

1. Protests may be made on a point of professional, Babe Ruth Baseball or league playing rule and regulations. Protest shall be made in writing to the League President or other Executive Board

member within twenty-four hours. Protest must be made to the umpire at the time of infraction is said protest involves game play. Players must remain at their positions. All protest will require a \$10.00 fee paid by the protesting manager. If ruling is in favor of protesting manager, the fee of \$10.00 will be refunded. Maximum allowable time of game delay shall be ten minutes.

2. Approval or rejection of a protest shall be decided by the Protest Committee. The League President shall select the committee members on a protest-by-protest basis.

Schedules:

1. A schedule of games shall be prepared by the schedule maker.
2. All canceled games will be rescheduled in the order of their cancellation, unless the President adjusts for League good. However, no team will be required to play more than three games in any Babe Ruth week (Monday through Sunday). All re-scheduled games will be re-scheduled only by the appointed scheduler.
3. The schedule of games shall not be interrupted for any District or State Tournaments unless three or more players are on a District Tournament team. This matter must be brought to the President if available, or if not available, the Vice-President for a determination.
4. The regular schedule may be interrupted for possible hosting of tournaments.

League Membership Responsibilities (OD) Officer of the Day:

1. The Officers of the Day have numerous responsibilities. It is important to arrive early to ensure the field is ready for games to start promptly. ***Arrive no later than 15 minutes before start of game.*** Please make sure a parent from each team is available to provide scorekeeping duties and garbage/50-50/foul ball duties.
2. Pre-game Field Preparation: Most of the field preparation work should be done by the coaches of the day's games, it is important to check that everything is ready for use before the scheduled start time for the game. Similarly, if there are multiple games, the field will need to be re-prepped before the second games begins, team coaches and players should assist with this so a quick turnaround is performed.
 - A. Ensure fields are lined (prior to first game only) and raked
 - B. Ensure bases are placed (prior to first game only)
 - C. Ensure flag is hung in centerfield (located in stand)
 - D. Ensure power is turned on for lights (if and when necessary)
 - E. Ensure scoreboard and sound system are turned on.
3. 50/50 drawings are held each game. During the second inning of the in-progress game, a parent from the Visiting team will go through the stands at all fields to sell 50/50 tickets. Whenever possible, have two people work together – one to collect the money, the other to hand out the tickets. It helps things go more smoothly and also helps.
 - A. 50/50 supplies (buckets, tickets, ect.) are stored in the kitchen.
 - B. Prices for 50/50 are:
 - 3 for a dollar
 - 7 for 2 dollars
 - Double arm's length for 5 dollars
 - C. Inform spectators that the drawing will take place before the games end and the winning ticket number will be announced by the scorekeeper.

- D. Upon finishing the rounds for 50/50 sales, bring the money to the kitchen for counting.
 - E. To draw the winning ticket, go to the pitcher's mound before that half inning starts and have the pitcher draw the ticket.
 - F. Bring the winning ticket to the kitchen and write the number down. Take winning number to the scorekeeper for announcement, **even if you already know who the winner is.**
4. In order to ensure that our facilities are maintained and treated in an appropriate manner, periodically stop in upstairs in the clubhouse to make sure there is no one up there misbehaving or causing trouble. Check on scorekeepers to see if they have any problems. Make sure the score boxes are clean.
 5. Check in with the kitchen to see if they need any help with operations or stocking product.
 6. Post-Game Field Preparation. At the end of the game, the field must be prepped for the next day. This includes:
 - A. Raking the dirt areas (base paths) of the infield.
 - B. Removing the bases and installing the base plugs.
 - C. Both dugouts cleaned and all garbage removed.
 - D. Wet the mound and home plate area (if needed).
 - E. Putting the tarps on the pitcher's mound and home plate.
 - F. Turning off the lights/scoreboard/sound system
 7. Once all games are completed, and periodically throughout the day, check all trash cans. The parent selling 50/50 tickets can help with this. Remove the bags and replace with fresh liners. Leave one extra liner draped over the side of each can to ensure bags are readily handy. Consolidate half full bags into one another to save on trips to dumpster. The full bags should be placed in the dumpster. There are four trash cans at the field, and trash in the kitchen. New liners are in the stand. Pick up litter around complex.
 8. Both bathrooms must be cleaned after the games. Ensure toilet paper, towels and soap are full. (All stock in the back room.)
 9. Coaches should be maintaining the cages each day, but before leaving make sure the cages have the lights/heat turned off, trash removed and all doors closed and locked.
 10. At the end of the night, ensure all gates and doors are closed and locked.

Note on Game Cancellations:

The following is a list of who is to be notified if games are canceled.

1. Managers involved
2. Webmaster
3. Umpire/Umpire scheduler
4. Scheduler

5. Concession Stand personnel

Division and League Championships:

1. The basic pitching rules and limitations of the International Babe Ruth organization shall be fully utilized by the League. Each team shall have one home game, with the third being decided by higher seed team. The dates of the championship series shall be determined by the League President.
2. No call ups for Playoffs or Championship games.
3. The league standings will be determined by a point system as follows:
WIN – two points
TIE – one point
4. In the event of a two-team tie for first place in the Major Division American or Prep Division at the end of the season, a one game playoff will be held. A tie among three or more teams for first place will require the intervention of the League's Executive Board to determine how the tie shall be resolved.

Awards:

1. Trophies of some form (Board will vote per year) will be awarded to the playoff champions and runners up.

All-Star Teams:

1. The League shall select All-Star teams for competition in the 15 year old, 14 year old, and 13 year old tournaments. The 13 and 14 year old players may try out for the 15 year old team; 13 year old players may try out for the 14 year old team, and still be eligible to try out for and be selected by teams in their own age bracket. **Swing players may only tryout for the 13 year old Prep team if they obtain the appropriate approvals as outlined in the HBRL Rules and Regulations, if required based on their league affiliations.**
2. Prospective All-Star team managers shall submit a letter indicating their interest in managing an All-Star team to the League President. Selection of each All-Star manager shall be by a majority vote of the Executive Board.
3. The selection of All-Star players shall be at the full and unqualified discretion and judgment of the All-Star manger(s) in consultation with their coaches, with exception that all candidates nominated must have at least one tryout. The final judgment and handling of the tournament team rest with the All-Star manger in consultation with their coaches. No alternates are permitted on the All-Star team(s). All-Star team rosters shall be at least (12) players to (15) players. Roster size is at the discretion of the Manger. To be eligible for an All-Star team, a player must satisfy all International Babe Ruth rules.
4. All travel to and from All-Star game by league players must be coordinated by the All-Star manager and approved by the League President if available, or by another league officer.
5. The district All-Star teams' managers have control of players, when players are on other All-Star teams.

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Prep League Special Rules & Regulations:

1. If a team appears with ten or fewer players, the opposing manger shall notify the player agent.
2. If a player is absent for a game that will constituted three innings of playing time.
3. The batting order for Prep Division games will be continuous with all available players included.
4. Any runner trying to score is out when the runner does not a) slide nor b) attempted to get around a fielder who has the ball and is waiting to make the tag at home plate.

NOTE: A fielder without the ball in his possession has no right to block the pathway of the runner attempting to advance or score. The base line belongs to the runner and the fielder should be there only when he is fielding the ball or when he already has the ball in his possession.

5. No base runner shall willfully and deliberately bowl over or have contact with the intent to injure and defensive player covering home plate or any other base. If, in the judgment of the umpire, the base runner acting intentionally, the base runner shall be called out, be ejected from the game, and have an additional one game suspension.

Prep Division – Pitching Limitations:

The First Half shall end on April 30th and the Second Half shall begin on May 1st of each season.

1. Innings:

First Half: A pitcher may pitch a maximum of six innings per week (Monday thru Sunday) with a maximum of four in any particular game. If a pitcher pitches four innings in one game, said pitcher is ineligible for three days. (Example: Pitches on Saturday may not pitch until Wednesday.)
Second Half: Each pitcher is eligible to pitch seven innings in a game week. The three-day rest rule applies as in the first half only.

2. Balks:

First Half: There will be one (1) warning per pitcher per game up to and including April 30th.
Second Half: There will be no warning on and after May 1st.

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Approved March 2017 – (JRB)

Amendment (page) 5 – April 2017

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