



(Updated 8/21/17)

Quick Start Summary:

- No new inning after 1:55 from scheduled start time
- Drop dead start at 2:15 from scheduled start time if no further games on field or at start time of next game on the field, whichever comes first.
- 5 runs per inning maximum
- 12/13 year old pitchers - 2 innings/game max , balk warnings for 12 yo only
- 14/15 year old pitchers - 3 innings/game max
- 16 year old players can not pitch
- All team players in uniform must play the mandatory three (3) innings within the first six-6) innings of the game
- 8 players are required to start, can drop to 7 afterwards
- No Mercy rule.
- National Babe Ruth League bat rules (ex. composite barrel must be BBCOR 0.5)
- Slide or avoid at 2nd, 3rd, Home. Not MIAA/NCAA Force Play slide rule but interference rules apply.

Article A: General Regulations Applying to Manager and Coaches

The Fall League is an Instructional League for the kids no standings are being kept. The intent of this league is to develop the younger players on the bigger field so that when playing in the spring they will be a step ahead. Older Players will have an opportunity to hone their skillsets. A team's coaching staff or designated adult is in complete charge of the team whenever it is assembled together as a team. This includes practices, games and any events or functions approved by the Association. The coaching staff is under the direction of the manager or his/her designate.

1. There will be one (1) manager per team. Managers will be age 18 or older.
2. A Manager or a Coach must be present at all practices, games or approved functions.
3. Managers/Coaches are in complete charge and shall not be interfered with except in cases of rules violations and any other conduct deemed to be contrary to the welfare of the youth.
4. The Manager has final say and responsibility for his/her team, further, he/she has final responsibility for his actions and those of his/her Coaches and players.

5. Any Manager/Coach ejected from a game will be suspended from the next scheduled game. The umpire will record the ejection in the opposing team's scorebook. The Umpire will report the incident of the offending Manager/Coach to the **Marlboro Babe Ruth** representative.

Article B: General Regulations Applying to Teams

1. There will be 2 levels of play for Fall Babe Ruth. A Babe Ruth Prep Division and a Jr. Babe Ruth Division

a. Teams in the Babe Ruth Prep Division may consist of 12 and 13 year old players ONLY! No 14 year old players or older may play down in this division under any circumstances.

b. Teams in the Jr. Babe Ruth Division may consist of 14, 15 and 16 year old players. Towns have the option of moving 13 yo players up to this division if they choose. Sometimes this is done if a league age 13 yo player is a freshman in the spring. Under NO circumstances should a 12 yo player be put on a Jr. Babe Ruth Roster

c. Penalty – If a team does not follow the age restrictions for these divisions, they are subject to league ejection and must surrender their league fee.

2. All team players in uniform must play the mandatory three (3) innings within the first six- 6) innings.

3. We strongly suggest you try to get your team sizes to a minimum of 12 players and a maximum of fifteen (15) players per team.

4. All uniforms must have individual numbers printed on them as to distinguish players from each other when keeping a book.

Article C: General Regulation Applying to Equipment

1. Spikes: The use of metal spikes is approved for all players

2. All male catchers must wear a protective cup and **Marlboro Babe Ruth** encourages the use of a cup by all male players.

3. Players must be dressed in full uniform; this includes game shirt, game pants, game hat (game socks should be worn, but if missing they will not be considered as part of a ruling). Game shirts must be tucked in at all times.

4. A Player coaching bases must be provided with and wear a helmet.

5. Bats. Adhere to Babe Ruth Guidelines regarding the use of Composite Barrel Bats (BBCOR 0.5)

Article D: General Regulations Applying to the Game

Babe Ruth Major League baseball rules apply with the following exceptions:

1. The Game

a. There must be one qualified Umpire at each game.

- i. An Umpire must be a member of a recognized umpire association (patched) such as, but not limited to, MBUA
- b. A waiting period of 15 minutes will be allowed, after the scheduled game start time for the Umpire to show up.
- c. If the Umpire does not show up, Both Managers agree to use Coaches and/or parents to Umpire, and then the game may continue.
- d. No more than five runs may be scored in an inning. Once the fifth run is scored, the umpire will be notified and the teams will change sides.
- e. The standard game shall be 6 1/2 innings with the home team leading or 7 innings completed.
- f. The home team Manager will call Rainouts no later than one (1) hour before game time and notify opposing team Manager as well as the umpire assigned to the game. Rainouts will not be made up.
- g. In cases where two (2) or more games are scheduled on the same field, the first game will end (Drop Dead) no later than the scheduled starting time of the following game.
- h. No ½ inning will start after 1:55 hours of play no matter what the score. Drop Dead ending at 2:15 if no further games on the field.
- i. It will be mandatory to **avoid contact or slide** at 2nd base, 3rd base, and home plate in those cases where a close play is apparent that may cause player contact that could cause injury. This is strictly an Umpires call only. The Umpire will **eject** a player if he feels there was intent to injure or jar the ball loose. The call will be out and the player ejected. If the same player has second offense, he will not be able play for remainder of the fall season.
- j. Calling the game because of darkness is strictly the Umpires call only. The final score will be the score at the last full inning completed.

2. Players

- a. All players must play three (3) or more innings in the field in the first six (6) innings.
- b. There will be a continuous batting order of all eligible players present. Once established, the batting order will not be changed unless an injury or an event occurs which requires the removal of a player. Late eligible players will be added to bottom of batting order. Should the situation arise where the catcher reaches base with two outs, the manager may request a substitute/pinch runner so the catcher can 'gear up' for the next inning so as to keep the game going in a timely fashion. The substitute runner shall be the last player to make an out.
- c. Free substitution is allowed except for pitchers who are covered in the next section.

d. A game can start with eight (8) players and end with seven (7) players. Any number less is a forfeit. Teams can share players to have 9 on the field, but there MUST be 8 present to start.

3. The Pitcher

a. One (1) pitch to a batter is considered one (1) inning pitched.

b. Pitching

i. 12/13yo League age pitchers will be allowed to pitch a maximum of two (2) innings per game.

ii. 14/15yo League age pitchers will be allowed to pitch a maximum of three (3) innings per game.

c. A pitcher cannot return as a pitcher in the same game once he/she has been removed from the mound for any reason.

d. 12year old pitchers will receive warnings for balks. If the umpire calls a balk, it is immediately a dead ball and all runners must return to their respective bases. Balks will be enforced for all other ages

Protests

We will not allow any game protest as this is fall instructional ball.