



### 1.0 GAME PRELIMINARIES

The home team is determined by the official league schedule posted online at [www.OrlandoBabeRuth.com](http://www.OrlandoBabeRuth.com). The home team shall be responsible for setting up and breaking down any equipment and preparing the field as needed to play the game. The **current/active pitching machine coach will act as the lead umpire at all times** (unless an official umpire has been provided). An offensive team coach shall operate the pitching machine.

The **home team** will:

1. Occupy the 3rd base dugout
2. Provide the Official Scorekeeper. The scorekeeper's main functions are getting the official game roster from each team, noting the official start time of game in the scorebook, keeping track of outs, runs per inning, proper batting order of teams and maximum runs per inning. **The scorebook must include the player's first and last name.**
3. Prepare the field for play. This will include raking and lining the field with chalk (do not use chalk on grass)
4. Ensure that that the field locks and gates are closed when done on the field.
5. Inputting the game results/score on the league website
6. Supplying 5 game condition baseballs

The **visiting team**:

1. Will occupy the 1st base dugout
2. Provide the Scoreboard Operator. The scoreboard controller will be the responsibility of the Visiting team (Visitor). The scoreboard must be used if a controller is available.

### 2.0 RAIN

If a game is under weather delay **PRIOR** to the start time of the game, teams must wait a minimum of 30 minutes from the scheduled start time for an "all clear" before leaving the park. If the all clear is not given before the 30-minute waiting period, the game will be called as a "rain out" and will be rescheduled. ( If the all clear is given within the 30 minute waiting period, the game will begin and the start time will be noted. If a game goes under a weather delay while in progress, prior to the completion of the 4th inning (considered a complete game), teams must wait a minimum of 30 minutes for the all clear. If the all clear is not given within the 30 minute waiting period, the game will be **(rescheduled)** and play will resume from the point of the delay.

## GAMEPLAY

- 3.0** The pitching machine shall be set up for all Rookies A games at 36 feet from the back of home plate (The speed will be set to a 6 on the Louisville Blue Flame pitching machine).
- 3.1** It is best to place the ball on the pitching machine as a 4 seam pitch. The seams should make a "C" towards the sky. Rotating the ball slightly forward will raise the pitch and rotating it backwards will raise the pitch.
- 3.2** Only league approved (registered with OBR and cleared through the background check system) coaches and players are permitted in the dugout or on the field. Please do not allow any children other than players in the dugout. Two (2) defensive coaches are permitted on the field and must be beyond the infield (on the outfield grass) and one behind the plate to ensure catcher safety and instruction and to help retrieve the balls.
- 3.3** In the event no pitching machine is in service, the team batting will supply a coach to pitch to their batters.
- 3.4** The home team will declare the official start time when the defensive team (home team) is on the field and the first batter steps into the batter's box.
- 3.5** A game consists of **4 completed innings** or it reaches the 1 hour 15 minute time limit. No new inning can start after 1 hour 15 minutes. Any inning that has been started before the time limit has been reached will be completed.
- 3.6 Game Time Clock** - For weekday games the game time will be the scheduled start time per the league website (unless there was a preceding game), regardless of the reason for delay (unless weather caused the delay). The Home Team shall keep the game time. For weekend games (when there is a preceding game) the game time will be started when the defense is on the field and the batter receives his/her first pitch.
- 3.7 Tie Games** - In the event the game is tied after 4 complete innings and there is still time left on the game clock (or the game is a playoff game), there will be a tiebreaker as follows: **Texas Tie-Breaker** - The last out made for the hitting team goes to 2nd base. 2 outs are put on the board. Each batter starts with an open count. Each team gets to play one half inning until one team out scores the other.
- 3.8** Teams should have 7 players to start and finish a game. Failure to have 7 players throughout the game may result in a forfeit. A team must use all players in the field and bat through the roster if they are all in attendance.
- 3.9** Teams are allowed to bat their entire roster. If a player arrives after the start of a game they may be inserted in the lineup, but the Official Scorekeeper must be notified.
- 3.10** A player that is listed on the lineup at the start of the game and is then removed from the lineup during the game will be skipped. **This will NOT be considered an out.**
- 3.11** Players get a maximum of three (3) pitches from the pitching machine. If the hitter does not put the ball in play after 3 pitches, a batting tee is used for 2 additional swings. If the pitching machine is not throwing strikes, fix it immediately. If a pitch is clearly not hittable, **and the player did not swing**, do not count the pitch. Before each inning it is encouraged that the pitching machine coach test 1 or more pitches for safety and accuracy. If the last pitch is fouled off, the batter can receive another pitch (unless bunted foul).
- 3.12** In between innings players may warm up defensively on the field. There will be a **60 second break/warm-up** period in between innings.
- 3.13** The offensive coach operating the pitching machine will be the umpire (unless an official umpire has been provided). He or she is encouraged to seek a second opinion if they are not sure on a call. The pitching machine coach will have absolute and final say on every call.

**3.14** 4 runs is the maximum a team can score in **an inning**.

**3.15** If the ball is hit into the **outfield (past the infielders)**, the runners may continue to advance until the ball is thrown to the lead base. If a runner has **already clearly passed a base** at that point, they may continue to the next base, at their own risk. If they have not reached the base yet, they must stop at that base and can't advance any further. If there is a discrepancy or it is questioned as to where the runner was at the time the ball was thrown by the defense to the lead base it will be assumed that the runner was not yet at the advancing base.

**3.16** If the ball is hit into the **infield**, runners may advance one base. **Runners may not advance on overthrows to any base. The purpose of the rule is to encourage and not penalize the defensive player to throw to the lead base.**

**3.17** There will be a coach behind the plate to assist the catcher when needed.

**3.18** Cancelled games will be made up at the first opportunity. All makeup games will be scheduled based on approval of the League Scheduling Coordinator.

**3.19** If a game is rained out after the completion of 3 full innings (or 2 ½ if the home team is winning), the game is complete. Anything less than that will be rescheduled by scheduler. and will continue from point that the game was stopped.

**3.20** No stealing or leading off is allowed. Base runners can't leave the base until the ball has PASSED the front of home plate. If a player does so, the team will receive one "warning" or notice from the opposing team. If it occurs again, the base runner will be called out and the ball will be dead.

**3.21** There is no "tie goes to the runner" rule. The runner is either safe or out. (runner is out if he does not reach the base before the fielder is in position of the ball it should be encouraged that any relative close play should go to the out)

**3.22** All bats that meet 2017 USSSA Cal Ripken standards and 2018 USA Baseball Call Ripken standards are allowed in this division

**3.23** If a team is unable to place a player at the catcher position, the opposing team **shall not advance a runner** from third if fielded by the pitcher ball hit anywhere else the runner can score

**3.24** There is no infield fly rule.

**3.25** Slash bunting (squaring around to bunt and then swinging the bat) is not allowed and shall be considered a dead ball and automatic out.

**3.26** No intentional walks are allowed at any time.

#### **4.0 PUTTING THE BALL IN PLAY**

**4.1** A batted ball shall be considered dead when, before being touched by a fielder, it hits the pitching machine. The players will advance one base **only if forced**. The batter advances to first. If the ball hits the machine after a fielder touches the ball, the play will continue. If the ball stops inside the safety circle ball is dead and batter is awarded first base. If a batted ball hits a coach anywhere on the field of play it is a live ball (unless the coach intentionally altered the path of the batted ball).

**4.2** Bunting is not allowed.

**4.3** A foul ball on the fifth (5th) pitch, will continue to hit until missed.

**4.4** The offensive side shall be retired after three (3) outs or after 5 runs have been scored. Or have bat through the lineup.

#### **5.0 FIELDING**

**5.1** All players shall be positioned on defense. The infield shall have the normal six (6) positions including a catcher (wearing a batting helmet), 1 pitcher, 1st baseman, 2nd baseman, 3rd baseman and shortstop. All additional players **shall be placed in the outfield, on the outfield grass**

- 5.2** The pitcher must be positioned within an “imaginary” ten (10) foot diameter circle with the front edge set at approximately thirty six (36) feet from the rear point of home plate. The pitcher must start the play/pitch with one foot inside pitcher’s circle. The pitcher can’t stand in front of the front legs of the pitching machine until after the ball is released from the machine. After the ball is pitched the pitcher may move to any location on the field desired, but must be outside of the pitcher’s circle (for safety).
- 5.3** There is free substitution at any time.
- 5.4** Before the start of the game each manager will provide their lineups to the Official Scorekeeper denoting the player’s full name, position and number.
- 5.5** Defensive coaches are allowed in the field, but must be beyond the infield and stationed in the outfield.

## **6.0 SAFETY**

- 6.1** Safety is paramount. If at any time a parent, Coach or Manager has safety concerns about the application of any playing rule or ground rule in a particular situation they may submit these concerns to the Division Commissioner or any OBR board member for a special ruling.
- 6.2** It is recommended that all players wear a protective cup.
- 6.3** Managers are to ensure that players remain properly hydrated during games and practices.
- 6.4** All League Officials, Managers, Coaches and Players are to adhere to Park rules adopted by the City of Orlando in regards to facility usage.
- 6.5** No tobacco use of any kind by anybody is permitted at any time.
- 6.6** A player that is removed for illness, injury, etc will not be forced to play to meet minimum player requirements.

## **8.0 DRESS CODE**

**8.1** Every player must wear the league issued uniform with baseball pants for all league games. The Division Commissioner and/or President may take action against a manager or player who continually disregards the league dress code. Coaches must also wear the team hat and jersey if they are on the field.

**8.2** Exposed jewelry such as wrist watches, bracelets, hoop style earrings and neck chains, or any other item judged dangerous may not be worn during the game. Religious and medical alert bracelets and necklaces are the exception to the rule, but if worn must be taped to the body.

## **9.0 MISCELLANEOUS**

- 9.1** The OBR Board has adopted these rules. Any proposed changes to the rules after the season begins, shall be approved by the OBR Board by a 2/3 vote and shared with the coaches and players as appropriate.
- 9.2** Managers are responsible for league issued equipment and must return it at the conclusion of the season.
- 9.3** Managers are responsible for the conduct of their team, their fans and their coaches.
- 9.4** All players, parents and managers/coaches must abide by the Orlando Babe Ruth Code of Conduct at all times.