

Winter Springs Babe Ruth Rules

Junior & Senior Division

Home Team & Visiting Team Responsibilities

The home team is responsible for the following:

- Provide 2 new game balls to the Head Umpire.
- Provide an official scorekeeper for recordkeeping purposes. Gamechanger will be used for the official score.
- Keeping the pitch count, both teams should also keep the count.
- Writing the pitch count, innings pitched, and pitchers' names in the official scorebook.

The visiting team is responsible for the following:

- Provide 2 game-worthy used balls to the Head Umpire.
- Running the scoreboard for the duration of the game.

Only the manager from each team will meet with the homeplate umpire when the plate meeting is called. Managers will exchange a paper lineup with all players last name and jersey numbers listed and a copy from each team must also be given to the umpire. The use of excel lineup helper is preferred: <https://www.wsbareruth.com/coaches>.

Game Time

To facilitate the consistent start and stop of games, and to provide equitable playing time for all players, the following time limits will be observed:

- The umpire will declare the official start time when the defensive team takes the field. The umpire shall notify the official scorekeeper of the official start time, and the official scorekeeper shall record the time in the scorebook. The umpire is responsible for keeping the official time.
- No new inning will start after 2 hours has elapsed from the official start time. A new inning begins the moment the third out is made in the bottom of the previous inning.
- Games will be 7 innings, time permitting. The offensive side is retired after 3 outs. Games called because of the time limit will be considered regulation games, regardless of the number of innings played.
- Mercy Rule: Game will end when the game is official and either team has a 10 run lead after 5 innings (4½ if the home team is ahead).
- Tie Games: If both teams have the same number of runs at the end of an official game, the game is declared a tie. Time Limits will define an official game regardless of the number of innings played. If a game is tied after 7 innings and there is still time left on the clock then extra innings can be provided.

Offense (Batting)

- All players are required to wear approved batting helmets while batting. Face guards are optional. All players shall be in the batting line-up. A team's "at bat" will end when that team scores four runs within the inning or three outs are recorded, except for the 6th inning, play will continue until 3 outs have been recorded or the game is over.
- Any player hit by a pitch will be awarded first base by Umpire's judgment. It will be up to the discretion of the Home Plate umpire to determine if any other pitch should be declared a "no pitch". This option should only be exercised in extreme cases when the pitch is not hittable from any positions within the batter's box.
- The batting order is the entire roster. A player who leaves a game due to injury or illness is skipped over in the batting order and is NOT considered an out when his or her turn at bat arrives. If a player leaves a game for any reason other than injury or illness, that player must remain in the batting order and is considered an out when his or her turn at bat arrives, unless substitutes are available.
- Speed-up Rule: A courtesy runner (last batted out) is allowed anytime and encouraged for the catcher. Catchers should be geared up and ready to catch with 2 outs or 3 runs scored.
- Bunting is allowed, but no fake bunting. If, at umpire's discretion, a batter fakes a bunt and swings, the ball is immediately dead and the batter is out. If a batter fouls off an attempted bunt with 2 strikes, the batter is out.
- A batter is out after 3 swinging/called strikes. If a batter foul tips a 3rd strike and the ball is caught by the catcher, the batter is out.

- A foul tip caught by the catcher is a strike and in play. See definitions of 'foul tip' and 'strike' in section 2.0 of the Babe Ruth League, Inc. rulebook.
- Dropped third strike is in effect.
- All bats in-use during play must be stamped with the USA bat symbol. Any bat without a USA stamp is an illegal bat.
 - If an illegal bat is found on the field, it will immediately be removed from play.
 - If a ball is hit with an illegal bat, the batter is out. The batter and manager will both receive a warning.
 - A bat challenge must be made before the next pitch. Umpires are not responsible to police bats. A **manager or player** that has a second incident in the same game will be suspended from that game.

Base Runners

- Leading off is permitted.
- Base stealing is allowed at anytime while the ball is in-play.
- The ball will be declared dead (time out) when the pitcher has possession of the ball on the mound.
- The advancing runner may be tagged out as he/she is approaching the base or if he/she overruns the base to which he/she is advancing or is off the base at all without time being called.

Defense (Fielding)

- Free substitution in and out if batting the entire roster for all positions but the pitcher.
- If batting 9 or 10 with the EP option, then subs need to be used (inform the plate umpire when putting subs in). In the event a player in the lineup cannot continue to play and all substitutes have been used, then the opposing manager gets to select the substitute to return.
- At any time during the at bat a batter can be intentionally walked by either the request of the manager or catcher. The umpire will then place the batter at 1st.

Pitchers/Pitching

- Any pitcher that has been removed from the mound on the manager/coach's 1st visit or between innings may return to the mound that inning or in subsequent innings. On a manager/coach's 2nd trip to the mound in the same inning to the same pitcher, the pitcher must be removed from the mound and cannot return to the mound during the game.
- A pitcher may pitch seven innings per calendar week, including re-scheduled and make-up games. If a pitcher delivers one pitch, that constitutes an inning pitched.
- The Babe Ruth calendar week is Monday through and including Sunday.
- Listed below are the pitch count limits and required rest days:

Age	Max Pitches	No Rest Required	1 Day Rest	2 Days Rest
12	85	1-40	41-65	66+
13-15	95	1-45	46-75	76+
16-18	105	1-45	46-75	76+

- Should a pitcher reach this maximum during a player's at bat, this pitcher is allowed to continue pitching to this batter until his at bat is complete. This pitch count does NOT include pre-game warm-ups or warm-up pitches between innings.
- Borrowed players may not pitch. League Age 16 year olds playing down may not pitch in in the 13-15 division.
- Balks will be called.

Coach Placement

- A maximum of 1 manager and 3 coaches/volunteers are allowed on the playing field/dugout. Any non-coach volunteers must complete Volunteer Registration to be on the field or in the dugout.
 - Up to 2 coaches are allowed on the outfield grass for defensive player instruction.
 - Two offensive base coaches at 1st and 3rd. Offensive coaches cannot stand behind homeplate.
 - One coach or non-coach volunteer must be in or near the dugout when a player or players are in the dugout.
 - Managers are the only team staff to ask for time and/or approach umpires for non-judgment calls (i.e. safe/out or fair/foul). Official scorekeeper for the home team can ask the umpire for clarification when time has been called for the purpose of scoring.

Playing Time

All players, whether a starter or a sub, must play a minimum of 6 consecutive outs and at least one at bat per game.

Player Requirements to Start the Game & Players Arriving After the Start of the Game

Player Requirements to Start a Game

- Each team must have a minimum of 9 players at the “official start time” for a game to begin. In the event the minimum cannot be met, the game is considered a forfeit and the win goes to the team that has the required number of players. In the event both teams cannot field the minimum number of players, the game shall be declared a double forfeit.
- If a forfeit occurs, both managers may petition their respective league presidents, reverse the forfeit and reschedule the game. Upon unanimous consent of ALL parties the game may be rescheduled, played, and counted in the standings.
- Once the game is started, a team may continue to play if the number of players falls below 9 but the minimum to continue to play is 8. If a team cannot field at least 8 players, that team shall forfeit the game. A player who leaves a game due to injury or illness is skipped over in the batting order and is NOT considered an out when his or her turn at bat arrives.
- If a team cannot field the minimum number of players for a scheduled game because it was scheduled on a recognized religious or school function, the game may be canceled and re-scheduled without penalty, provided notification is submitted to the respective league presidents at least 48 hours prior to the game date. Games cannot be rescheduled for any other reason.

Players Arriving after the Start of the Game:

- If a player arrives after the start of the game, the player must be added to the bottom of the batting order.
- Defensively, a late player will be counted as playing a defensive inning for any inning that they missed. For example, if a player shows up after the second inning begins, the manager will have to play that player for one inning to comply with the minimum play rules.

Scorebook/Gamechanger

The home team is responsible for keeping the official scorebook via Gamechanger. The scorebook is kept to document scores for standings, for insurance purposes, and to document players' participation for All Stars.

Fall vs. Spring Rule Differences

Playoff Rule Differences

Game Time:

- Game time is 2 hours. **Championship game has no time limit.**
 - If the game is tied at the end of 2 hours, game play moves to a Texas Tie Breaker at the conclusion of the currently in-process full inning. If the game is tied after 7 innings, game play moves to a Texas Tie Breaker. No playoff or championship game will end in a tie.
 - Texas Tie Breaker: Last player out starts on 2nd base, next batter up starts with a fresh count, team has no outs. Both teams will play their half inning and there will be a 4-run limit.

Offense:

- For playoff games, the batting order can be the entire roster, 9 or 10 with the EP option. When batting the entire roster, free substitution is authorized.
- Players that are subbed in for a starter are married to that spot in the lineup.
 - Example: Batter 10 #8 is subbed out for #23 in the 3rd inning. In the 6th inning #23 is subbed out for #8 re-entering. Starters being subbed out re-enter in their same original batting order.
- Once a sub enters the game and then is removed after the re-entry, the sub is now ineligible to play the remainder of the game.
- Playoff games will be unlimited runs in every inning.
-

Minimum Playing Time:

- All players must play 6 consecutive outs and managers must bat the entire lineup. Games ending in less than 6 innings do not preclude minimum playing time rules. Failure to meet minimum playing time rules will result in a forfeit of the game.
- Players do not have to play a certain number of innings in the infield or outfield. Players can play the same positions the entire game.