BABE RUTH LEAGUE ANNIVERSARY

75

1951 2026

BASEBALL RULES & REGULATIONS and OFFICIAL PLAYING RULES



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For additional information please visit:
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MISSION STATEMENT OF BABE RUTH LEAGUE, INC.



The Babe Ruth Baseball/Softball program, using regulation competitive baseball and softball rules, teaches skills, mental and physical development, a respect for the rules of the game, and basic ideals of sportsmanship and fair play. In all aspects, Babe Ruth League, Inc. is committed to providing our participants the very best educational, sports experience possible. It is our fundamental belief that every child with a desire to play baseball or softball be afforded that opportunity.

The Sportsmanship Code of Babe Ruth League

Develop a strong, clean, healthy body, mind and soul.
Develop a strong urge for sportsmanlike conduct.
Develop understanding of and respect for the RULES.
Develop courage in defeat, tolerance and modesty in victory.
Develop control over emotions and speech.
Develop spirit of cooperation and team play.
Develop into real, true CITIZENS.

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FOREWORD

Babe Ruth League, Inc. (BRL) is a non-profit, educational organization dedicated to developing better citizens by providing properly supervised baseball competition for players 4 through 18 years of age. Established in 1951 and incorporated just one year later, there are now over 50,000 teams competing in over 10,000 leagues in the United States and Canada. In addition, BRL, Inc., collaborates to showcase global play in the post-season.

The primary reason for the success of the organization is in its mindful and modest adaptation of the Official Baseball Rules. The rules and regulations herein have been established through a democratic process with the guidance of professional recreation directors, high school athletic authorities and college coaches.

The foundation of the BRL organization is the 13-16 Division of Babe Ruth Baseball played on a regulation baseball diamond. Selection of this age grouping on the regulation-size infield was originally founded to meet the unmet need identified by amateur baseball authorities and community leaders.

The past 75 seasons clearly endorse this brand of play. It has been proven that under slightly modified regulation baseball rules, developing players rapidly adjust to the regulation diamond. Moreover, skills such as running, hitting and throwing, have been found to naturally progress for each individual player.

In 1966, the Babe Ruth 16-18 Division was founded in a testament of more players wishing to continue playing organized baseball, as well as community volunteers ready to provide them with similar adult-supervised competition. With focus on the interest and ability of transitioning players, to the 90' Diamond, Babe Ruth League initiated a Prep League for 13-year-old players in 1974. A Prep League for 16-year-old players was established in 1994.

Babe Ruth Baseball was called upon again in 1981 to bring its brand of baseball to players 12-and-under. In response, a test-pilot program was initiated in 11 states covering three regions. The positive outcome prompted the Board of Directors to vote to expand this younger division nationwide and into Canada beginning with the 1982 season. It was named the Bambino Division of Babe Ruth League, Inc.

With renewed momentum, and the approach of a new millennium, at its 1999 Annual Meeting, BRL Board of Directors changed the name of the Bambino program to Cal Ripken Baseball, A Division of Babe Ruth League, Inc. (It was inaugurated with the 2000 season).

As in all divisions of Babe Ruth League, Inc., Cal Ripken Baseball strives to play under rules as close to the Official Baseball Rules as possible. However, certain special rules, such as using a 60' or 70' diamond and allowing a maximum number of innings for a pitcher, keep to the accepted standards of safety.

It is the basic intent of Babe Ruth League, Inc. that every candidate be given the opportunity to play in the program within the rules and regulations as established by Babe Ruth League, Inc. Each league must advertise registrations, conduct tryouts and draft players. Teams should not be permitted to recruit their own players.

The Bambino Buddy-Ball Division brings the great game of baseball to children with documented special needs. It also welcomes children to the league who wish to serve as "buddies" for the players in this Division. For more information, visit www.baberuthleague.org.

BABE RUTH LEAGUE, INC.
BASEBALL RULES AND REGULATIONS

NOTATIONS:

CHARTER – Babe Ruth League, Inc. has the right to reject any Application for Charter or Declaration of Charter within its sole non-appealable discretion.

RULES – No Babe Ruth League, Inc. rule or regulation may be altered or waived without **WRITTEN** permission of the President, Vice President or National Commissioner of Babe Ruth League, Inc. The President of Babe Ruth League, Inc. has the authority to rule on and/or clarify any point not specifically covered in these rules. Adjustments can be made to these rules and regulations in order to accommodate a participant with a documented disability.

WAIVER – It is the obligation of Cal Ripken and Babe Ruth local league presidents for all waiver requests to originate with their District Commissioner. All waiver requests must be submitted in writing and must include the approval and signature of the local league president, the District Commissioner, the State Commissioner and the Regional Commissioner before it may be considered for approval by Babe Ruth League, Inc. Headquarters. Babe Ruth League Insurance requirements may not be waived.

PRONOUNS – Wherever, in the following pages, "they" or "the player" has been used for literacy purposes and are meant in their generic sense to include all humankind.

RULES AND REGULATION CHANGES EFFECTIVE FOR 2026

For the 2026 Babe Ruth League Rule changes, please visit www.baberuthleague.org.

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Babe Ruth League, Inc. – Baseball Regions

NEW ENGLAND — Connecticut • Maine • Eastern Massachusetts • Western Massachusetts • New Hampshire • Rhode Island • Vermont • Quebec

MIDDLE ATLANTIC — Delaware • Maryland • Northern New Jersey • Southern New Jersey • Eastern New York • Western New York • Pennsylvania • Ontario • Washington, DC

OHIO VALLEY — Northern Illinois • Southern Illinois • Northern Indiana • Southern Indiana • Eastern Kentucky • Western Kentucky • Michigan • Ohio • West Virginia • Wisconsin

SOUTHEAST — Northern Florida • Southern Florida • Georgia • Eastern North Carolina • Western North Carolina • South Carolina • Tennessee • Virginia

MIDWEST PLAINS — Colorado • Iowa • Kansas • Minnesota • Missouri • Nebraska • North Dakota • South Dakota • Saskatchewan

SOUTHWEST — Alabama • North Arkansas • South Arkansas • Louisiana • Mississippi • New Mexico • Oklahoma • Eastern Texas • Western Texas

PACIFIC NORTHWEST — Alaska • Alberta • British Columbia • Idaho • Montana • Northern Oregon • Southern Oregon • Northern Washington • Southern Washington • Wyoming

PACIFIC SOUTHWEST — Arizona • Northern California • Central California • Southern California • Guam • Hawaii • Nevada • Utah

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Babe Ruth League Inc. – International

American Samoa
Anguilla
Aruba
Australia
Bahamas
Belize
Bermuda
Bonaire
Cameroon
Canada
Cayman Islands
China
Cuba
Curacao
Dominican Republic
Germany
Hong Kong
India
Jamaica
Japan
Mexico
Native Nations
Netherlands
New Zealand
Nigeria
Panama
Phillipines
Puerto Rico
Saba
St. Eustacius
St. Maarten
South Korea
Spain
Taiwan
Uganda
United Kingdom
US Virgin Islands

BABE RUTH LEAGUE, INC.
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Evansville, Indiana
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0.00 BABE RUTH LEAGUE, INC. – BASEBALL LOCAL LEAGUE REGULATIONS

0.01 REQUIREMENTS FOR CHARTER

1. Application for Charter must be submitted to Babe Ruth League, Inc. Headquarters and approved. Applications must include the annual registration fee per team as follows:

Cal Ripken – Major	$25.00	Cal Ripken – T-Ball	20.00
Cal Ripken – Minor	$20.00	13-16 Division	$25.00
Cal Ripken – Rookie	$20.00	16-18 Division	$100.00

2. All leagues must apply for charter on or before May 15, 2026.
3. All chartered leagues may add teams. All teams, players, managers, and coaches must meet all eligibility requirements to play.

   Leagues may add or delete teams at any point during the season. If a reduction in teams occurs, a league credit will be issued which can be used later in the season or the following year. All changes in team composition must be completed by July 31 in order to be eligible for the credit.
4. Leagues chartered by Babe Ruth League, Inc. shall thereby become subject to the powers and jurisdiction of District, State and Regional Commissioners within whose limits such leagues operate. Babe Ruth League, Inc. has the right to refuse any charter with or without cause. All Babe Ruth Chartered Leagues are subject to and must adhere to the laws of the State in which they operate including health, safety and participation protocols.
5. State Commissioners shall approve geographical boundaries established by each league in conjunction with the District Commissioner in whose State and District that league exists and operates. Appropriate written descriptions, maps or specifications of boundary limitations must be certified by and filed with the State Commissioner and submitted to Babe Ruth League, Inc. for final approval. A player must play within the league's geographical boundaries in which the player resides. This is determined according to the legal residence of the player's parents or legal guardian. **Waivers permitting a player to play outside of his geographical boundaries are not permitted in Babe Ruth League.** (Each age division shall be a separate entity and shall have its own geographical boundaries.) Such geographical boundaries shall be subject to review and adjustment by State and Regional Commissioners and Babe Ruth League, Inc. whenever it is deemed advisable. Geographical boundaries are established to eliminate competition of an undesirable nature, but shall not be established to prevent healthy expansion of teams and leagues within any given area. The only exceptions to the above rule are as follows:

   a. If a player rostered on a Cal Ripken or Babe Ruth League team moved outside of that league's geographical boundaries. In this case, the player may finish his playing career in the respective division of that league.

   b. With the State Commissioner's approval, if the physical location of the school where a player attends classes during the traditional academic year is within the boundaries of an established league, the player is permitted to participate in the established league. (Note: This excludes home schools, cyber schools, sports-related schools, sports academies, or after school where a student participates outside of the primary school in which he is enrolled.) Under the school boundary rule, a player is only eligible to participate in one Cal Ripken or Babe Ruth League.

      Players and their parents or guardians are advised that any false statements regarding residency or school attendance may result in the player being declared ineligible to participate in Cal Ripken Baseball or Babe Ruth Baseball league.

PENALTY: This action may also result in the disqualification of a player, team, or league from local league regular season and/or tournament play.

6. For Leagues that use a Third Party Insurance Provider (not Babe Ruth/K&K Insurance) for their League's Liability Insurance.
   a. You must have a minimum of $1,000,000 per occurrence limit of liability insurance for sexual abuse and molestation coverage.
   b. Your league should be named insured or referenced in the description of operations to show they are covered.
   c. The certificate should show evidence there is coverage under the General Liability for claims of negligence brought by athletic participants against the insured league. This can be reflected in a variety of ways. Please use one of the following three acceptable methods to reflect this:
      i. A Legal Liability to Participant limit of $1,000,000 shown on the certificate.
      ii. Under the Type of Insurance General Liability sections putting "Athletic Participants" with an "X" indicating coverage next to it.
      iii. A Statement in the Description of Operations box that claims brought by athletic participants are covered or not excluded.
   d. **"Babe Ruth League, Inc."** must be named as additional insured. Also required is the wording "The Certificate Holder" is an additional insured with respect to the operations of the named insured. Our address is: 1670 Whitehorse-Mercerville Road, Hamilton, NJ 08619.

For a sample certificate with the suggested information, contact your Headquarters Service Representative. The certificate can be emailed to our office, faxed to 609-695-2505 or sent via email.

All leagues and teams must be covered by **group accident insurance** before they will be permitted to hold try outs, practice or start local league play.

All leagues and teams must be covered by **commercial general liability insurance** before they will be permitted to try out, practice or start local league play.

NOTE: Commercial General Liability Insurance must provide coverage for all participants and all league volunteers and have a minimum limit of $1,000,000 coverage.

Information regarding both types of insurance plans is available from Babe Ruth League, Inc. Please call 1-800-880-3142 and speak with a League Service Representative.

7. **BACKGROUND CHECKS:** Babe Ruth League requires all managers, coaches and volunteers with active engagement with players register with our National Athletic Safety Program for Background Checks and Abuse Prevention Training. Babe Ruth League, Inc. chartered leagues **are required** to conduct a nationwide **background check** on all Managers, Coaches, Board of Directors, and any other persons, volunteers, or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with players. Once a volunteer has successfully completed the background check, it is valid for a two (2) year period from the date of completion.
8. Babe Ruth League Inc. rostered managers and coaches in all Divisions are required to complete coaching education, nationwide background checks and abuse prevention training in accordance with the Safe Sport Act.

0.02 DEFINITION OF LEAGUE, PLAYER, SPONSOR, PLAYING RULES

1. LEAGUE. A league shall be composed of not less than four (4) nor more than ten (10) teams to become a chartered/franchised Babe Ruth League. A chartered league may contain more than ten (10) teams provided the league is divided into separate divisions. Each division is to be composed of not less than four (4) nor more than ten (10) teams per division. The teams of one division may play the teams of another division in a straight schedule, or an interlocking league schedule with other Cal Ripken, 13-16, or 16-18 leagues, at the discretion of the local league president.
2. PLAYER. All player ages are determined by the birth chart shown on page 10.
   a) **Cal Ripken** – Any player born prior to May 1, 2022 and on or after May 1, 2013 will be eligible for Cal Ripken Baseball Division competition – Season of 2026.

      Any player that turns 4 years old in the months of May, June, July, and August born in 2022 is eligible to participate in the Cal Ripken T-Ball Division.

NOTE: Relative to the 12-Year-Old Swing Player – See Local League Options.

13-16 – Any player born prior to May 1, 2013 and on or after May 1, 2009 will be eligible for Babe Ruth 13-16 Division competition – Season of 2026.

16-18 – Any player born on or after January 1, 2007 will be eligible for Babe Ruth 16-18 Division competition – Season of 2026.

   b) Babe Ruth League competition shall be restricted to AMATEUR PLAYERS ONLY. Players who have received remuneration for play or other compensation are not eligible. A player once declared ineligible can only be reinstated by his own State Commissioner after due review of the case by the Regional Commissioner and final approval of Babe Ruth League, Inc.
   c) It is the basic intent of Babe Ruth League, Inc. every candidate be given the opportunity to play in the program within the rules and regulations as established by Babe Ruth League, Inc. Each local league is responsible for player selection and team roster distribution.
3. SPONSOR. Babe Ruth League, Inc. recommends local leagues carefully screen applicants for sponsorship and suggests civic clubs, fraternal organizations, service clubs, etc., as typical examples of the broad field from which sponsors should be selected. Babe Ruth League, Inc. forbids sponsorship by any organization or individual whose activities may be regarded as harmful to the welfare of youth such as alcohol, tobacco, cannabis, and firearms. Therefore, Babe Ruth League strongly advises meticulous care in the selection of sponsors. Sponsorship and advertising that meet these criteria are allowed on local league and tournament uniforms.
4. PLAYING RULES. All Babe Ruth League games shall be played according to the Official Babe Ruth Baseball Rules 1.00 through 9.05 with the exceptions noted.

NOTE: Babe Ruth Baseball local league and State officials must review their respective State High School Athletic Association's current rules, regulations and policies governing amateur standing before ruling on any case.

BABE RUTH LEAGUE, INC.
BIRTH CHART FOR 2026 – BASEBALL DIVISIONS

	2022	2021	2020	2019	2018	2017	2016	2015	2014	2013	2012	2011	2010	2009	2008	2007
January	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
February	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
March	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
April	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
May	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
June	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
July	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
August	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
September	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
October	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
November	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
December	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

All player ages are determined by the birth chart shown above. May 1 in any year shall be the deciding date.

Season of 2026:

Cal Ripken – Any player born prior to May 1, 2022 and on or after May 1, 2013 will be eligible for Cal Ripken Baseball League competition.
Any player that turns 4-years-old in the months of May, June, July and August born in 2022 is eligible to participate in the Cal Ripken T-Ball Division.

13-16 – Any player born prior to May 1, 2013 and on or after May 1, 2009 will be eligible for Babe Ruth 13-16 League competition.

16-18 – Any player born on or after January 1, 2007 will be eligible for Babe Ruth 16-18 League competition.

0.03 JURISDICTION

1. All competition, local, District, State, Regional, National or International shall be played under the jurisdiction of Babe Ruth League, Inc.
2. All Countries and any Territories of the United States operating under Babe Ruth League are considered to be identical with the States of the United States in organization and structure and terminology for these rules.

0.04 BIRTH DOCUMENTS, ROSTERS, COACHING EDUCATION

1. Players enrolled on a Cal Ripken Baseball, 13-16, or 16-18 roster must present to their respective League President, before the first local league scheduled game, an original record of birth or a certified copy of original record of birth. Such record of birth must be one of the following documents:
   a. Certificate from the State, County, or City Bureau of Vital Statistics, Department of Health, Affidavits of Birth, Baptismal Certificates, Hospital Certificates, School Certificates, Record of Notification of Birth Registration by the Bureau of Census of the U.S. Department of Commerce, United States Naturalization Certification, United States Passport, Babe Ruth League Letter of Waiver.
   b. In the event of the player's birth not being recorded at the time of birth, a CERTIFIED COPY OF THE DELAYED REGISTRATION of birth will be accepted, providing said registration is filed with Babe Ruth League, Inc., and the State Commissioner is notified prior to the player's first scheduled local league game.
   c. Notification of Birth Registration from the State, County, or City Bureau of Vital Statistics, Department of Health, or other recognized birth recording agency. [This is termed "Verification of Birth Registration" in some States and may also be either the standard notification or the birth registration card (short form) issued by the recognized birth recording agency.]
2. No player should ever be embarrassed by this rule. Should there be any difficulty in complying with birth certificate requirements, any league, State organization, parent or guardian may contact Babe Ruth League, Inc. directly regarding a Letter of Waiver prior to a player's first scheduled local league game. Applications for a Babe Ruth League, Inc. official Letter of Waiver shall be accompanied by as much documentation as is available.

NOTE: If this situation exists, it must be taken care of immediately upon a player's entrance into Babe Ruth League.

3. A team roster shall be filed and recorded in the Sports Engine System with Babe Ruth League, Inc. on or before the league's first regularly scheduled game. League Presidents will certify as to the authenticity of the information submitted and certify as to possession of group accident insurance and league liability insurance. **Faxed or email rosters will NOT be accepted.**

NOTE: To be eligible to participate in tournament play, a player, manager or coach must be listed on the local league regular season roster and on tournament rosters before competing in the first level of tournament play.

4. Babe Ruth League, Inc. rostered managers and coaches in all Divisions are required to complete **Coaching Education, Nationwide Background Check, and Abuse Prevention Training in accordance with the Safe Sport Act.**

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NOTE: Coaching education and abuse prevention training are a one-time requirement. Approved nationwide background checks are required to be completed every two seasons.

0.05 TEAM COMPOSITION

1. Each team is required to conform to the following regulations:
   a. **Cal Ripken –** Each Cal Ripken team can have a maximum of fifteen (15) players, a manager, and three (3) coaches.
   13-16 — Each 13-16-year-old team can have a maximum of fifteen (15) players, a manager, and three (3) coaches.
   16-18 — Each 16-18-year-old team can have a maximum of eighteen (18) players, a manager, and three (3) coaches.

0.06 PITCHING LIMITATIONS – LOCAL LEAGUE PLAY

1. A Cal Ripken Baseball pitcher, regardless of age, may pitch six (6) innings per calendar week. A Babe Ruth 13-16 pitcher, regardless of age, may pitch seven (7) innings per calendar week.
   a. Rule 0.06-1 applies to all games, regardless of when they are played. This includes rescheduled and make-up games.
   b. If a pitcher delivers one (1) or more pitches in an inning he shall be charged for one (1) inning pitched.
2. The calendar week of Babe Ruth League, Inc. is Monday through, and including, Sunday.
3. A Cal Ripken Baseball pitcher must have two (2) calendar days rest between pitching assignments if he pitches in more than two (2) innings in any one game. A Babe Ruth 13-16 pitcher must have two (2) calendar days rest between pitching assignments if he pitches in more than three (3) innings in any one game. Each game in which a pitcher pitches is considered an assignment.
4. Games in which an illegal pitcher has been used as specified in paragraphs 1, 2, and 3 shall be declared forfeited. The withdraw of an illegal pitcher after the pitcher is announced or after a warm-up pitch is delivered but before that pitcher has pitched a ball to a batter shall not be considered a violation. Babe Ruth League Officials are urged to prevent forfeits.
5. Because each game in which a pitcher pitches is considered one (1) "assignment", a pitcher in the same game may start out as a pitcher, play another position, and return to the mound and this would still be considered as one (1) assignment.
6. If a game is called before it has become a regulation game and the umpire declares it "no game," the pitching eligibility is the same as it was prior to the beginning of the "no game" situation.
7. Pitch Count –Any Cal Ripken Baseball or Babe Ruth Baseball League may elect to use a pitch count during local league games. For more information on Pitch Count for local league play, visit www.baberuthleague.org and click on the "Pitch Smart" link.

0.07 PLAYER ELIGIBILITY - LOCAL LEAGUE PLAY

Games in which an ineligible player has been used, as specified in Rule 0.01, paragraph 5, and Rule 0.02, paragraph 2(a) and (b), may, at any time upon discovery, be declared forfeited.

0.08 PROTESTS AND RULE INTERPRETATIONS ELIGIBILITY - LOCAL LEAGUE PLAY

1. Each league shall adopt rules governing procedure for protesting a game, when a manager claims an umpire's decision is in violation of these rules.
2. All disputes and protests shall be decided by the local League President or by his appointed committee provided that the decision does not violate Official Baseball Rules or Babe Ruth League, Inc. Rules and Regulations.
3. Clarifications and interpretations of rules by Babe Ruth League, Inc. will be given only in WRITING, and then only upon WRITTEN request. Babe Ruth League, Inc. will consider facsimiles as writing.

RE-ENTRY RULE AND EXPLANATION

RE-ENTRY RULE (ALL DIVISIONS) – Any of the starting players may withdraw and re-enter once provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not re-enter. All pitchers are governed by the provisions of Official Baseball Rule 3.05 if withdrawn while on the mound pitching. The pitcher withdrawn while a batter or base runner may re-enter the game immediately. If the pitcher is removed from the game because of a second trip in the same inning, he may re-enter the game in any position with the exception of pitcher.

NOTE: Any pitcher (starter or reliever) may leave the pitcher's position and return as a pitcher provided he was NOT removed from the mound as a result of a second trip. This is true even if the player is removed from the game and later re-enters in the proper batting line-up position in accordance with the Babe Ruth Re-Entry Rule.

RE-ENTRY OF USED PLAYER (ALL DIVISIONS) – Babe Ruth League, Inc. will allow re-entry of already used players if all substitutes have been used and injury occurs, or a player is ejected. Selection of this substitute must be made by the opposing manager. This type of re-entry can only take place when an injury prevents a player from continuing in the game or a player is ejected. The injured or ejected player, once removed from the game, cannot re-enter.

NOTE: If a player re-enters illegally as a pitcher, fielder, or runner, there is no penalty except he must be removed from the game immediately when discovered. If he re-enters illegally as a batter, such illegal re-entry is penalized according to Official Baseball Rule 6.07, Batting Out of Turn.

Listed below are interpretations of the above rule:

This rule applies to both local league and tournament play.

Each of the starting players may be withdrawn from the game and re-entered once.

When re-entered, the player must occupy the same batting position as he occupied when starting the game, i.e., a starting player and his substitute cannot be in the game at the same time.

A pitcher withdrawn from the game may re-enter immediately if withdrawn while a batter or base runner, if he was one of the nine starting players. If withdrawn while he is on the mound pitching, his substitute must fulfill Official Baseball Rule 3.05 (b) before he is permitted to re-enter the game.

All other starting players may be withdrawn and re-entered immediately.

A **substitute** withdrawn from the game **can never re-enter** the game, except when all substitutes have been used and an injury or ejection occurs.

A substitute may replace a substitute and the starting player may still re-enter for the substitute, i.e., starting player Jones is replaced by substitute Smith; substitute Smith is replaced by substitute Clark. Starter Jones is eligible to replace Clark.

A starting player withdrawn from the game more than once cannot re-enter.

If the pitcher is removed from the game because of a second trip in the same inning, he **may** re-enter the game in any position, (with the exception of pitcher), if he was one of the nine starting players.

CAL RIPKEN 60 FT. BASEBALL
SPECIAL BASE RUNNING RULE

Rule: When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached home plate. Once the catcher has secured the ball and the runner has stopped his forward progress, all runners must immediately return to their bases.

NOTE: The ball remains live and should the catcher make an errant throw to the pitcher or make a play on the runner, the runner can then attempt to advance.

The violation by one runner shall affect all other runners.

a. When a base runner leaves the base before the pitched ball has reached home plate and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which he is advancing, all runners must be returned to the base occupied before the pitch was made, and no out results.

b. When any base runner leaves the base before the pitched ball has reached home plate and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored. **NOTE:** See exception following the rules.

c. When a base runner leaves the base before the pitched ball has reached home plate and the batter hits the ball to the outfield, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not putout, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one left. In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.

NOTE: When there is a base running violation, the umpire should signal such infraction by indicating a delayed dead ball. **EXCEPTION:** If at the conclusion of the play there is an open base, paragraphs (a) and (b) will apply.

CAL RIPKEN BASEBALL – MINOR LEAGUE RULES AND REGULATIONS

1. A Minor League, which includes Rookie League and T-Ball, can only be started if the local parent program is an accepted and chartered Cal Ripken Division League.
2. The registration fee for Minor Leagues, Rookie Leagues, and T-Ball Leagues is $20.00 per team.
3. The Minor League shall comply with the Cal Ripken Division Rules and Regulations, including the Pitching Limitations, except for the following: Minor League rosters shall consist of no less than 12 players who were not chosen for a Major League team.

   The purpose of a Minor League is not to build a tournament team.

CAL RIPKEN BASEBALL – ROOKIE AND T-BALL LEAGUE RULES AND REGULATIONS

1. A Rookie League or T-Ball League can only be started if the local parent program is an accepted and chartered Cal Ripken Division League.
2. The registration fee for Rookie Leagues and T-Ball Leagues is $20.00 per team.
3. The Rookie League and T-Ball League shall comply with those applicable Cal Ripken Division Rules and Regulations except for pitching and the following: Rookie League and T-Ball League rosters shall consist of no less than 12 players who were not chosen for a Major or Minor League team and who have a league age of at least 4 and who have a league age of no more than 9.

NOTE: A Rookie or T-Ball player can advance to a Minor or Major League roster if a vacancy occurs.

SUGGESTED CAL RIPKEN BASEBALL – ROOKIE LEAGUE RULES AND REGULATIONS

1. **Age:** 6-9 year old. Players cannot turn 10 years old during the season.
   The pitching machine concept has been added to demonstrate the positive playing effects which will directly affect players at this younger level. Fear of being hit by a pitched ball is eliminated and makes the game safer, more fun, and improves playing confidence and ability of all participants.
2. **Player Roster:** A suggested 12-man roster with all players placed in the batting order. (Game can be played with as few as 8 players.)
   A. A fourth outfielder and fifth infielder will be placed in the field defensively.
   B. A player placed on either side of the pitching machine assuming the defensive position of the pitcher.
   C. The catcher takes his normal position.

   This now means 11 players have been placed in the field defensively. The extra 12th player is in the batting order and will be placed in the field defensively after the first inning. With each new inning the team manager must rotate the extra player in the field and a different player is not on the field defensively for the next half inning.

Using this concept, no player is permitted to sit on the bench more than once unless a special situation (usually an injury) warrants such action. This allows all players to take part in almost the entire game. At this age level, it is most important that players actively participate every moment and not waste time sitting on the bench and growing bored.

3. **Game Length:** Six innings. Each batter receives a maximum of five pitches. If the ball has not been hit into fair territory, then the batter is out.

   In the event that a game is tied, no game should go beyond six innings. We have found it most successful to award two points for each win and one point to each team in a tie game. Should teams have identical point totals, the way of breaking the tie would be based on the results of their head-to-head meeting. In the unlikely event that the two teams still remain tied, then the total number of runs scored for the season would be the determining factor and after that a coin toss.

   The length of games averages one hour and forty minutes, with a total of 20 to 25 runs being scored by both teams. Coaches' conferences with the pitchers are eliminated.

4. **Field Dimension:** Standard youth base lengths of 60 feet; the pitching machine is placed at 46 feet from home plate. (If the machine is set for a slower speed, then the machine will have to be placed closer to home plate.)

5. **Umpires:** Only one umpire is necessary because the calling of balls and strikes is eliminated. The pitching machine always throws strikes. The umpire may be used to feed the machine and at the same time act as the base umpire. Much time is saved in this area as time for the warm-up pitches between innings and discussions between coaches and umpires are eliminated.

6. **Playing Rules:** Normal youth baseball rules are applied with the exception that base stealing will not be permitted.

   The basic concept of this type of program is to make the game **safer, more fun,** and **interesting** for these young players by using the proper-sized, safer equipment and keeping their interest active in playing baseball. The idea of placing 11 players in the field or having a 12-player batting line-up may be "nontraditional baseball," but at this age level tradition should not be a primary consideration. Keeping all the kids safely in the game all of the time should be our primary concern. The Rookie League program equalizes the main problem, the pitching domination of bigger players versus the average or smaller sized players. **Hitting, fielding, and running the bases** are the primary objectives of this concept.

   FAILURE to promote and provide a safer and genuine interest for the game opens the door for these very same youngsters to seek out another activity, which may provide more fun for them. Babe Ruth League, Inc. highly encourages the Rookie League concept because it betters the game from the kids point of view.

SUGGESTED CAL RIPKEN BASEBALL – T-BALL RULES AND REGULATIONS

1. **BATTING**
   - A. All hitters will hit the ball from a batting tee. The tee should be adjusted to such a height the batter will be able to **swing level**.
   - B. All rostered players present for the game shall bat in order, whether playing defensively or not.
   - C. There is no bunting.
   - D. Pitcher should be in contact with rubber and making pitching motion before batter swings at the ball.
   - E. An inning is over when nine players have batted or three outs are made, whichever occurs first. The ninth batter of the inning, once reaching first base safely, must continue to circle the bases until he or she is either tagged out or scored, either of which will end the inning.
   - F. Batting helmets must be used at bat and as base runners.
   - G. When the ball is hit, it must go at least 25 feet, which is shown by an arc drawn from foul line to foul line.
   - H. Three complete misses of the ball while batting constitutes a strikeout.
   - I. If a batter hits part of the ball and part of the rubber tee, it is a fair ball if it goes past the 25-foot arc. If a batter hits all rubber or if the ball does not go past the 25-foot arc, it is a foul ball.
   - J. No base stealing or leading off permitted.
     www.usabaseball.com
2. **FIELDING**
   - A. Nine players are on the field at any one time, including a catcher.
   - B. Each player present must play a minimum of two innings defensively.
   - C. A coach may be stationed beyond infielders in order to provide instruction to all defensive players.
3. **GAME**
   - A. A regulation game is six innings.
   - B. A called game is complete if 3½ or 4 innings are completed.

CAL RIPKEN, 13-16, and 16-18 DIVISIONS LOCAL LEAGUE AND TOURNAMENT PLAY SPECIAL RULES AND REGULATIONS

Leagues have the option to purchase approved portable pitching mounds from True Pitch. These portable mounds from True Pitch will satisfy pitching mound requirements for local league and tournament competition.

THE PLAYING FIELD (CAL RIPKEN MAJOR/60) – Refer to the Official Baseball Rule 1.04 with the following exceptions: The infield shall be a 60-foot square. It is recommended the distance from home plate to the nearest outfield fence or other obstruction be a minimum of 200 feet, however, the playing field need not have an enclosing fence surrounding the outfield playing area. The distance between the front side of the pitcher's plate and home base (rear point of home plate) shall be 46 feet. The coaches' boxes shall be 4 feet by 8 feet and shall not be closer than 6 feet from the foul lines. The pitcher's plate shall be six inches above home plate.

THE PLAYING FIELD (CAL RIPKEN MAJOR/70) – Refer to the Official Baseball Rule 1.04 with the following exceptions: The infield shall be a 70-foot square. It is recommended the distance from home plate to the nearest outfield fence or other obstruction be a minimum of 225 feet, however, the playing field need not have an enclosing fence surrounding the outfield playing area. The distance between the front side of the pitcher's plate and home base (rear point of home plate) shall be 50 feet. The coaches' boxes shall be 4 feet by 8 feet and shall not be closer than 6 feet from the foul lines. The pitcher's plate shall be eight inches above home plate.

THE PLAYING FIELD (13-16 & 16-18 DIVISIONS) – Refer to Official Baseball Rule 1.04 with the following exception. A Babe Ruth Baseball playing field need not have an enclosing fence surrounding the outfield playing area.

CATCHER'S BOX (CAL RIPKEN DIVISION) – The catcher's box extends approximately 6 feet, 4⅛ inches to the rear of home plate. It is determined by extending each foul line 9 feet beyond the back point of home plate.

BATTER'S BOX (CAL RIPKEN DIVISION) – The batter's box shall be rectangular, 6 feet by 3 feet. The inside line, if used, shall be parallel to the 4 inches away from the side of home plate. It shall extend forward from the center of home plate 3 feet and to the rear 3 feet.

PLAYERS' BENCHES (ALL DIVISIONS) – Refer to Official Baseball Rule 1.08 with the following exceptions: Babe Ruth League, Inc. strongly suggests, but does not require, the players' benches be enclosed and roofed.

OFFICIAL BASEBALL (ALL DIVISIONS) – Refer to Official Baseball Rule 1.09. The local league must use a baseball stamped as an Official Babe Ruth League baseball. The leagues may select from the following baseballs to be used in their local league games: a cushioned cork rubber pill center or a rubber pill center. A softer baseball may be used for Cal Ripken Baseball, Rookie, and T-Ball local league play. The official baseballs include A.D. Starr, Diamond, J.P. Sports, MacGregor, Prime, Pro-Nine, Rawlings, Trump, Wilson and Worth.

OFFICIAL TOURNAMENT BASEBALL – Rawlings is the only official Tournament Baseball to be used for all District, State, Regional and World Series competition. The Rawlings tournament baseball has a cushioned cork rubber pill center. The Rawlings baseballs marked BRO or RBRO are to be used for all 13-18 tournament competition. The Rawlings baseballs marked CAL or RCAL are to be used for all Cal Ripken Baseball tournament competition.

BAT REQUIREMENTS:

CAL RIPKEN – All non-wood bats must have the USABat Marking. Barrel Maximum no greater than 2⅝". No BBCOR Bats are permitted. For T-Ball, bats must be marked with the USABat T-Ball Stamp.

13-16 – All non-wood bats must have the USABat Marking or marked BBCOR .50. Bat Barrel no greater than 2⅝".

16-18 – All non-wood bats MUST be a BBCOR .50 and no greater than -3' bat. Barrel no greater than 2⅝".

ALL DIVISIONS – If any bat in Cal Ripken Baseball or Babe Ruth Baseball cannot be clearly identified for its make and model to determine the barrel composition, then the bat must be removed from the game. Any cracked or flat bats must be removed from the game.

PENALTY:

- If the illegal bat is discovered prior to a batter completing his "at bat", the bat is simply removed from play and the "at bat" continues.
- A player who uses an illegal bat or non-conforming barrel dimension and reaches base on a batted ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
- Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

PROTECTIVE HEADGEAR BATTING HELMET (ALL DIVISIONS) – Shall be worn on deck, at bat, while a base runner, and by players in the coach's box, during practice and all games. Such headgear must cover the top of the head and have extended earflaps, which covers both ears, and properly fit the player wearing it. The batting helmet shall not have a chrome or mirror-like surface.

PENALTY – If a player refuses to wear headgear, he shall be removed from the game.

BALL/BAT BOYS/GIRLS (ALL DIVISIONS) – Must wear helmets with extended earflaps while out of the dugout and any time while performing their duties.

CATCHER'S MASK, HELMET, AND THROAT PROTECTOR (ALL DIVISIONS) – All catcher's shall wear a catcher's protective helmet, while fielding their position. An extended "dangling" throat protector is considered a required part of the catcher's mask. Hockey-style catcher masks with built in extended throat protection are approved and do not require an extended "dangling" throat protector. The catcher's mask or helmet shall not have a chrome or mirror-like surface. Cal Ripken Division must cover the ears. Babe Ruth 13-16 & 16-18 Division allow the use of skull caps. Any player, manager,or coach warming up a pitcher at any location, while standing or crouching, shall wear a mask.

PENALTY– If the player, during a game, refuses to wear this required protective equipment including shin guards and chest protector, they shall be removed from the game.

CHROME BATTING HELMETS – Chrome batting helmets are not permitted in Cal Ripken Baseball and Babe Ruth Baseball local league and tournament play. The batting helmet shall not have a chrome or mirror-like surface. The chrome or mirror-like surface of the batting helmet is illegal due to its distracting nature which may be dangerous to other players.

SHOES (CAL RIPKEN DIVISION) – Shoes with metal cleats or spikes are not permitted to be worn by any player, coach or manager.

JEWELRY – Jewelry is permitted in all divisions of Babe Ruth League, Inc. Umpires have the authority to remove anything believed to distract or increase risk to player safety. Medical alert or religious bracelets or necklaces are not considered jewelry.

WIRELESS COMMUNICATION – Wireless communication devices are not allowed. However, electronic scoring devices are permitted. No such device on the field or in the dugout may be used as a means of communication.

TRIPS TO THE MOUND (ALL DIVISIONS) – Refer to Official Baseball Rule 8.06 with the following exception: the second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the mound as a pitcher only.

A REGULATION GAME (CAL RIPKEN DIVISION) – A regulation game shall consist of 6 innings or 4 innings if the game is called or if the home team has scored more runs in 3½ innings than the visiting team has scored in 4 complete innings. Tournament Rule 11.05, paragraphs 7 and 8 applies for tournament play.

A REGULATION GAME (13-16 & 16-18 DIVISIONS) – Refer to Official Baseball Rule 4.10 with the following exception: a Babe Ruth League Regulation Game shall consist of seven innings. Therefore, where reference in Official Baseball Rules, here or elsewhere, is made to nine innings, substitute the word "seven" for "nine". Tournament Rule 11.05, paragraph 7 and 8, applies for tournament play.

CAL RIPKEN BASEBALL AND BABE RUTH BASEBALL – Local League and Tournament Play Special Rules and Regulations – FORFEITED GAME – Local League (innings pitch) – If a game is forfeited before it becomes a regulation game, include no pitching records. Report the fact of the forfeit. If a game is forfeited after it becomes regulation, **innings pitched** will apply against each pitcher.

a. **Local League Play (Pitch Count)** – If the local league has elected to use pitch count for local league play, regardless if a game was forfeited before it became a regulation game or after it became a regulation game, all pitches will count towards the pitch count.
b. **Tournament Play (Pitch Count)** – If a game was forfeited before it became a regulation game or after it became a regulation game, all pitches will count towards the pitch count.

CONTACT RULE (ALL DIVISIONS) – If a runner attempting to reach home plate or a base runs into a defensive player intentionally and maliciously, he will be called out on the play and ejected from the game. The objective of this is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing into the defensive player. This is an umpire's judgement call.

PROTESTING GAMES (ALL DIVISIONS) – No protest shall ever be permitted on judgment decisions by the umpire. Refer to Babe Ruth local league regular season Rule 0.08 and Babe Ruth Tournament Rule 11.05, paragraph 9.

BABE RUTH BASEBALL RULE 8.01 (ALL DIVISIONS) – The pitcher must take signs from the catcher, while standing on the rubber. **PENALTY –** After a warning by the umpire, the pitcher, on the next offense, shall be removed from the mound as a pitcher for the remainder of the game.

BABE RUTH BASEBALL RULE 8.05 – BALK PENALTY (CAL RIPKEN MAJOR/60 ONLY) – The ball is dead, the umpire shall warn the pitcher of the infraction and if the infraction is repeatedly violated, has the authority to remove the pitcher from the game as a pitcher only.

COACHES (CAL RIPKEN DIVISION) – It is strongly recommended that adult coaches and managers serve as the base coaches.

SHOULDER EMBLEMS (ALL DIVISIONS) – All teams participating in Babe Ruth local league and tournament competition are required to wear the Official Cal Ripken Baseball (4-12 year olds) or Babe Ruth Baseball (13-18 year olds) shoulder emblem on their left outer uniform sleeve, or if vest type, sleeveless jersey, on the upper left chest of the jersey. Players' and coaches' uniform jerseys shall not display emblems of other youth organizations other than Cal Ripken Baseball or Babe Ruth Baseball. The official shoulder emblem is required to be permanently affixed for World Series competition. **Sublimation or silk-screening of the official emblems is not allowed.** Leagues have the option to purchase **"Momentec Brands"** jerseys from approved dealers containing the Official Cal Ripken Baseball or Babe Ruth Baseball shoulder emblem. The jerseys with the sublimated official shoulder emblems of Babe Ruth League, Inc. will satisfy the Official Shoulder Emblem requirement for local league and tournament play.

MANAGERS & COACHES UNIFORMS – Tournament Competition – If coaches wear pullover jackets, they must have the Babe Ruth Baseball emblem, or Cal Ripken Baseball approved shoulder emblem on the sleeve or chest.

CAP EMBLEM OPTION – Leagues have the option to purchase caps from approved dealers of Pacific Headwear and/or Outdoor Cap or Replica Major/Minor caps licensed by Outdoor Cap containing the official Cal Ripken Baseball or Babe Ruth Baseball emblem. These caps from Pacific Headwear and Outdoor Cap with the official Cal Ripken emblem and Babe Ruth emblem will satisfy the Official Shoulder Emblem requirement for local league and tournament play.

ALCOHOL AND TOBACCO (ALL DIVISIONS) – Babe Ruth League, Inc. prohibits the use of all alcohol, cannibus and tobacco products on all fields and dugouts for both local league and tournament competition. These products include smokeless tobacco, E-cigarettes, vapors, and all alcohol related products. **This rule applies to all field personnel, which includes managers, coaches and umpires. For violation of this rule, an umpire is to issue a warning and then have the authority to remove the offending coach from the dugout.**

SLASH BUNT CAL RIPKEN (ALL AGES) – A batter is out for illegal action when the player fakes a bunt and then takes a full swing. Any action interpreted by the umpire to be a bunt attempt must be followed by the ball being bunted, (fair, foul, or called strike) or the bat being pulled back completely." **PENALTY –** Batter is out, the ball is dead, no runners may advance.

CAL RIPKEN MAJOR/70 DIVISION – The Cal Ripken Major/70 will play by the Official Playing Rules including, leading off, stealing, dropped third strike and balk rules. Metal cleats are not allowed.

CAL RIPKEN MAJOR/70 DIVISION – Does use Babe Ruth Rule 6.09(b), dropped third strike.

EXTRA PLAYER (EP) (ALL DIVISIONS) – A team may elect to add a tenth player to the batting order for District, State and Regional tournament competition and World Series. Prior to the beginning of the game, this player will be indicated in the lineup as the "EP". The "EP" will be treated as any other starter, and cannot be eliminated during the course of the game. NOTE: If a team's lineup starts with 10 players, the team must finish with 10 players.

Penalty – Penalty shall be a forfeit.

BABE RUTH BASEBALL RULES NOT APPLICABLE TO THE CAL RIPKEN 10 AND UNDER AGE GROUPS

Base Running – Rules 5.09(h), 6.09(b), 7.04(a) and 7.07
Pitching 8.05 A-M Rules

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LOCAL LEAGUE OPTIONS

DUAL PARTICIPATION

Any Babe Ruth Baseball League may adopt a local league rule, to allow or prohibit any player or team playing in that league from also participating on a team or in a league of any other baseball program, this includes but not limited to pick up games, travel teams and invitational tournaments. This option, however, cannot be adopted by any other Babe Ruth Baseball organization higher than the league level.

TIE GAME (ALL DIVISIONS)

In case of a "tie game" the results are entered into league records as a "tie game" and are so indicated in league standings. After the regular season is concluded, if the tie game affects the league standing of either team involved, the game is **replayed** as a new game. Pitching eligibility for the replay is determined according to the local league pitching rules.

NOTE: This applies to local league play only. Local leagues have the option to replay tie games as they occur.

TIE GAME (All Divisions) — To interpret baseball Rule 4.10 (d), in case of a "tie game" the results are entered into league records as a "tie game" and are so indicated in league standings. After the regular season is concluded if the tie game affects the league standing of either team involved, the game is **replayed** as a new game. Pitching eligibility for the replay is determined according to the calendar week in which the game is replayed. In order for a game to be declared a tie game by the umpire it must be a regulation game.

NOTE: This applies to local league games only.

NO GAME (ALL DIVISIONS) – If a **CAL RIPKEN BASEBALL** game fails to reach the regulation minimum limit of 3½ or 4 innings played, it is not a regulation game and may be replayed as a new game. If a **13-16** or **16-18 DIVISION** game fails to reach the regulation minimum of 4½ or 5 innings played it is not a regulation game and may be replayed as a new game.

FORFEITED GAME – If a game is forfeited before it becomes a regulation game, include no records except pitches thrown.

If a game is forfeited after it has become a regulation game [Cal Ripken Division – after 3½ or 4 innings; 13-16 Division – after 4½ or 5 innings], include the record of all individual and team actions up to the time of forfeit. If the winning team by forfeit is ahead at the time of forfeit, enter as winning and losing pitchers the players who would have qualified if the game had been called at the time of forfeit. If the winning team by forfeit is behind or the score is tied at the time of forfeit, do not enter a winning or losing pitcher. However, all pitches thrown will apply against each pitcher.

10 RUN RULE

Any Cal Ripken, 13-16 or 16-18 Division local league game may be terminated immediately once becoming regulation (3½ or 4 innings for Cal Ripken games and 4½ or 5 innings for 13-16 and 16-18 games) if one team is ahead by 10 or more runs and have had equal times at bat or the home team is leading.

LEAGUE PLAYOFFS

Any Cal Ripken, 13-16 and 16-18 local league, in order to determine a league champion, may use tournament pitching rules if a playoff is necessary.

TIME LIMIT

Any Cal Ripken, 13-16, or 16-18 league, prior to the beginning of the local league regular season, may adopt a time limit rule. Games called because of the time limit will be considered regulation games regardless of the number of innings played.

PITCH COUNT

Any Cal Ripken Baseball or Babe Ruth Baseball League may elect to use a pitch count during local league games. For more information on Pitch Count, visit www.baberuthleague.org and click on the "Pitch Smart" link.

EXTRA PLAYER

Any Cal Ripken or Babe Ruth league, prior to the beginning of the local league regular season, may elect to add a tenth player to the batting order during league games. This player will be indicated in the line-up as the "EP". The "EP" will be treated as any other starter. The re-entry rule including the re-entry of used player is in effect with the "EP".

The EP may appear in any position in the batting order.

12-YEAR-OLD SWING PLAYER OPTION

The Cal Ripken league president may elect to permit a 12-year-old player to play in a Cal Ripken and/or 13-16 league. For the tournament season, the Cal Ripken league president will decide on which tournament team the 12-year-old player participates. The player must meet all Babe Ruth League, Inc. eligibility requirements for the respective Division in which he participates. A player can only participate on one tournament team in any given year.

MUST-PLAY RULE

Any chartered Cal Ripken, 13-16, or 16-18 league may adopt a must-play rule which clearly defines the required participation of the players in local league games.

CONTINUOUS BATTING ORDER

Any chartered Cal Ripken, 13-16, or 16-18 league may allow the use of a continuous batting order which allows every player to bat in a local league game.

OFFICIAL BABE RUTH LEAGUE, INC. BASEBALL RULES

1

1.00 — Objectives of the Game, the Playing Field, Equipment.
2.00 — Definition of Terms.
3.00 — Game Preliminaries.
4.00 — Starting and Ending the Game.
5.00 — Putting the Ball in Play, Dead Ball and Live Ball (in Play).
6.00 — The Batter.
7.00 — The Runner.
8.00 — The Pitcher.
9.00 — The Umpire.

1.00 — Objectives of the Game.

1.01 Baseball is a game between two teams of nine players each, under direction of a manager, played on an enclosed field in accordance with these rules, under jurisdiction of one or more umpires.

1.02 The objective of each team is to win by scoring more runs than the opponent.

1.03 The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

1.04 THE BABE RUTH LEAGUE, INC. 13-16 AND 16-18 PLAYING FIELD. The field shall be laid out according to the instructions below, supplemented by Diagrams No. 1 through No. 5 located in the back of this book.

The infield shall be a 90-foot square. The outfield shall be the area between two foul lines formed by extending two sides of the square, as in Diagram 1. The distance from home base to the nearest fence, stand or other obstruction shall be 250 feet or more. A distance of 320 feet or more along the foul lines, and 400 feet or more to center field is preferable. The infield shall be graded so that the base lines and home plate are level. The pitcher's plate shall be 10 inches above the level of home plate. The degree of slope from a point 6 inches in front of the pitcher's plate to a point 6 feet toward home plate shall be 1 inch to 1 foot, and such degree of slope shall be uniform. The infield and outfield, including the boundary lines, are fair territory and all other area is foul territory.

It is desirable that the line from home base through the pitchers plate to second base shall run East-Northeast.

It is recommended that the distance from home base to the backstop and from the base lines to the nearest fence, stand or other obstruction on foul territory shall be 60 feet or more. See Diagram 1.

When location of home base is determined, with a steel tape measure 127 feet, 3⅜ inches in desired direction to establish second base. From home base, measure 90 feet toward first base; from second base, measure 90 feet toward first base; the intersection of these lines establishes first base. From home base, measure 90 feet toward third base; from second base, measure 90 feet toward first base; the intersection of these lines establishes first base. From home base, measure 90 feet toward third base; from second base, measure 90 feet toward third base; the intersection of these lines estab-

lishes third base. The distance between first base and third base is 127 feet, 3⅜ inches. All measurements from home base shall be taken from the point where the first and third base lines intersect.

The catcher's box, the batters' boxes, the coaches' boxes, the three-foot first base lines and the next batter's boxes shall be laid out as shown in Diagrams 1 and 2.

The foul lines and all other playing lines indicated in the diagrams by solid black lines shall be marked with wet unslaked lime, chalk or other white material.

The grass lines and dimensions shown on the diagrams are those used in many fields, but they are not mandatory and each club shall determine the size and shape of the grassed and bare areas of its playing field.

CAL RIPKEN MAJOR/60 PLAYING FIELD — The infield shall be a 60-foot square. It is recommended the distance from home plate to the nearest outfield fence or other obstruction be a minimum of 225 feet, however, the playing field need not have an enclosing fence surrounding the outfield playing area. The distance between the front side of the pitcher's plate and home base (rear point of home plate) shall be 46 feet. The coaches' boxes shall be 4 feet by 8 feet and shall be no closer than 6 feet from the foul lines. The pitcher's plate shall be 6 inches above home plate. See Diagrams 4 and 5.

CAL RIPKEN MAJOR/70 PLAYING FIELD — The base paths will be 70 feet. The distance between the front side of the pitcher's plate and home base (rear point of home plate) shall be 50 feet. The pitcher's plate shall be 8 inches above home plate.

CAL RIPKEN DIVISION CATCHER'S BOX — The catcher's box extends 6 feet, to the rear of home plate. (See page 87 diagram)

CAL RIPKEN DIVISION BATTER'S BOX — The batter's box shall be rectangular, 6 feet by 3 feet. The inside line, if used, shall be parallel 4 inches away from the side of home plate. It shall extend forward from the center of home plate 3 feet and to the rear 3 feet.

1.05 Home base shall be marked by a five-sided slab of whitened rubber. It shall be 17-inch square with two of the corners removed so that one edge is 17 inches long, two adjacent sides are 8½ inches and the remaining two sides are 12 inches and set at an angle to make a point. It shall be set in the ground with the point at the intersection of the lines extending from home base to first base and to third base; with the 17-inch edge facing the pitcher's plate, and the two 12-inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled and the base shall be fixed in the ground level with the ground surface. (See drawing D in Diagram 2.)

1.06 First, second and third bases shall be marked by white canvas or rubber covered bags, securely attached to the ground as indicated in Diagram 2. The first and third base bags shall be entirely within the infield. The second base bag shall be centered on second base. The bags shall be 15 inches square, not less than three nor more than five inches thick, and filled with soft material.

1.07 The pitcher's plate shall be a rectangular slab of whitened rubber, 24 inches by 6 inches. It shall be set in the ground as shown in Diagrams 1 and 2, so that the distance between the pitcher's plate and home base (the rear point of home plate shall be 60 feet, 6 inches.)

CAL RIPKEN DIVISION PITCHER'S PLATE — The distance between the front side of the pitcher's plate and home base (rear point of home plate) shall be 46 feet. (See Diagram 4).

1.08 The league shall furnish players' benches, one each for the home and visiting teams. Such benches shall not be less than 25 feet from the base lines.

BABE RUTH PLAYER BENCHES (All Divisions) — Babe Ruth League, Inc. strongly suggests, but does not require, the players' benches be enclosed or roofed.

1.09 The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two strips of white horsehide or cowhide, tightly stitched together. It shall weigh not less than five nor more than 5¼ ounces avoirdupois and measure not less than 9 or more than 9¼ inches in circumference.

BABE RUTH BALL (All Divisions) — A ball stamped "Official Babe Ruth League Baseball" shall be used in all local league play. These official baseballs include deBeer, Diamond, MacGregor, Pro-Nine, Rawlings, Riddell, Trump, Wilson and Worth. Rawlings is the only official Tournament Baseball to be used for all District, State, Regional and World Series competition. (See page 18 for further information on the official tournament baseball.)

1.10 (a) The bat shall be a smooth, round stick not more than 2.61 inches in diameter at the thickest part and not more than 42 inches in length. The bat shall be one piece of solid wood.

NOTE: No laminated or experimental bats shall be used in a game.

(b) Cupped Bats. An indentation in the end of the bat up to one inch in depth is permitted and may be no wider than two inches and no less than one inch in diameter. The indentation must be curved with no foreign substance added.

(c) The bat handle, for not more than 18 inches from its end, may be covered or treated with any material or substance to improve the grip. Any such material or substance, which extends past the 18-inch limitation, shall cause the bat to be removed from the game.

NOTE: If the umpire discovers that the bat does not conform to (c) above until a time during or after which the bat has been used in play, it shall not be ground for declaring the batter out, or ejected from the game.

CAL RIPKEN — All non-wood bats must have the USABat Marking. Barrel Maximum – 2⅝". No BBCOR Bats are permitted in the Cal Ripken Division. For T-Ball Division, bats must be marked with the USABat T-Ball Stamp.

13-16 — All non-wood bats must have the USABat Marking or marked BBCOR .50. Bat Barrel – 2⅝".

16-18 — All non-wood bats MUST be marked BBCOR .50. Barrel – 2⅝".

PENALTY:

- If the illegal bat is discovered prior to a batter completing his "at bat", the bat is simply removed from play and the "at bat" continues.
- A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
- Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

1.11 (a) (1) All players and coaches on a team shall wear uniforms identical in color, trim and style, and all players uniforms shall include minimal six-inch numbers on their backs. (2) Any part of an undershirt exposed to view shall be of a uniform solid color for all players on a team. Any player other than the pitcher may have numbers, letters, insignia attached to the sleeve of the undershirt. (3) No player whose uniform does not conform to that of his teammates shall be permitted to participate in a game.

NOTE: All managers and coaches shall be in team uniform during Babe Ruth League, Inc. tournament competition. It is permissible to allow local league uniforms during tournament competition provided they are like in style and have different numbers.

(b) A league may provide that (1) each team shall wear a distinctive uniform at all times.

(c) (1) Sleeve lengths may vary for individual players, but the sleeves of each individual player shall be approximately the same length. (2) No player shall wear ragged, frayed or slit sleeves.

(d) No player shall attach to his uniform tape or other material of a different color from his uniform.

(e) No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.

(f) Glass buttons or polished metal shall not be used on a uniform.

NOTE: Jewelry is permitted in all divisions of Babe Ruth League, Inc. Umpires have the authority to remove anything believed to distract or increase risk to player safety. Medical Alert or religious bracelets or necklaces are not considered jewelry." See Page 20 JEWELRY.

(g) No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with pointed spikes similar to golf or trackshoes shall not be worn.

CAL RIPKEN DIVISION CLEATS — Shoes with metal cleats or spikes are not permitted to be worn by any player, coach or manager. Metal cleats are acceptable in the Babe Ruth 13-16 and 16-18 Divisions.

NOTE: All Cal Ripken and Babe Ruth Baseball Divisions – Official Baseball Rule 1.11(h) does not apply. Sponsorship and advertising is allowed on the local league and tournament team uniforms.

1.12 The catcher must wear a catcher's mitt (not a first baseman's mitt or fielder's glove) of any shape, size, or weight consistent with protecting the hand.

1.13 The first baseman must wear a glove or mitt of any weight with the following maximum specifications:

(a) - not more than 14 inches long (measured from the bottom edge or heel straight up across the center of the palm to a line even with the highest point of the glove or mitt), and;
(b) - not more than eight inches wide across the palm (measured from the bottom edge of the webbing farthest from the thumb in a horizontal line to the outside of the little finger edge of the glove or mitt), and;
(c) - webbing not more than 5¼ inches wide (measured across the top end or along any line parallel to the top).

1.14 Each defensive player (other than the first baseman and catcher) must wear a glove of any weight, with the same maximum specifications as noted in Rule 1.13.

1.15
(a) The pitcher's glove may not, exclusive of piping, be white, gray, nor, in the judgment of an umpire, distracting in any manner.
(b) No pitcher shall attach to his glove any foreign material of a color different from the glove. Pitcher may not wear white sleeves below the elbow.
(c) The umpire-in-chief shall cause a glove that violates Rules 1.15(a) or 1.15(b) to be removed from the game, either on his own initiative, at the recommendation of another umpire or upon complaint of the opposing manager that the umpire-in-chief agrees has merit.

1.16

BABE RUTH LEAGUE PROTECTIVE BATTING HEADGEAR (All Divisions) — All Players shall wear a double ear-flap batting helmet. The batting helmet shall not have a chrome or mirror-like surface. Protective headgear shall be worn on deck, at bat, while a base runner, and by players in the coach's box during practice and all games. Such headgear must cover the top of the head and both ears. This headgear must properly fit the player. **Penalty —** If a player refuses to wear headgear they shall be removed from the game.

CATCHER'S MASK, HELMET, AND THROAT PROTECTOR (All Divisions) — All catcher's shall wear a catcher's protective helmet, while fielding their position. An extended "dangling" throat protector is considered a required part of the catcher's mask. Hockey-style catcher masks with built in extended throat protection are approved and do not require an extended "dangling" throat protector. The catcher's mask or helmet shall not have a chrome or mirror-like surface. Babe Ruth 13-16 & 16-18 Division allow the use of skull caps. Any player, manager, or coach warming up a pitcher at any location, while standing or crouching, shall wear a mask. **Penalty —** If the player, during a game, refuses to wear this required protective equipment including shin guards and chest protector, they shall be removed from the game.

BABE RUTH (All Divisions) PROTECTIVE Cup, or Pelvic Protector, as well as PROTECTIVE HEADGEAR — which covers the top of the head and properly fits the player wearing it must be worn by the catcher during practice and all games. **Penalty —** If the catcher refuses to wear this equipment he shall be removed from the game.

BABE RUTH BALL/BAT PERSONS (All Divisions) — must wear helmets while out of the dugout and any time while performing their duties.

1.17 Non-traditional playing equipment must be reviewed by the Babe Ruth League, Inc Baseball Rules Committee before it will be permitted for use.

(a) Hard and unyielding items (guards, casts, braces, splints, etc.) must be padded with closed-cell, slow-recovery foam no less than ½" thick.

(b) Knee and ankle braces unaltered from the manufacturer's original design do not require padding.

(c) Exceptions may be granted for participants with disabilities or extenuating circumstances, provided the equipment does not create risk or unfair advantage.

2.00 — Definition of Terms.
(All definitions in Rule 2.00 are listed alphabetically.)

ADJUDGED is a judgment decision by the umpire.

An **APPEAL** is the act of a fielder in claiming violation of the rules by the offensive team.

A **BALK** is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.

A **BALL** is a pitch, which does not enter the strike zone in flight and is not struck at by the batter.

If the pitch touches the ground and bounces through the strike zone it is a "ball." If such a pitch touches the batter, he shall be awarded first base. If the batter swings at such a pitch after two strikes, the ball cannot be caught for the purposes of Rule 6.05(c) and 6.09(b). If the batter hits such a pitch, the ensuing action shall be the same as if he hit the ball in flight.

A **BASE** is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

A **BASE COACH** is a team member in uniform who is stationed in the coach's box at first or third base to direct the batter and the runners.

A **BASE ON BALLS** is an award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone.

A **BATTER** is an offensive player who takes his position in the batter's box.

BATTER-RUNNER is a term that identifies the offensive player who has just finished his time at bat until he is put out or until the play on which he became a runner ends.

The **BATTER'S BOX** is the area within which the batter shall stand during his time at bat.

The **BATTERY** is the pitcher and catcher.

BENCH OR DUGOUTS is the seating facilities reserved for players, substitutes and other team members in uniform when they are not actively engaged on the playing field.

A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

A **CALLED GAME** is one in which, for any reason, the umpire-in-chief terminates play.

A **CATCH** is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball, which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional.

A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk.

If a fielder, attempting a catch at the edge of the dugout, is "held up" and kept from an apparent fall by a player or players of either team and the catch is made it shall be allowed.

The **CATCHER** is the fielder who takes his position back of the home base.

The **CATCHER'S BOX** is that area within which the catcher shall stand until the pitcher delivers the ball.

The **CLUB** is a person or group of persons responsible for assembling the team personnel, providing the playing field and required facilities, and representing the team in relations with the league.

A **COACH** is a team member in uniform appointed by the manager to perform such duties as the manager may designate, such as but not limited to acting as base coach.

A **DEAD BALL** is a ball out of play because of a legally created temporary suspension of play.

The **DEFENSE** (or **DEFENSIVE**) is the team, or any player of the team, in the field.

A **DOUBLE-HEADER** is two regularly scheduled or rescheduled games, played in immediate succession.

A **DOUBLE PLAY** is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

a) A force double play is one in which both putouts are force plays.
b) A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out. Examples of reverse force plays: runner on first, one out; batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (a tag play). Another example: bases loaded, none out; batter grounds to third baseman, who steps on third base (one out); then throws to catcher for the second out (tag play).

DUGOUT (See definition of BENCH).

A **FAIR BALL** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.

A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball.

If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit.

Clubs, increasingly, are erecting tall foul poles at the fence line with a wire netting extending along the side of the pole on fair territory above the fence to enable the umpires more accurately to judge fair and foul balls.

FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory.

A **FIELDER** is any defensive player.

FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers (a) to account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner; (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and (c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

A **FLY BALL** is a batted ball that goes high in the air in flight.

A **FORCE PLAY** is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner.

Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. Example: Man on first, one out, ball hit sharply to first baseman who touches the bag and batter-runner is out. The force is removed at that moment and runner advancing to second must be tagged. If there had been a runner on third or second, and either of these runners scored before the tag-out at second, the run counts. Had the first baseman thrown to second and the ball then had been returned to first, the play at second was a force out, making two outs and the return throw to first ahead of the runner would have made three outs. In that case, no run would score.

Example: Not a force out. One out. Runner on first and third. Batter flies out. Two out, runner on third tags up and scores. Runner on first tries to retouch before throw from fielder reaches first baseman, but does not get back in time and is out. Three outs. If in the umpire's judgment, the runner from third touched home before the ball was held at first base, the run counts.

A **FORFEITED GAME** is a game declared ended by the umpire-in-chief in favor of the offended team for violation of the rules.

The score in Cal Ripken games would be 6 to 0.
The score in 13-16 games would be 7 to 0.
The score in 16-18 games would be 7 to 0.

A **FOUL BALL** is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first and third base, or that, while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.

A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the infielder is on foul or fair territory at the time he touches the ball.

A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first, or between home and third base is a foul ball.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

A **FOUL TIP** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

A **GROUND BALL** is a batted ball that rolls or bounces close to the ground.

The **HOME TEAM** is the team on whose grounds the game is played, or if the game is played on neutral grounds, the home team shall be designated by mutual agreement. This does not apply to Babe Rule League, Inc. tournament play.

ILLEGAL (or **ILLEGALLY**) is contrary to these rules.

An **ILLEGAL PITCH** is (1) a pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitcher's plate; (2) a quick return pitch. An illegal pitch when runners are on base is a balk.

An **INFIELDER** is a fielder who occupies a position in the infield.

An **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly, if Fair."

The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

Rule 2.00 (Infield Fly) Comments: On the infield fly rule, the umpire is to rule whether the ball could ordinarily have been handled by an infielder – not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately.

When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 6.05(1). The infield fly rule takes precedence.

If interference is called during an infield fly, the ball remains alive until it is determined whether the ball is fair or foul. If fair, both the runner who interfered with the fielder and the batter are out. If foul, even if caught, the runner is out and the batter returns to bat.

IN FLIGHT describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

IN JEOPARDY is a term indicating that the ball is in play and an offensive player may be put out.

An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half-inning.

INTERFERENCE

(a) Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.

Rule 2.00 (Interference (a)) Comment: In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch; provided, however, if during an intervening play at the plate with less than two outs a runner scores, and then the batter-runner is called out for interference outside the three-foot lane, the runner is safe and the run shall count.

(b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.

(c) Umpire's interference occurs (1) When a plate umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) When a fair ball touches an umpire on fair territory before passing a fielder.

(d) Spectator interference occurs when a spectator reaches out of the stands and over the playing field, or goes on the playing field, and touches a live ball.

The **LEAGUE** is a group of teams play each other in a pre-arranged schedule under these rules for the league championship.

The **LEAGUE PRESIDENT** shall enforce the official rules, resolve any disputes involving the rules, and determine any protested games. The league president may suspend any player, coach, manager or umpire for violation of these rules, at his discretion.

LEGAL (or **LEGALLY**) is in accordance with these rules.

A **LIVE BALL** is a ball which is in play.

A **LINE DRIVE** is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

The **MANAGER** is a person appointed by the club to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team. A player may be appointed manager.

(a) The club shall designate the manager to the league president or the umpire-in-chief not less than thirty minutes before the scheduled starting time of the game.

(b) The manager may advise the umpire that he has delegated specific duties prescribed by the rules to a player or coach, and any action of such designated representative shall be official. The manager shall always be responsible for his team's conduct, observance of the official rules, and deference to the umpire.

(c) If a manager leaves the field, he shall designate a player or coach as his substitute, and such substitute manager shall have the duties, rights and responsibilities of the manager. If the manager fails or refuses to designate his substitute before leaving, the umpire-in-chief shall designate a team member as substitute manager.

OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball. For example: If an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

OFFENSE is the team, or any player of the team, at bat.

An **OUT** is one of the three required retirements of an offensive team during its time at bat.

An **OUTFIELDER** is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

OVERSLIDE (or **OVERSLIDING**) is the act of an offensive player when his slide to a base, other than when advancing from home to first base, is with such momentum that he loses contact with the base.

A **PENALTY** is the application of these rules following an illegal act.

The **PERSON** of a player or an umpire is any part of his body, his clothing or his equipment.

A **Pitch** is a ball delivered to the batter by the pitcher.

All other deliveries of the ball by one player to another are thrown balls.

A **PITCHER** is the fielder designated to deliver the pitch to the batter.

The pitcher's **PIVOT FOOT** is that foot which is in contact with the pitcher's plate as he delivers the pitch.

"PLAY" is the umpire's order to start the game or to resume action following any dead ball.

A **QUICK RETURN** pitch is one made with obvious intent to catch a batter off balance. It is an illegal pitch.

REGULATION GAME. See Rules 4.10 and 4.11.

A **RETOUCH** is the act of a runner in returning to a base as legally required.

A **RUN** (or **SCORE**) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

A **RUN-DOWN** is the act of the defense in an attempt to put out a runner between bases.

A **RUNNER** is an offensive player who is advancing toward or touching or returning to any base.

"SAFE" is a declaration by the umpire that a runner is entitled to the base for which he was trying.

SET POSITION is one of the two legal pitching positions.

SQUEEZE PLAY is a term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt.

A **STRIKE** is a legal pitch when so called by the umpire, which —

(a) Is struck at by the batter and is missed;
(b) Is not struck at, if any part of the ball passes through any part of the strike zone;
(c) Is fouled by the batter when he has less than two strikes;
(d) Is bunted foul;
(e) Touches the batter as he strikes at it;
(f) Touches the batter in flight in the strike zone; or
(g) Becomes a foul tip.

The **STRIKE ZONE** is that area over home plate the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants, and the lower level is a line at the hollow beneath the kneecap. The Strike Zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball.

A **SUSPENDED GAME** is a called game, which is to be completed at a later date.

A **TAG** is the action of a fielder in touching a base with his body while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball, or with his hand or glove holding the ball, while holding the ball securely and firmly in his hand or glove.

A **THROW** is the act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always, from the pitch.

A **TIE GAME** is a regulation game, which is called when each team has the same number of runs.

"TIME" is the announcement by an umpire of a legal interruption of play, during which the ball is dead.

TOUCH. To touch a player or umpire is to touch any part of his body, his clothing or his equipment.

A **TRIPLE PLAY** is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between put outs.

A **WILD PITCH** is one so high, so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.

WIND-UP POSITION is one of the two legal pitching positions.

NOTE: Any reference in these Official Baseball Rules to "he," "him" or "his" shall be deemed to be a reference to "she," "her" or "hers," as the case may be, when the person is female.

3.00 — Game Preliminaries.

3.01 Before the game begins the umpire shall —

(a) Require strict observance of all rules governing implements of play and equipment of players;

(b) Be sure that all playing lines (heavy lines on Diagrams 1 and 2) are marked with lime, chalk or other white material easily distinguishable from the ground or grass;

(c) Receive from the home club a supply of regulation baseballs. The umpire shall inspect the baseballs and ensure they are regulation Babe Ruth League approved baseballs and that they are properly rubbed so that the gloss is removed. The umpire shall be the sole judge of the fitness of the balls to be used in the game;

All Divisions — A ball stamped Official Babe Ruth League Baseball shall be used in all local league and tournament play as specified on page 18. See Baseball and Tournament Baseball.

Have in his possession at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when —

(1) A ball has been batted out of the playing field or into the spectator area;

(2) A ball has become discolored or unfit for further use;

(3) The pitcher requests such alternate ball.

The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled. After a home run is hit out of the playing grounds, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.

3.02 No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sand-paper, emery-paper or other foreign substance.

Penalty: The umpire shall demand the ball and remove the offender from the game. In addition, the offender shall be suspended. For rules in regard to a pitcher defacing the ball, see Rules 8.02(a)(2) through (6).

3.03 A player, or players, may be substituted during a game at any time the ball is dead. A substitute player shall bat in the replaced player's position in the team's batting order. When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the umpire-in-chief such players' positions in

the team's batting order and the umpire-in-chief shall so notify the official scorer. If this information is not immediately given to the umpire-in-chief, he shall have authority to designate the substitutes' places in the batting order.

BABE RUTH RE-ENTRY (All Divisions) — See pages 13-14 for Babe Ruth Re-Entry Rule and Explanation.

Any pitcher, starter or substitute removed from the mound on the first trip or in between innings may return to the mound as a pitcher later in the same game.

A pitcher may change to another position only once during the same inning; e.g. the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning.

Any player other than a pitcher substituted for an injured player shall be allowed five warm-up throws. (See Rule 8.03 for pitchers.)

3.04 A player whose name is on his team's batting order may not become a substitute runner for another member of his team.

(a) **Babe Ruth 13-16 and 16-18 Courtesy Runners**

1. At any time, the team at bat may use courtesy runners for the pitcher and/or the catcher. In the event that the offensive team bats around, the pitcher and/or catcher who had a courtesy runner inserted on their behalf may bat in their normal position in the batting order.
2. The same individual runner may not be used for both positions (pitcher and catcher) during the game.
3. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.
4. Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners.
5. A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in that half inning. If an injury, illness or ejection occurs and no other runners are available, the courtesy runner may be used as a substitute.
6. The umpire-in-chief shall record courtesy runner participation and also announce it to the scorer.
7. A player who violates the courtesy runner rule is considered to be an illegal substitute. Should an injury, illness or ejection occur to the courtesy runner, another courtesy runner for the pitcher or catcher may run.

3.05 (a) The pitcher named in the batting order handed the umpire-in-chief, as provided in Rules 4.01 (a) and 4.01 (b), shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.

(b) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness which, in the umpire-in-chief's judgement, incapacitates him for further play as a pitcher.

(c) If an improper substitution is made for the pitcher, the umpire shall direct the proper pitcher to return to the game until the provisions of this rule are fulfilled. If the improper pitcher is permitted to pitch, any play that results is legal. The improper pitcher becomes the proper pitcher as soon as he makes his first pitch to the batter, or as soon as any runner is put out.

If a manager attempts to remove a pitcher in violation of Rule 3.05 (c) the umpire shall notify the manager of the offending club that it cannot be done. If, by chance, the umpire-in-chief has, through oversight, announced the incoming improper pitcher, he should still correct the situation before the improper pitcher pitches. Once the improper pitcher delivers a pitch he becomes the proper pitcher.

(d) If a pitcher who is already in the game crosses the foul line on his way to take his place on the pitcher's plate to start an inning, he shall pitch to the first batter until such batter is put out or reaches first base, unless the batter is substituted for, or the pitcher sustains an injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching. If the pitcher ends the previous inning on base or at bat and does not return to the dugout after the inning is completed, the pitcher is not required to pitch to the first batter of the inning until he makes contact with the pitcher's plate to begin his warm-up pitches.

3.06 The manager shall immediately notify the umpire-in-chief of any substitution and shall state to the umpire-in-chief the substitute's place in the batting order.

Players for whom substitutions have been made may remain with their team on the bench or may "warm-up" pitchers. Umpires should not permit players for whom substitutes have been made, and who are permitted to remain on the bench, to address any remarks to any opposing player or manager, or to the umpires.

3.07 The umpire-in-chief, after having been notified shall immediately announce, or cause to be announced, each substitution.

3.08 (a) If no announcement of a substitution is made, the substitute shall be considered as having entered the game when —

(1) If a pitcher, he takes his place on the pitcher's plate;

(2) If a batter, he takes his place in the batter's box;

(3) If a fielder, he reaches the position usually occupied by the fielder he has replaced, and play commences;

(4) If a runner, he takes the place of the runner he has replaced.

(b) Any play made by, or on, any of the above mentioned unannounced substitutes shall be legal.

3.09 When the umpire suspends play he shall call "Time." At the umpire's call of "Play," the suspension is lifted and play resumes. Between the call of "Time" and the call of "Play" the ball is dead.

3.10 The manager of the home team shall present to the umpire-in-chief and the opposing manager any ground rules he thinks necessary covering the overflow of spectators upon the playing field, batted or thrown balls into such overflow, or any other contingencies. If these rules are acceptable to the opposing manager they shall be legal. If these rules are unacceptable to the opposing manager, the umpire-in-chief shall make and enforce any special ground rules he thinks are made necessary by ground conditions which shall not conflict with the official playing rules.

3.11 Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.

3.12 No person shall be allowed on the playing field during a game except players and coaches in uniform, managers, news photographers authorized by the home team, umpires, officers of the law in uniform and watchmen or other employees of the home club. In case of unintentional interference with play by any person herein authorized to be on the playing field (except members of the offensive team

participating in the game, or a coach in the coach's box, or an umpire) the ball is alive and in play. If the interference is intentional, the ball shall be dead at the moment of the interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.

NOTE: See Rule 7.11 for individuals excepted above, also see Rule 7.08(b).

The question of intentional or unintentional interference shall be decided on the basis of the person's action. For example: a bat boy, ball attendant, policeman, etc., who tries to avoid being touched by a thrown or batted ball but still is touched by the ball would be involved in unintentional interference. If, however, he kicks the ball or picks it up or pushes it, that is considered intentional interference, regardless of what his thought may have been. PLAY: Batter hits ball to shortstop, who fields ball but throws wild past first baseman. The offensive coach at first base, to avoid being hit by the ball, falls to the ground and the first baseman on his way to retrieve the wild thrown ball runs into the coach; the batter-runner finally ends up on third base. The question is asked whether the umpire should call interference on the part of the coach. This would be up to the judgment of the umpire and if the umpire felt that the coach did all he could to avoid interfering with the play, no interference need be called. If it appeared to the umpire that the coach was obviously just making it appear he was trying not to interfere, the umpire should rule interference.

3.13 When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.

APPROVED RULING: If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

There is a difference between a ball which has been thrown or batted into the stands, touching a spectator thereby being out of play even though it rebounds onto the field and a spectator going onto the field or reaching over, under or through a barrier and touching a ball in play or touching or otherwise interfering with a player. In the latter case it is clearly intentional and shall be dealt with as intentional interference as in Rule 3.15. Batter and runners shall be placed where in the umpire's judgment they would have been had the interference not occurred.

No interference shall be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk. However should a spectator reach out on the playing field side of such fence, railing or rope and plainly prevents the fielder from catching the ball, then the batsman should be called out for the spectator's interference. Example: Runner on third base, one out and a batter hits a fly ball deep to the outfield (fair or foul). Spectator clearly interferes with the outfielder attempting to catch the fly ball. Umpire calls the batter out for spectator interference. Ball is dead at the time of the call. Umpire decides that because of the distance the ball was hit, the runner on third base would have scored after the catch if the fielder had caught the ball which was interfered with, therefore, the runner is permitted to score. This might not be the case if such fly ball was interfered with a short distance from home plate.

3.14 Rostered members of both teams shall confine themselves to their team's benches unless actually participating in the game, preparing to enter the game or coaching at first or third base. No one except rostered players, mangers, and coaches shall occupy the bench during the game.

Penalty: For violation the umpire may, after warning, remove the offender from the game. Further penalties may be enforced as per BRL Rule 11.06 #1, 2, & 3.

3.15 The home team shall provide police protection sufficient to preserve order. If a person, or persons, enter the playing field during a game and interferes in any way with the play, the visiting team may refuse to play until the field is cleared.

Penalty: If the field is not cleared in a reasonable length of time, which shall in no case be less than fifteen minutes after the visiting team's refusal to play, the umpire may forfeit the game to the visiting team.

4.00 — Starting and Ending a Game.

4.01 Unless the home club shall have given previous notice that the game has been postponed or will be delayed in starting, the umpire, or umpires, shall enter the playing field five minutes before the hour set for the game to begin and proceed directly to home base where they shall be met by the managers of the opposing teams.

In sequence —

(a) First, the home manager shall give his batting order to the umpire-in-chief, in duplicate.

(b) Next, the visiting manager shall give his batting order to the umpire-in-chief, in duplicate.

(c) The umpire-in-chief shall make certain that the original and copies of the respective batting orders are identical, and then tender a copy of each batting order to the opposing manager. The copy retained by the umpire shall be the official batting order. The tender of the batting order by the umpire shall establish the batting orders. Thereafter, no substitutions shall be made by either manager, except as provided in the rules.

(d) As soon as the home team's batting order is handed to the umpire-in-chief the umpires are in charge of the playing field and from that moment they shall have sole authority to determine when a game shall be called, suspended or resumed on account of weather or the condition of the playing field.

Obvious errors in the batting order, which are noticed by the umpire-in-chief before he calls "Play" for the start of the game, should be called to the attention of the manager or captain of the team in error, so the correction can be made before the game starts. For example, if a manager has inadvertently listed only eight men in the batting order, or has listed two players with the same last name but without an identifying initial and the errors are noticed by the umpire before he calls "play," he shall cause such error or errors to be corrected before he calls "play" to start the game. Teams should not be "trapped" later by some mistake that obviously was inadvertent and which can be corrected before the game starts.

All players who are listed on an approved tournament team roster are eligible to compete in the game. It is not required to list substitutions, except as a courtesy to the opposing team and umpire.

4.02 The players of the home team shall take their defensive positions, the first batter of the visiting team shall take his position in the batter's box, the umpire shall call "Play" and the game shall start.

4.03 When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be on fair territory.

(a) The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch or make a play except that when the batter is being given an intentional base on balls, the catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand.

Penalty: Balk.

(b) The pitcher, while in the act of delivering the ball to the batter, shall take his legal position;

(c) Except the pitcher and the catcher, any fielder may station himself anywhere in fair territory;

4.04 The batting order shall be followed throughout the game unless a player is substituted for another. In that case the substitute shall take the place of the replaced player in the batting order.

4.05 (a) The offensive team shall station two base coaches on the field during its term at bat, one near first base and one near third base.

(b) Base coaches shall be limited to two in number and shall (1) be in team uniform, and (2) remain within the coach's box at all times.

Penalty: The offending base coach shall be removed from the game, and shall leave the playing field.

It has been common practice for many years for some coaches to put one foot outside the coach's box or stand astride or otherwise be slightly outside the coaching box lines. The coach shall not be considered out of the box unless the opposing manager complains, and then, the umpire shall strictly enforce the rule and require all coaches (on both teams) to remain in the coach's box at all times.

It is also common practice for a coach who has a play at his base to leave the coach's box to signal the player to slide, advance or return to a base. This may be allowed if the coach does not interfere with the play in any manner.

4.06 (a) No manager, player, substitute, coach, trainer or batboy shall at any time, whether from the bench, the coach's box or on the playing field or elsewhere —

(1) Incite, or try to incite, by word or sign a demonstration by spectators;

(2) Use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;

(3) Call "Time," or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.

(4) Make intentional contact with the umpire in any manner.

(b) No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

Penalty: The offender shall be removed from the game and shall leave the playing field, and, if a balk is made, it shall be nullified. Further penalties may be enforced as per BRL Rule 11.06 #1, 2 & 3.

4.07 When a manager, player or coach is ejected from a game, he shall leave the field immediately and take no further part in that game. He shall leave the park or take a seat in the grandstand well removed from the vicinity of his team's bench or bullpen.

If a manager, coach or player is under suspension he may not be in the dugout or press box during the course of a game. Further penalties may be enforced as per BRL Rule 11.06 #1, 2 & 3.

4.08 When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues —

Penalty: The umpire shall order the offenders from the bench to the parking lot. If he is unable to detect the offender, or offenders, he may clear the bench of all substitute players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game. Further penalties may be enforced as per BRL Rule 11.06 #1, 2 & 3.

4.09 HOW A TEAM SCORES.

(a) One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three men are put out to end the inning.

EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made (1) by the batter-runner before he touches first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because he failed to touch one of the bases.

(b) When the winning run is scored in the last half-inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter or any other play with the bases full which forces the runner on third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.

An exception will be if fans rush onto the field and physically prevent the runner from touching home plate or the batter from touching first base. In such cases, the umpires shall award the runner the base because of the obstruction by the fans.

Penalty: If the runner on third refuses to advance to and touch home base in a reasonable time, the umpire shall disallow the run, call out the offending player and order the game resumed. If, with two out, the batter-runner refuses to advance to and touch first base, the umpire shall disallow the run, call out the offending player, and order the game resumed. If, before two are out, the batter-runner refuses to advance to and touch first base, the run shall count, but the offending player shall be called out.

APPROVED RULING: No run shall score during a play in which the third out is made by the batter-runner before he touches first base.

Example: One out, Jones on second, Smith on first. The batter, Brown, hits safely. Jones scores. Smith is out on the throw to the plate. Two outs. But Brown missed first base. The ball is thrown to first, an appeal is made, and Brown is out. Three outs. Since Jones crossed the plate during a play in which the third out was made by the batter-runner before he touched first base, Jones' run does not count.

APPROVED RULING: Following runners are not affected by an act of a preceding runner unless two are out.

Example: One out, Jones on second, Smith on first and batter Brown hits home run inside the park. Jones fails to touch third on his way to the plate. Smith and Brown score. The defense holds the ball on third, appeals to umpire, and Jones is out. Smith's and Brown's runs count.

APPROVED RULING: Two outs, Jones on second, Smith on first and batter, Brown, hits home run inside the park. All three runs cross the plate. But Jones missed third base, and on appeal is declared out. Three outs. Smith's and Brown's runs are voided. No score on the play.

APPROVED RULING: One out, Jones on third, Smith on second. Batter Brown flies out to centerfield. Two outs. Jones scores after catch and Smith scores on bad throw to plate. But Jones, on appeal, is adjudged to have left third before the catch and is out. Three outs. No runs.

APPROVED RULING: Two outs, bases full, batter hits home run over fence. Batter on appeal, is declared out for missing first base. Three outs. No run counts.

Here is a general statement that covers:

When a runner misses a base and a fielder holds the ball on a missed base or on the base originally occupied by the runner if a fly ball is caught, and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal; all runners may score if possible, except that with two out the runner is out at the moment he misses the bag, if an appeal is sustained as applied to the following runners.

APPROVED RULING: One out, Jones on third, Smith on first, and Brown flies out to right field. Two outs. Jones tags up and scores after the catch. Smith attempted to return to first but the right fielder's throw beat him to the base. Three outs. But Jones had scored before the throw to catch Smith off first base, hence Jones' run counts. It was not a force play.

4.10 (a) A regulation game consists of 7 innings in Babe Ruth Games, 6 innings in and Cal Ripken, unless extended because of a tie score,or shortened (1) because the home team needs none of its half of the inning or only a fraction of it, or (2) because the umpire calls the game.

(b) At the start of each extra inning, a runner is placed on second base—the runner will be the last recorded batter of the previous inning. Any eligible player may be substituted for this runner and is subject to the substitution rule (3.04). This format play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

(c) If a game is called, it is a regulation game:
(1) If five innings have been completed in 13-16 and 16-18 play. Four innings in 12U;
(2) If the home team has scored more runs in four or four and a fraction half innings than the visiting team has scored in five completed half-innings in 13-16 and 16-18;
(3) If the home team scores one or more runs in its half of the fifth inning to tie the score.
(4) If the home team has scored more runs in three or three and a fraction half innings than the visiting team has scored in four completed half-innings in 13-16 and 16-18;
(5) If the home team scores one or more runs in its half of the fourth inning to tie the score.

(d) If a game is called before it has become a regulation game, the umpire shall declare it "No Game." This is a local league option.

4.11 The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

(a) The game ends when the visiting team completes its half of the last inning if the home team is ahead.

(b) The game ends in the 7th for the Babe Ruth League, or 6th inning for Cal Ripken is completed, if the visiting team is ahead.

(c) If the home team scores the winning run in its half of the ninth inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored. EXCEPTION: If the last batter in a game hits a home run out of the playing field, the batter-runner and all runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter- runner touches home plate.

APPROVED RULING: The batter hits a home run out of the playing field to win the game in the last half of the extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored, unless there are two out and the winning run has not yet reached home plate when the runner passes another, in which case the inning is over and only those runs that scored before the runner passes another shall count.

(d) A called game ends at the moment the umpire terminates play, unless it becomes a suspended game pursuant to Rule 4.12(a):

(1) The visiting team has scored one or more runs to tie the score and the home team has not scored;

(2) The visiting team has scored one or more runs to take the lead and the home team has not tied the score or retaken the lead.

Leagues may also adopt the following rules for suspended games in addition to 4.11(d) (1) and (2) above. (If adopted by a League, Rule 4.10 (c) and (d) would not apply to their games.)

4.12 SUSPENDED GAMES.

(a) A game shall become a suspended game that must be completed at a future date if the game is terminated for any of the following reasons:

(1) A curfew imposed by law;

(2) A time limit permissible under league rules;

(3) Light failure or malfunction of a mechanical field device under control of the home club. (Mechanical field device shall include automatic tarpaulin or water removal equipment);

(4) Darkness, when a law prevents the lights from being turned on;

(5) Weather, if a regulation game is called while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to take the lead, and the home team has not retaken the lead; or

(6) It is a regulation game that is called with the score tired.

Leagues may also adopt the following rules for suspended games, (If adopted by a League, Rule 4.10(d) would not apply to their games.):

(7) A suspended game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing substitution. Any player may be replaced by a player who had not been in the game prior to the suspension. No player removed before the suspension may be returned to the lineup.

A player who was not with the team when the game was suspended may be used as a substitute, even if he has taken the place of a player no longer with the team who would not have been eligible because he had been removed from the lineup before the game was suspended.

Rule 4.12 Comment: If immediately prior to the call of a suspended game, a substitute pitcher has been announced but has not retired the side or pitched until the batter becomes a baserunner, such pitcher, when the suspended game is later resumed may, but is not required to start the resumed portion of the game. However, if he does not start he will be considered as having been substituted for and may not be used in that game.

4.13 The umpire-in-chief shall order the playing field lights turned on whenever in his opinion darkness makes further play in daylight hazardous.

4.14 A game may be forfeited to the opposing team when a team —

(a) Fails to appear upon the field, or being upon the field, refuses to start play within five minutes after the umpire has called "Play" at the appointed hour for beginning the game, unless such delayed appearance is, in the umpire's judgment, unavoidable;

(b) Employs tactics palpably designed to delay or shorten the game;

(c) Refuses to continue play during a game unless the game has been suspended or terminated by the umpire;

(d) Fails to resume play, after a suspension, within one minute after the umpire has called "Play";

(e) After warning by the umpire, willfully and persistently violates any rules of the game;

(f) Fails to obey within a reasonable time the umpire's order for removal of a player from the game;

4.15 A game shall be forfeited to the opposing team when a team is unable or refuses to place nine players on the field, or ten players if using EP or DH.

4.16 If the umpire declares a game forfeited he shall transmit a written report to the league president within twenty-four hours thereafter, but failure of such transmittal shall not effect the forfeiture.

4.17 PROTESTING GAMES. Each league shall adopt rules governing procedure for protesting a game, when a manager claims that an umpire's decision is in violation of these rules. No protest shall ever be permitted on judgement decisions by the umpire. In all protested games, the decision of the League President shall be final.

Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the League President the violation adversely affected the protesting team's chances of winning the game.

Whenever a manager protests a game because of alleged misapplication of the rules the protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch is made or a runner is retired.

5.00 — Putting the Ball in Play. Live Ball.

5.01 At the time set for beginning the game the umpire shall call "Play."

5.02 After the umpire calls "Play" the ball is alive and in play and remains alive and in play until for legal cause, or at the umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to a balk, an overthrow, interference, or a home run or other fair ball hit out of the playing field).

Should a ball come partially apart in a game, it is in play until the play is completed.

5.03 Requires base coaches to position themselves behind the line of the coach's box closest to home plate and the front line that runs parallel to the foul line prior to each pitch. Once a ball is put in play, a base coach is allowed to leave the coach's box to signal a player so long as the coach does not interfere with play.

5.04 The offensive team's objective is to have its batter become a runner, and its runners advance.

5.05 The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.

5.06 When a batter becomes a runner and touches all bases legally he shall score one run for his team.

A run legally scored cannot be nullified by subsequent action of the runner such as but not limited to an effort to return to third base in the belief that he had left the base before a caught fly ball.

5.07 Formalizes an umpire interpretation by stipulating that a pitcher may not take a second step toward home plate with either foot or otherwise reset his pivot foot in his delivery of the pitch. If there is at least one runner on base, then such an action will be called as a balk under Rule 6.02(a). If the bases are unoccupied, then it will be considered an illegal pitch under Rule 6.02(b).

5.08 If a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the coach interferes with a thrown ball, the runner is out.

5.09 The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when —

(a) A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance;

(b) The plate umpire interferes with the catcher's throw; runners may not advance.

NOTE: The interference shall be disregarded if the catcher's throw retires the runner.

(c) A balk is committed; runners advance; (See Penalty 8.05).

(d) A ball is illegally batted; runners return;

(e) A foul ball is not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases;

(f) A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher, runners advance, if forced.

If a fair ball goes through, or by, an infielder, no other infielder has a chance to make a play on the ball and the ball touches a runner immediately behind the infielder that the ball went through, or by, the ball is in play and the umpire shall not declare the runner out. If a fair ball touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out;

Rule 5.09(f) Comment: If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then caught by an infielder it shall not be a catch, but the ball shall remain in play.

If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball, runners advance, if forced;

(g) A pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, runners advance one base.

If a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is "dead" and the batsman cannot be called out. The same shall apply where such foul tip lodges in the umpire's mask or other paraphernalia.

If a third strike (not a foul tip) passes the catcher and hits an umpire, the ball is in play. If such ball rebounds and is caught by a fielder before it touches the ground, the batsman is not out on such a catch, but the ball remains in play and the batsman may be retired at first, or touched with the ball for the out.

If a pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, on the third strike or fourth ball, then the batter is entitled to first base and all runners advance one base. If the count on the batter is less than three balls, runners advance one base.

(h) Any legal pitch touches a runner trying to score, runners advance.

5.10 The ball becomes dead when an umpire calls "Time." The umpire-in-chief shall call "Time" —

(a) When in his judgment weather, darkness or similar conditions make immediate further play impossible;

(b) When light failure makes it difficult or impossible for the umpires to follow the play;

NOTE: A league may adopt its own regulations governing games interrupted by light failure.

(c) When an accident incapacitates a player or an umpire;

(1) If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play.

(d) When a manager requests "Time" for a substitution, or for a conference with one of his players;

(e) When the umpire wishes to examine the ball, to consult with either manager, or for any similar cause;

(f) When a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field. As pertains to runners, the provisions of 7.04(c) shall prevail.

(g) When an umpire orders a player or any other person removed from the playing field.

(h) Except in the cases stated in paragraphs (b) and (c) (1) of this rule, no umpire shall call "Time" while a play is in progress.

5.11 After the ball is dead, play shall be resumed when the pitcher takes his place on the pitcher's plate with a new ball or the same ball in his possession and the plate umpire calls "Play." The plate umpire shall call "Play" as soon as the pitcher takes his place on the plate with the ball in his possession.

6.00 — The Batter.

6.01 (a) Each player of the offensive team shall bat in the order that his name appears in his team's batting order.

(b) The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.

6.02 (a) The batter shall take his position in the batter's box promptly when it is his time at bat.

(b) The batter shall not leave his position in the batter's box after the pitcher comes to Set Position, or starts his windup.

Penalty: If the pitcher pitches, the umpire shall call "Ball" or "Strike," as the case may be.

The batter leaves the batter's box at the risk of having a strike delivered and called, unless he requests the umpire to call "Time." The batter is not at liberty to step in and out of the batter's box at will.

Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box in order to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpires, weather conditions warrant an exception.

Umpires will not call "Time" at the request of the batter or any member of his team once the pitcher has started his windup or has come to a set position even though the batter claims "dust in his eyes," "steamed glasses," "didn't get the sign," or for any other cause.

Umpires may grant a hitter's request for "Time" once he is in the batter's box, but the umpire should eliminate hitters walking out of the batter's box without reason. If umpires are not lenient, batters will understand that they are in the batter's box and they must remain there until the ball is pitched.

If pitcher delays once the batter is in his box and the umpire feels that the delay is not justified he may allow the batter to step out of the box momentarily.

If after the pitcher starts his windup or comes to a "set position" with a runner on, he does not go through with his pitch because the batter has stepped out of the box, it shall not be called a balk. Both the pitcher and batter have violated a rule and the umpire shall call time and both the batter and pitcher start over from "scratch."

(c) If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall call a strike on the batter. The ball is dead, and no runners may advance. After the penalty, the batter may take his proper position and the regular ball and strike count shall continue. If the batter does not take his proper position before three strikes have been called, the batter shall be declared out.

Rule 6.02(c) Comment: The umpire shall give the batter a reasonable opportunity to take his proper position in the batter's box after the umpire has called a strike pursuant to Rule 6.02(c) and before the umpire calls a successive strike pursuant to Rule 6.02(c).

6.03 The batter's legal position shall be with both feet within the batter's box.

APPROVED RULING: The lines defining the box are within the batter's box.

6.04 A batter has legally completed his time at bat when he is put out or becomes a runner.

6.05 A batter is out when —

(a) His fair or foul fly ball (other than a foul tip) is legally caught by a fielder;

Rule 6.05(a) Comment: A fielder may reach into, but not step into, a dugout to make a catch, and if he holds the ball, the catch shall be allowed. A fielder, in order to make a catch on a foul ball nearing a dugout or other out-of-play area (such as the stands), must have one or both feet on or over the playing surface (including the lip of the dugout) and neither foot on the ground inside the dugout or in any other out-of-play area. Ball is in play, unless the fielder, after making a legal catch, falls into a dugout or other out-of-play area, in which case the ball is dead. Status of runners shall be as described in Rule 7.04(c) Comment.

(b) A third strike is legally caught by the catcher.

"Legally caught" means in the catcher's glove before the ball touches the ground. It is not legal if the ball lodges in his clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound.

If a foul-tip first strikes the catcher's glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher's glove or hand first.

(c) A third strike is not caught by the catcher when first base is occupied before two are out;

(d) He bunts foul on third strike;

(e) An Infield fly is declared;

(f) He attempts to hit a third strike and the ball touches him;

(g) His fair ball touches him before touching a fielder. If the batter is in a legal position in the batter's box, see Rule 6.03, and, in the umpire's judgment, there was no intention to interfere with the course of the ball, a batted ball that strikes the batter or his bat shall be ruled a foul ball;

(h) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play. If the batter is in a legal position in the batter's box, see Rule 6.03, and, in the umpire's judgment, there was no intention to interfere with the course of the ball, a batted ball that strikes the batter or his bat shall be ruled a foul ball;

If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference be called. If batted ball hits part of broken bat in foul territory, it is a foul ball.

If a whole bat is thrown into fair or foul territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not.

In cases where the batting helmet is accidently hit with a batted or thrown ball, the ball remains in play the same as if it has not hit the helmet.

If a batted ball strikes a batting helmet or any other object foreign to the natural ground while in foul territory, it is a foul ball and the ball is dead.

If, in the umpire's judgment, there is intent on the part of a baserunner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball is dead and runners would return to last base legally touched.

(i) After hitting or bunting a foul ball, he intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance.

(j) After a third strike or after he hits a fair ball, he or first base is tagged before he touches first base;

(k) In running the last half of the distance from home base to first base, while the ball is being fielded to first base, he runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line and the umpire's judgment in so doing interferes with the fielder taking the throw at first base; except that he may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball.

Rule 6.05(k) Comment: The lines marking the three-foot lane are a part of that lane and a batter-runner is required to have both feet within the three-foot lane or on the lines marking the lane. The batter-runner is permitted to exit the three-foot lane by means of a step, stride, reach or slide in the immediate vicinity of first base for the sole purpose of touching first base.

(l) An infielder intentionally drops a fair fly or line drive, with first, first and second, first and third, or first, second and third base occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases.

APPROVED RULING: In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies.

(m) A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play;

The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. Obviously this is an umpire's judgment play.

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CONTACT RULE (All Babe Ruth and Cal Ripken Baseball Divisions) — If a runner attempting to reach home plate or a base intentionally and maliciously runs into a defensive player, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player. Obviously, this is an umpire's judgment call.

(n) With two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the batter's strike zone. The umpire shall call "Strike Three," the batter is out and the run shall not count; before two are out, the umpire shall call "Strike Three," the ball is dead, and the run counts.

6.06 A batter is out for illegal action when —

(a) He hits a ball with one or both feet on the ground entirely outside the batter's box.

If a batter hits a ball fair or foul while out of the batter's box, he shall be called out. Umpires should pay particular attention to the position of the batter's feet if he attempts to hit the ball while he is being intentionally passed. A batter cannot jump or step out of the batter's box and hit the ball. This is an immediate dead ball.

(b) He steps from one batter's box to the other while the pitcher is in position ready to pitch;

(c) He interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

EXCEPTION: Batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference.

If the batter interferes with the catcher, the plate umpire shall call "interference." The batter is out and the ball is dead. No player may advance on such interference (offensive interference) and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

If, however, the catcher makes a play and the runner attempting to advance is put out, it is to be assumed there was no actual interference and that runner is out — not the batter. Any other runners on the base at the time may advance as the ruling is that there is not actual interference if a runner is retired. In that case play proceeds just as if no violation had been called.

If a batter strikes at a ball and misses and swings so hard he carries the bat all the way around and, in the umpire's judgment, unintentionally hits the catcher or the ball in back of him on the back swing, it shall be called a strike only (not interference). The ball will be dead, however, and no runner shall advance on the play.

(d) He uses or attempts to use a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the base-ball. This includes, bats that are filled, flat-surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc. No advancement on the bases will be allowed and any out or outs made during a play shall stand. In addition to being called out, the player shall be ejected from the game and may be subject to additional penalties as determined by his League President.

Rule 6.06(d) Comment: A batter shall be deemed to have used or attempted to use an illegal bat if he brings such a bat into the batter's box.

6.07 BATTING OUT OF TURN.

(a) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place.

(1) The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

(b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise.

NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal.

(c) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat becomes legal.

(d) (1) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out;

(2) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams.

There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

APPROVED RULING

To illustrate various situations arising from batting out of turn, assume a first-inning batting order as follows: Abel-Baker-Charles-Daniel-Edward-Frank-George-Hooker-Irwin

PLAY (1). *Baker bats. With the count 2 balls and 1 strike, (a) the offensive team discovers the error or (b) the defensive team appeals.* ***RULING:*** *In either case, Abel replaces Baker, with the count on him 2 balls and 1 strike.*

PLAY (2). *Baker bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles.* ***RULING:*** *(a) Abel is called out and Baker is the proper batter; (b) Baker stays on second and Charles is the proper batter.*

PLAY (3). *Abel walks. Baker walks. Charles forces Baker. Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third. The defensive team appeals (a) immediately or (b) after a pitch to Daniel.*

RULING: *(a) Abel's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because his advance to third resulted from the improper batter batting a ball. Daniel is called out, and Edward is the proper batter; (b) Abel's run counts and Charles stays on third. The proper batter is Frank.*

PLAY (4). *With the bases full and two out. Hooker bats in Frank's turn, and triples, scoring three runs. The defensive team appeals (a) immediately, or (b) after a pitch to George.* ***RULING:*** *(a) Frank is called out and no runs score. George is the proper batter to lead off the second inning. (b) Hooker stays on third and three runs score. Irwin is the proper batter.*

PLAY (5). *After Play (4) (b) above, George continues at bat. (a) Hooker is picked off third base for the third out, or (b) George flies out, and no appeal is made. Who is the proper leadoff batter in the second inning?* ***RULING:*** *(a) Irwin. He became the proper batter as soon as the first pitch to George legalized Hooker's triple; (b) Hooker. When no appeal was made, the first pitch to the leadoff batter of the opposing team legalized George's time at bat.*

PLAY (6). *Daniel walks and Abel comes to bat. Daniel was an improper batter, and if an appeal is made before the first pitch to Abel, Abel is out, Daniel is removed from base, and Baker is the proper batter. There is no appeal, and a pitch is made to Abel. Daniel's walk is now legalized, and Edward thereby becomes the proper batter. Edward can replace Abel at any time before Abel is put out or becomes a runner. He does not do so. Abel flies out, and Baker comes to bat. Abel was an improper batter, and if an appeal is made before the first pitch to Baker, Edward is out, and the proper batter is Frank. There is no appeal, and a pitch is made*

to Baker. Abel's out is now legalized, and the proper batter is Baker. Baker walks. Charles is the proper batter. Charles flies out. Now Daniel is the proper batter, but he is on second base. Who is the proper batter? ***RULING:*** *The proper batter is Edward. When the proper batter is on base, he is passed over, and the following batter becomes the proper batter.*

6.08 The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when —

(a) Four "balls" have been called by the umpire; or an intentional walk has been issued as per Babe Ruth Rule 11.05f.

A batter who is entitled to first base because of a base on balls, must go to first base and touch the base before other base runners are forced to advance. This applies when bases are full and applies when a substitute runner is put into the game.

If, in advancing, the base runner thinks there is a play and he slides past the base before or after touching it, he may be put out by the fielder tagging him. If he fails to touch the base to which he is entitled and attempts to advance beyond that base he may be put out by tagging him or the base he missed.

(b) He is touched by a pitched ball which he is not attempting to hit unless (1) the ball is in the strike zone when it touches the batter, or (2) the batter makes no attempt to avoid being touched by the ball;

If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, if shall be called a ball if he makes no attempt to avoid being touched.

APPROVED RULING: When the batter is touched by a pitched ball which does not entitle him to first base, the ball is dead and no runner may advance.

(c) The catcher or any fielder interferes with him. If a play follows the interference, the manager of the offense may advise the plate umpire that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference.

Rule 6.08(c) Comment: If catcher's interference is called with a play in progress the umpire will allow the play to continue because the manager may elect to take the play. If the batter-runner missed first base, or a runner misses his next base, he shall be considered as having reached the base, as stated in Note of Rule 7.04(d).

Examples of plays the manager might elect to take:

1. Runner on third, one out, batter hits fly ball to the outfield on which the runner scores but catcher's interference was called. The offensive manager may elect to take the run and have batter called out or have runner remain at third and batter awarded first base.

2. Runner on second base. Catcher interferes with batter as he bunts ball fairly sending runner to third base. The manager may rather have runner on third base with an out on the play than have runners on second and first.

If a runner is trying to score by a steal or squeeze from third base, note the additional penalty set forth in Rule 7.07.

If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference on the batter under Rule 6.08(c). In such cases, the umpire shall call "Time" and the pitcher and batter start over from "scratch."

(d) A fair ball touches an umpire or a runner on fair territory before touching a fielder. If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

6.09 The batter becomes a runner when —

(a) He hits a fair ball;

(b) The third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two outs;

Rule 6.09(b) Comment: A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate.

(c) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory;

(d) A fair ball passes over a fence or into the stands at a distance from home base of 200 feet or more in the Cal Ripken Division or 300 feet or more in the Babe Ruth 13-16 and 16-18 Divisions. Such hit entitles the batter to a home run when he shall have touched all bases legally. A fair fly ball that passes out of the playing field at a point less than 200 feet from home base in the Cal Ripken Division or 300 feet from home base in the Babe Ruth 13-16 and 16-18 Divisions shall entitle the batter to advance to second base only;

(e) A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and the runners shall be entitled to advance two bases;

(f) Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases;

(g) Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;

(h) Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 250 feet from home plate, the batter shall be entitled to two bases only.

6.10 Babe Ruth 13-16 and 16-18 Division – Designated Hitter

Any Babe Ruth 13-16 and 16-18 League may elect to use the Designated Hitter Rule.

The rule provides as follows:

A hitter may be designated for any one starting player and all substitutes for that player. The Designated Hitter must be named before the game, with both the DH and the player being hit for listed on the lineup card. It is not mandatory that a team use a DH, but failure to do so prior to the game precludes the use of a DH for that game. A team may use both the Extra Player (EP) and the Designated Hitter (DH) in a game. If one or both start the game, the team must finish the game in accordance with the Extra Player (EP) and Designated Hitter (DH) rules.

If a pinch hitter or runner replaces the DH, that substitute becomes the new DH. The original DH may re-enter under the re-entry rule. The DH and the player being hit for are locked into the batting order. No multiple substitutions may be made that will alter the batting rotation of the DH.

A DH may be used in one of two ways:

(a) Tenth Starter: The DH bats for one defensive player. The DH role ends when:
1. The defensive player (or any substitute) bats, pinch-hits, or pinch-runs for the DH; or
2. The DH (or any substitute) plays defense.

(b) Player/DH: A starting defensive player also serves as the DH. The DH role ends when:
1. A substitute enters that defensive position and later bats, pinch-hits, or pinch-runs; or
2. The starting defensive Player/DH is substituted for as a hitter or runner.

Note: The type of DH must be declared before the game. Coaches cannot change the DH option once the game has started.

Example 1: If you list a DH to bat for your left fielder, the left fielder cannot bat, pinch-hit, or pinch-run later in the game. If he does, the DH is lost for the remainder of the game.

Example 2: If your lineup lists a LF/DH, that player both plays left field and bats for himself. If you later replace him on defense and that new left fielder comes to bat, the DH is lost for the remainder of the game.

6.10 NOTE: Babe Ruth Baseball Rule 6.10 does not apply to the Cal Ripken Baseball Division.

7.00 — The Runner.

7.01 A runner acquires the right to an unoccupied base when he touches it before he is out. He is then entitled to it until he is put out, or forced to vacate it for another runner legally entitled to that base.

If a runner legally acquires title to a base, and the pitcher assumes his pitching position, the runner may not return to a previously occupied base.

CAL RIPKEN DIVISION — See Special Base Running Rule on page 14.

7.02 In advancing, a runner shall touch first, second, third and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to his original base.

7.03 (a) Two runners may not occupy a base, but if, while the ball is alive, two runners are touching a base, the following runner shall be out when tagged and the preceding runner is entitled to the base, unless Rule 7.03(b) applies.

(b) If a runner is forced to advance by reason of the batter becoming a runner and two runners are touching a base to which the following runner is forced, the following runner is entitled to the base and the preceding runner shall be out when tagged or when a fielder possesses the ball and touches the base to which such preceding runner is forced.

7.04 Each runner, other than the batter, may without liability to be put out, advance one base when—

(a) There is a balk;

(b) The batter's advance without liability to be put out forces the runner to vacate his base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance;

(c) If a fielder, after having made a legal catch, should step or fall into any out-of-play area, the ball is dead and each runner shall advance one base, without liability to be put out, from his last legally touched base at the time the fielder entered such out-of- play area.

A runner forced to advance without liability to be put out may advance past the base to which he is entitled only at his peril. If such a runner, forced to advance, is put out for the third out before a preceding runner, also forced to advance, touches home plate, the run shall score.

Play. Two out, bases full, batter walks but runner from second is overzealous and runs past third base toward home and is tagged out on a throw by the catcher. Even though two are out, the run would score on the theory that the run was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base.

(d) A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field;

Rule 7.04(c) Comment: If a fielder, after having made a legal catch, should fall into a stand or among spectators or into the dugout or any other out-of-play area while in possession of the ball after making a legal catch, or fall while in the dugout after making a legal catch, the ball is dead and runners shall advance one base, without liability to be put out, from his last legally touched base at the time the fielder fell into, or in, such out-of-play area.

(e) While he is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.

NOTE: When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches the base to which he is entitled, and the runner fails to touch the base to which he is entitled before attempting to advance to the next base, the runner shall forfeit his exemption from liability to be put out, and he may be put out by tagging the base or by tagging the runner before he returns to the missed base.

(f) A fielder deliberately touches a pitched ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play, and the award is made from the position of the runner at the time the ball was touched.

7.05 Each runner including the batter-runner may, without liability to be put out, advance —

(a) To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touched all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap, or any article of his apparel;

(b) Three bases, if a fielder deliberately touches a fair ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play and the batter may advance to home base at his peril;

(c) Three bases, if a fielder deliberately throws his glove at and touches a fair ball. The ball is in play and the batter may advance to home base at his peril;

(d) Two bases, if a fielder deliberately touches a thrown ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play;

(e) Two bases, if a fielder deliberately throws his glove at and touches a thrown ball. The ball is in play;

In applying (b-c-d-e) the umpire must rule that the thrown glove or detached cap or mask has touched the ball. There is no penalty if the ball is not touched.

Under (c-e) this penalty shall not be invoked against a fielder whose glove is carried off his hand by the force of a batted or thrown ball, or when his glove flies off his hand as he makes an obvious effort to make a legitimate catch.

(f) Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;

(g) Two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made;

APPROVED RULING: *If all runners, including the batter-runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.*

In certain circumstances it is impossible to award a runner two bases. Example: Runner on first. Batter hits fly to short right. Runner holds up between first and second and batter comes around first and pulls up behind him. Ball falls safely. Outfielder, in throwing to first, throws ball into stands.

APPROVED RULING: Since no runner when the ball is dead, may advance beyond the base to which he is entitled, the runner originally on first base goes to third base and the batter is held at second base.

The term "when the wild throw was made" means when the throw actually left the player's hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into the stands.

The position of the batter-runner at the time the wild throw left the thrower's hand is the key in deciding the award of bases. If the batter-runner has not reached first base, the award is two bases at the time the pitch was made for all runners. The decision as to whether the batter-runner has reached first base before the throw is a judgment call.

If an unusual play arises where a first throw by an infielder goes into stands or dugout but the batter did not become a runner (such as catcher throwing ball into stands in attempt to get runner from third trying to score on passed ball or wild pitch) award of two bases shall be from the position of the runners at the time of the throw. (For the purpose of Rule 7.05(g) a catcher is considered an infielder.)

Play. Runner on first base, batter hits a ball to the shortstop, who throws to second base too late to get runner at second and second baseman throws toward first base after batter has crossed first base. Ruling — Runner at second scores. (On this play, only if batter-runner is past first base when throw is made he is awarded third base.)

(h) One base, if a ball, pitched to the batter, or thrown by the pitcher from his position on the pitcher's plate to a base to catch a runner, goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead;

APPROVED RULING: When a wild pitch or passed ball goes through or by the catcher, or deflects off the catcher, and goes directly into the dugout, stands, above the break, or any area where the ball is dead, the awarding of bases shall be one base. One base shall also be awarded if the pitcher while in contact with the rubber, throws to a base, and the throw goes directly into the stands or into any area where the ball is dead.

If, however, the pitched or thrown ball goes through or by the catcher or through the fielder, and remains on the playing field, and is subsequently kicked or deflected into the dugout, stands or other area where the ball is dead, the awarding of bases shall be two bases from position of runners at the time of the pitch or throw.

(i) One base, if the batter becomes a runner on Ball Four or Strike Three, when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia. If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only.

The fact a runner is awarded a base or bases without liability to be put out does not relieve him of the responsibility to touch the base he is awarded and all intervening bases. For example: batter hits a ground ball which an infielder throws into the stands but the batter-runner missed first base. He may be called out on appeal for missing first base after the ball is put in play even though he was "awarded" second base.

If a runner is forced to return to a base after a catch, he must retouch his original base even though, because of some ground rule or other rule, he is awarded additional bases. He may retouch while the ball is dead and the award is then made from his original base.

(j) One base, if a fielder deliberately touches a pitched ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play, and the award is made from the position of the runner at the time the ball was touched.

7.06 When obstruction occurs, the umpire shall call or signal "Obstruction."

(a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before he touches first base, the ball is dead and all runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out.

When a play is being made on an obstructed runner, the umpire shall signal obstruction in the same manner that he calls, "Time," with both hands overhead. The ball is immediately dead when this signal is given; however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had not obstruction occurred. On a play where a runner was trapped between second and third and obstructed by the third baseman going into third base while the throw is in flight from the shortstop, if such throw goes into the dugout the obstructed

runner is to be awarded home base. Any other runners on base in this situation would also be awarded two bases from the base they last legally touched before obstruction was called.

(b) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in his judgment will nullify the act of obstruction.

Under 7.06(b) when the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpire's judgment, he would have been awarded because of being obstructed, he does so at his own peril and may be tagged out. This is a judgment call.

NOTE: *The catcher, without the ball is his possession, has no right to block the pathway of the runner attempting to score. The baseline belongs to the runner and the catcher should be there only when he is fielding a ball or when he already has the ball in his hand.*

7.07 If, with a runner on third base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of home base without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead.

7.08 Any runner is out when —

(a) (1) He runs more than three feet away from his baseline to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball. A runner's baseline is established when the tag attempt occurs and is a straight line from the runner to the base he is attempting to reach safely; or

(2) after touching first base, he leaves the baseline, obviously abandoning his effort to touch the next base;

Rule 7.08(a) Comment: Any runner after reaching first base who leaves the baseline heading for his dug-out or his position believing that there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning his efforts to run the bases. Even though an out is called, the ball remains in play in regard to any other runner.

This rule also covers the following and similar plays: Less than two out, score tied last of ninth inning, runner on first, batter hits a ball out of park for winning run, the runner on first passes second and thinking the home run automatically wins the game, cuts across diamond toward his bench as batter-runner circles bases. In this case, the base runner would be called out "for abandoning his effort to touch the next base" and batter-runner permitted to continue around bases to make his home run valid. If there are two out, home run would not count (see Rule 7.12). This is not an appeal play.

Play: Runner believing he is called out on a tag at first or third base starts for the dugout and progresses a reasonable distance still indicating by his actions that he is out, shall be declared out for abandoning the bases.

(b) He intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball;

A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not.

If, however, the runner has contact with a legally occupied base when he hinders the fielder, he shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs on fair or foul territory, is intentional. If the umpire declares the hindrance intentional, the following penalty shall apply. With less than two out, the umpire shall declare both the runner and batter out. With two out, the umpire shall declare the batter out.

If, in a run-down between third base and home plate, the succeeding runner has advanced and is standing on third base when the runner in a run-down is called out for offensive interference, the umpire shall send the runner standing on third base back to second base. This same principle applies if there is a run-down between second and third base and succeeding runner has reached second (the reasoning is that no runner shall advance on an interference play and a runner is considered to occupy a base until he legally has reached the next succeeding base).

(c) He is tagged, when the ball is alive, while off his base.

EXCEPTION: A batter-runner cannot be tagged out after overrunning or oversliding first base if he returns immediately to the base.

APPROVED RULING: (1) If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if he had reached the base safely.

APPROVED RULING: (2) If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, he touches or occupies the point marked by the dislodged base.

(d) He fails to retouch his base after a fair or foul ball is legally caught before he, or his base, is tagged by a fielder. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play;

Runners need not "tag up" on a foul tip. They may steal on a foul tip. If a so-called tip is not caught, it becomes an ordinary foul. Runners then return to their bases.

(e) He or the next base is tagged before he touches the next base, after he has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which he is forced to advance, and if he overslides or overruns the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced;

Rule 7.08(c) Comment: PLAY. Runner on first and three balls on batter: Runner steals on the next pitch, which is fourth ball, but after having touched second he overslides or overruns that base. Catcher's throw catches him before he can return. Ruling is that runner is out. (Force out is removed.)

Oversliding and overrunning situations arise at bases other than first base. For instance, before two are out, and runners on first and second, or first, second and third, the ball is hit to an infielder who tries for the double play. The runner on first beats the throw to second base but overslides the base. The relay is made to first base and the batter-runner is out. The first baseman, seeing the runner at second base off the bag, makes the return throw to second and the runner is tagged off the base. Meanwhile runners have crossed the plate. The question is: Is this a force play? Was the force removed when the batter-runner was out at first base? Do the runs that crossed the plate during this play and before the third out was made when the runner was tagged at second, count? Answer: The runs score. It is not a force play. It is a tag play.

(f) He is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, nor runners advance, except runners forced to advance. EXCEPTION: If a runner is touching his base when touched by an Infield Fly, he is not out, although the batter is out;

If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead.

If runner is touched by an Infield Fly when he is not touching his base, both runner and batter are out.

(g) He attempts to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts;

(h) He passes a preceding runner before such runner is out;

(i) After he has acquired legal possession of a base, he runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out.

If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base he last touched, he may be put out running back to that base, but if he reaches the previously occupied base safely he cannot be put out while in contact with that base.

(j) He fails to return at once to first base after overrunning or oversliding that base. If he attempts to run to second he is out when tagged. If, after overrunning or oversliding first base he starts toward the dugout, or toward his position, and fails to return to first base at once, he is out, on appeal, when he or the base is tagged;

Runner who touches first base in overrunning and is declared safe by the umpire has, within the intent of Rule 4.09(a) "reached first base" and any run which scores on such a play counts, even though the runner subsequently becomes the third out for failure to return "at once," as covered in Rule 7.08(j).

(k) In running or sliding for home base, he fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his hand, while touching home base, and appeals to the umpire for the decision.

This rule applies only where runner is on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, runner must be tagged.

7.09 It is interference by a batter or a runner when —

(a) After a third strike he clearly hinders the catcher in his attempt to field the ball. Such batter-runner is out, the ball is dead, and all other runners return to the bases they occupied at the time of the pitch.

Rule 7.09(a) Comment: If the pitched ball deflects off the catcher or umpire and subsequently touches the batter-runner, it is not considered interference unless, in the judgment of the umpire, the batter-runner clearly hinders the catcher in his attempt to field the ball.

(b) He intentionally deflects the course of a foul ball in any manner;

(c) Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base; the runner is out;

(d) Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of his teammate or teammates;

(e) Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his teammate;

If the batter or a runner continues to advance after he has been put out, he shall not by that act alone be considered as confusing, hindering or impeding the fielders.

(f) If, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of his teammate. In no event may bases be run or runs scored because of such action by a runner.

(g) If, in the judgment of the umpire, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead; the umpire shall call the batter- runner out for interference and shall also call out the runner who had advanced closest to home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference.

(h) In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists him in returning to or leaving third base or first base.

(i) With a runner on third base, the base coach leaves his box and acts in any manner to draw a throw by a fielder;

(j) In running the last half of the distance from home base to first base while the ball is being fielded to first base, he runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with the fielder taking the throw at first base, or attempting to field a batted ball;

The lines marking the three foot lane are a part of that "lane" but the interpretation to be made is that a runner is required to have both feet within the three foot "lane" or on the lines marking the "lane."

(k) He fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball;

When a catcher and batter-runner going to first base have contact when the catcher is fielding the ball, there is generally no violation and nothing should be called. "Obstruction" by a fielder attempting to field a ball should be called only in very flagrant and violent cases because the rules give him the right of way, but of course such "right of way" is not a license to, for example, intentionally trip a runner even though fielding the ball. If the catcher is fielding the ball and the first baseman or pitcher obstructs a runner going to first base "obstruction" shall be called and the base runner awarded first base.

(l) A fair ball touches him on fair territory before touching a fielder. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision the umpire must be convinced that the ball passed through, or by the fielder, and that no other infielder had the chance to make a

play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed a play, then the runner shall be called out for interference.

PENALTY FOR INTERFERENCE: The runner is out and the ball is dead.

7.10 Any runner shall be called out, on appeal when —

(a) After a fly ball is caught, he fails to retouch his original base before he or his original base is tagged;

"Retouch," in this rule, means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of his base.

(b) With the ball in play, while advancing or returning to a base, he fails to touch each base in order before he, or a missed base, is tagged.

APPROVED RULING: (1) No runner may return to touch a missed base after a following runner has scored. (2) When the ball is dead, no runner may return to touch a missed base or one he has left after he has advanced to and touched a base beyond the missed base.

PLAY. (a) Batter hits ball out of park or ground rule double and misses first base (ball is dead) — he may return to first base to correct his mistake before he touches second but if he touches second he may not return to first and if defensive team appeals he is declared out at first.

PLAY. (b) Batter hits ball to shortstop who throws wild into stand (ball is dead) — batter-runner misses first base but is awarded second base on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before he proceeds to second base.

These are appeal plays.

(c) He overruns or overslides first base and fails to return to the base immediately, and he or the base is tagged;

(d) He fails to touch home base and makes no attempt to return to that base, and home base is tagged.

Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play which ends a half-inning, the appeal must be made before the defensive team leaves the field.

An appeal is not to be interpreted as a play or an attempted play.

Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the umpire. (Intended meaning of the word "err" is that the defensive team in making an appeal threw the ball out of play. For example, if the pitcher threw to first base to appeal and threw the ball into the stands, no second appeal would be allowed.)

Appeal plays may require an umpire to recognize an apparent "fourth out." If the third out is made during a play in which an appeal play is sustained or another runner, the appeal play decision takes precedence in determining the out. If there is more than one appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage. For the purpose of this rule, the defensive team has "left the field" when the pitcher and all infielders have left fair territory on their way to the bench or clubhouse.

If two runners arrive at home base about the same time and the first runner misses home plate but a second runner legally touches the plate, the runner is tagged out on his attempt to come back and touch the base or is called out, on appeal, then he shall be considered as having been put out before the second runner scored and being the third out. Second runner's run shall not count, as provided in Rule 7.12.

If a pitcher balks when making an appeal, such act shall be a play. An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire. A player, inadvertently stepping on the base with a ball in his hand, would not constitute an appeal. Time is not out when an appeal is being made.

7.11 The players, coaches or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball. PENALTY: Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

7.12 Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch or retouch a base. If, upon appeal, the preceding runner is the third out, no runners following him shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

8.00 — The Pitcher.

8.01 Legal pitching delivery. There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time.

Pitchers shall take signs from the catcher while standing on the rubber.

Pitchers may disengage the rubber after taking their signs but may not step quickly onto the rubber and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, he must drop his hands to his sides.

Pitchers will not be allowed to disengage the rubber after taking each sign.

(a) The Windup Position. The pitcher shall stand facing the batter, his pivot foot in contact with the pitcher's plate and the other foot free. From this position any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter, he may take one step backward, and one step forward with his free foot. When a pitcher holds the ball with both hands in front of his body, with his pivot foot in contact with the pitcher's plate and his other foot free, he will be considered in the Windup Position.

Rule 8.01(a) Comment: In a Windup Position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber or off the side of the rubber.

From the Windup Position, the pitcher may:

(1) deliver the ball to the batter, or

(2) step and throw to a base in an attempt to pick-off a runner, or

(3) disengage the rubber. (If he does he must drop his hands to his sides).

In disengaging the rubber the pitcher must step off with his pivot foot and not his free foot first.

He may not go into a set or stretch position — if he does it is a balk.

(b) The Set Position. Set Position shall be indicated by the pitcher when he stands facing the batter with his pivot foot in contact with, and his other foot in front of, the pitcher's plate,

holding the ball in both hands in front of his body and coming to a complete stop. From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if he so elects, he shall come to Set Position, before delivering the ball to the batter. After assuming Set Position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption.

Preparatory to coming to a set position, the pitcher shall have one hand on his side; from this position he shall go to his set position as defined in Rule 8.01(b) without interruption and in one continuous motion.

The pitcher, following his stretch, must (a) hold the ball in both hands in front of his body and (b) come to a complete stop. This must be enforced. Umpires should watch this closely. Pitchers are constantly attempting to "beat the rule" in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete "stop" called for in the rules, the umpire should immediately call a "Balk."

Rule 8.01(a) Comment: With no runners on base, the pitcher is not required to come to a complete stop when using the Set Position. If, however, in the umpire's judgment, a pitcher delivers the ball in a deliberate effort to catch the batter off guard, this delivery shall be deemed a quick pitch, for which the penalty is a ball. See Rule 8.05(e) Comment.

(c) At any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward such base before making the throw.

The pitcher shall step "ahead of the throw." A snap throw followed by the step directly toward the base is a balk.

(d) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise.

A ball which slips out of a pitcher's hand and crosses the foul line shall be called a ball; other-wise it will be called no pitch. This would be a balk with men on base.

(e) If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backward with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

The pitcher, while off the rubber, may throw to any base. If he makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.

8.02 The pitcher shall not —

(a) (1) While in the 18-foot circle surrounding the pitcher's plate, touch the ball after touching his mouth or lips, or touch his mouth or lips while he is in contact with the pitcher's plate. The pitcher must clearly wipe the fingers of his pitching hand dry before touching the ball or the pitcher's plate. EXCEPTION: Provided it is agreed to by both managers, the umpire prior to the start of a game played in cold weather, may permit the pitcher to blow on his hand.

PENALTY: For violation of this part of this rule, the umpires shall immediately remove the ball from play and issue a warning to the pitcher. Any subsequent violation shall be called a ball. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batsman or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

(2) Expectorate on the ball, either hand or his glove;
(3) Rub the ball on his glove, person or clothing;
(4) Apply a foreign substance of any kind to the ball;
(5) Deface the ball in any manner; or
(6) Deliver a ball altered in a manner prescribed by Rule 8.02(a)(2) through (5) or what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher is allowed to rub the ball between his bare hands.

PENALTY: For violation of any part of this Rule 8.02(a)(2) through (6):

(a) the pitcher shall be ejected immediately from the game and shall be subject to suspension by the league.
(b) If a play follows the violation called by the umpire, the manager of the team at bat may advise the plate umpire-in-chief that he elects to accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.
(c) Even though the team at bat elects to take the play, the violation shall be recognized and the penalties in subsection (a) will still be in effect.
(d) If the manager of the team at bat does not elect to accept the play, the umpire-in-chief shall call an automatic ball and, if there are any runners on base, a balk.
(e) The umpire shall be sole judge on whether any portion of this rule has been violated.

Rules 8.02(a)(2) through 8.02(a)(6) Comment: If a pitcher violates either Rule 8.02(a)(2) or 8.02(a)(3) and, in the judgment of the umpire, the pitcher did not intend, by his act, to alter the characteristics of a pitched ball, then the umpire may, in his discretion, warn the pitcher in lieu of applying the penalty set forth for violations of 8.02(a)(2) through 8.02(a)(6). If the pitcher persists in violating either of those Rules, however, the umpire should then apply the penalty.

(b) Have on his person, or in his possession, any foreign substance. For such infraction of this section (b) the penalty shall be immediate ejection from the game.
(c) Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner.

PENALTY: If, after warning by the umpire, such delaying action is repeated, the pitcher shall be removed from the game.

(d) Intentionally Pitch at the Batter.

If, in the umpire's judgment, such a violation occurs, the umpire may elect either to:

1. Expel the pitcher, or the manager and the pitcher, from the game, or
2. May warn the pitcher and the manager of both teams that another such pitch will result in the immediate expulsion of that pitcher (or a replacement) and the manager.

If, in the umpire's judgment, circumstances warrant, both teams may be officially "warned" prior to the game or at any time during the game.

(League Presidents may take additional action under authority provided in Rule 9.05.)

To pitch at a batter's head is unsportsmanlike and highly dangerous. It should be — and is — condemned by everybody. Umpires should act without hesitation in enforcement of this rule.

8.03 When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed five (5) preparatory pitches to his catcher during which play shall be suspended. A league by its own action may limit the number of preparatory pitches to less than eight preparatory pitches. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm-up, the umpire-in-chief shall allow him as many pitches as the umpire deems necessary.

8.04 When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 12 seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball."

The 12-second timing starts when the pitcher is in possession of the ball and the batter is in the box, alert to the pitcher. The timing stops when the pitcher releases the ball.

The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.

8.05 If there is a runner, or runners, it is a balk when —

(a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery;

If a lefthanded or righthanded pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick-off-play.

(b) The pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw;

(c) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base.

Rule 8.05(c) Comment: Requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk.

A pitcher is to step directly toward a base before throwing to that base, and is required to throw (except to second base) because he steps. It is a balk if, with runners on first and third, the pitcher steps toward third and does not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. It is legal for a pitcher to feint a throw to second base.

(d) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;

(e) The pitcher makes an illegal pitch;

A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box, with runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.

(f) The pitcher delivers the ball to the batter while he is not facing the batter;

(g) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate;

(h) The pitcher unnecessarily delays the game;

(i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch;

(j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;
(k) The pitcher, while touching his plate, accidentally or intentionally has the ball, slip or fall out of his hand or glove;
(l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;
(m) The pitcher delivers the pitch from Set Position without coming to a stop.

PENALTY: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk.

CAL RIPKEN MAJOR 60 FT. DIVISION — PENALTY – The ball is dead, the umpire shall warn the pitcher of the infraction and if the infraction is repeatedly violated, has the authority to remove the pitcher from the game as a pitcher only.

Cal Ripken Major 70 Ft. Division enforces the balk penalty.

APPROVED RULING: In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.

APPROVED RULING: A runner who misses the first base to which he is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.

Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind:

(a) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk.
(b) With a runner on first base the pitcher may make a complete turn, without hesitating toward first and throw to second. This is not to be interpreted as throwing to an unoccupied base.

8.06 A Babe Ruth League shall adopt the following rule pertaining to the visit of the manager or coach to the pitcher:

(a) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning;
(b) A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal;
(c) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat, but;
(d) If a pinch-hitter is substituted for this batter, the manager or coach may make a second visit to the mound, but must remove the pitcher.

A manager or coach is considered to have concluded his visit to the mound when he leaves the 18-foot circle surrounding the pitcher's rubber.

TRIPS TO THE MOUND (All Divisions) — The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the mound AS A PITCHER ONLY.

NOTE — Any pitcher (starter or reliever) may leave the pitcher's position and return as a pitcher provided he was NOT removed from the mound as a result of a second trip.

If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach going to the mound.

Any attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound.

If the coach goes to the mound and removes a pitcher and then the manager goes to the mound to talk with the new pitcher, that will constitute one trip to that new pitcher that inning.

In a case where a manager has made his first trip to the mound and then returns the second time to the mound in the same inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he cannot return to the mound, the manager shall be removed from the game and the pitcher required to pitch to the batter until he is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the game. The manager should be notified that his pitcher will be removed from the game after he pitches to one hitter, so he can have a substitute pitcher warmed up.

The substitute pitcher will be allowed eight preparatory pitches or more if in the umpire's judgment circumstances justify.

9.00 — The Umpire.

9.01 (a) The league president shall appoint one or more umpires to officiate at each league game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

(b) Each umpire is the representative of the league, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.

(c) Each umpire has authority to rule on any point not specifically covered in these rules.

(d) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress the disqualification shall not take effect until no further action is possible in that play.

(e) Each umpire has authority at his discretion to eject from the playing field (1) any person whose duties permit his presence on the field, such as ground crew members, photographers, media members, etc., and (2) any spectator or other person not authorized to be on the playing field.

9.02 (a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decision.

Rule 9.02(a) Comment: Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.

(b) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

(c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it. If the umpires consult after a play and change a call that had been made, then they have the authority to take all steps that they may deem necessary, in their decision, to eliminate the results and consequences of the earlier call that they are reversing, including placing runners where they think those runners would have been after the play, had the ultimate call been made as the initial call, disregarding interference or obstruction that may have occurred on the play; failures of runners to tag up based upon the initial call on the field; runners passing other runners or missing bases; etc., all in the discretion of the umpires. No player, manager or coach shall be permitted to argue the exercise of the umpire's discretion in resolving the play and any person so arguing shall be subject to ejection.

Rule 9.02(c) Comment: A manager is permitted to ask the umpires for an explanation of the play and how the umpires have exercised their discretion to eliminate the results and consequences of the earlier call that the umpires are reversing. Once the umpires explain the result of the play, however, no one is permitted to argue that the umpires should have exercised their discretion in a difference manner.

The manager or the catcher may request the plate umpire to ask his partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing.

Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail.

Baserunners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire.

The ball is in play on appeal on a half swing.

On a half swing, if the manager comes out to argue with first or third base umpire and if after being warned he persists in arguing, he can be ejected as he is now arguing over a called ball or strike.

(d) No umpire may be replaced during a game unless he is injured or becomes ill.

9.03 (a) If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to discharge his duties (usually) behind the catcher, but sometimes behind the pitcher if there are runners.

(b) If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires.

9.04 (a) The umpire-in-chief shall stand behind the catcher. (He usually is called the plate umpire.) His duties shall be to:

(1) Take full charge of, and be responsible for, the proper conduct of the game;

(2) Call and count balls and strikes;
(3) Call and declare fair balls and fouls except those commonly called by field umpires;
(4) Make all decisions on the batter;
(5) Make all decisions except those commonly reserved for the field umpires;
(6) Decide when a game shall be forfeited;
(7) If a time limit has been set, announce the fact and the time set before the game starts;
(8) Inform the official scorer of the official batting order, and any changes in the lineups and batting order, on request;
(9) Announce any special ground rules, at his discretion.

(b) A field umpire may take any position on the playing field he thinks best suited to make impending decisions on the bases. His duties shall be to:
(1) Make all decisions on the bases except those specifically reserved to the umpire-in-chief;
(2) Take concurrent jurisdiction with the umpire-in-chief in calling "Time," balks, illegal pitches, or defacement or discoloration of the ball by any player.
(3) Aid the umpire-in-chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.

(c) If different decisions should be made on one play by different umpires, the umpire- in-chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire-in-chief (unless another umpire may have been designated by the league president) shall determine which decision shall prevail, based on which umpire was in the best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

9.05 (a) The umpire shall report to the league president within 12 hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any trainer, manager, coach or player, and the reasons therefore.

(b) When any trainer, manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager, coach or player, the umpire shall forward full particulars to the league president within four hours after the end of the game.

(c) After receiving the umpire's report that a manager, coach or player has been disqualified, the league president shall impose such penalty as he deems justified, and shall notify the person penalized and the manager of the team of which the penalized person is a member.

GENERAL INSTRUCTIONS TO UMPIRE

Umpires, on the field, should not indulge in conversation with players. Keep out of the coaching box and do not talk to the coach on duty.

Keep your uniform in good condition. Be active and alert on the field.

Be courteous, always, to club officials; avoid visiting in club offices and thoughtless familiarity with officers or employees of contesting clubs. When you enter a ball park your sole duty is to umpire a ball game as the representative of baseball.

Do not allow criticism to keep you from studying out bad situations that may lead to protested games. Carry your rule book. It is better to consult the rules and hold up the game ten minutes to decide a knotty problem than to have a game thrown out on protest and replayed.

Keep the game moving. A ball game is often helped by energetic and earnest work of the umpires.

You are the only official representative of baseball on the ball field. It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first essential in working out of a bad situation is to keep your own temper and self-control.

You no doubt are going to make mistakes, but never attempt to "even up" after having made one. Make all decisions as you see them and forget which is the home or visiting club.

Keep your eye everlastingly on the ball while it is in play. It is more vital to know just where a fly ball fell, or a thrown ball finished up, than whether or not a runner missed a base. Do not call the plays too quickly, or turn away too fast when a fielder is throwing to complete a double play. Watch out for dropped balls after you have called a man out.

Do not come running with your arm up or down, denoting "out" or "safe." Wait until the play is completed before making any arm motion.

Each umpire team should work out a simple set of signals, so the proper umpire can always right a manifestly wrong decision when convinced he has made an error. If sure you got the play correctly, do not be stampeded by players' appeals to "ask the other man." If not sure, ask one of your associates. Do not carry this to extremes, be alert and get your own plays. But remember! The first requisite is to get decisions correct. If in doubt don't hesitate to consult your associate. Umpire dignity is important but never as important as "being right."

A most important rule for umpires is always "BE IN POSITION TO SEE EVERY PLAY." Even though your decision may be 100 percent right, players still question it if they feel you were not in a spot to see the play clearly and definitely.

Finally, be courteous, impartial and firm, and so compel respect from all.

To learn more about the Babe Ruth League National Umpires Association, or to become a member, please visit www.baberuthleague.org

11.00 BABE RUTH BASEBALL TOURNAMENT REGULATIONS

NOTE: TOURNAMENT TEAM ADMINISTRATION FEES

Cal Ripken Baseball Division –
8-Year-Old Tournament Team – $50
9-Year-Old Tournament Team – $50
10-Year-Old Tournament Team – $75
11-Year-Old Tournament Team 70 – $50
12-Year-Old Tournament Team 70 – $75

Babe Ruth Baseball Division –
13-Year-Old Tournament Team – $75
14-Year-Old Tournament Team – $75
13-16-Year-Old Tournament Team – $75
16-18-Year-Old Tournament Team – $200

FOR: CAL RIPKEN, 13-16 & 16-18 DIVISIONS

11.01 LEAGUE ELIGIBILITY

1. Each chartered Babe Ruth League shall be eligible for representation in tournament play provided the league has complied with the following requirements on or before the specified dates:
   a. Rule 0.01 – paragraph 2
   b. Rule 0.01 – paragraph 5
   c. Rule 0.01 – paragraph 6
   d. Rule 0.01 – paragraph 7
   e. Rule 0.04 – paragraph 3
   f. Rule 0.05 – paragraph 1 (a)
   g. Complete compliance with all State, Regional, and World Series rules, regulations, policies, and pre-tournament instructions as established by State and Regional Commissioners, and Babe Ruth League National Headquarters. Failure to comply will result in the removal of the team from the tournament trail and the loss of the opportunity to compete.
2. If a league is divided into two or more divisions, each division shall be represented by a tournament team in tournament competition. Each tournament team shall be selected from a division or a league consisting of not more than ten (10) teams.
3. Authority and responsibility is delegated to State Commissioners to determine tournament eligibility of each individual league based upon Rule 11.01, paragraph 1. Letters of League Eligibility or Non-Eligibility will be forwarded to each registered league and/or division(s) by the State Commissioner. The letter of eligibility can only be issued by the State Commissioner. League eligibility is subject to review by Babe Ruth League, Inc.

11.02 TEAM COMPOSITION

1. Each Cal Ripken Division tournament team may have a maximum of fifteen (15) players, one (1) manager, and three (3) coaches. Each 13-16 and 16-18 Division tournament team may have a maximum of eighteen (18) players, one (1) manager, and three (3) coaches.
   a. Each Cal Ripken tournament team may consist of any fifteen (15) players from the league or division regardless of age or position played during the local league regular season. Each 13-16 and 16-18 tournament team may consist of any eighteen (18) players from the league or division regardless of age or position played during the local league regular season.
   b. Managers and coaches must be selected from registered team rosters from the league in which they manage or coach.

NOTE: At the Cal Ripken Major level, leagues are permitted to field two (2) tournament teams – one Cal Ripken Major/60 team and one Cal Ripken Major/70 team. All Babe Ruth League, Inc., league eligibility rules apply. A team that has entered the Cal Ripken Major/70 tournament trail is not eligible to appear in the Cal Ripken Major/60 tournament and vice versa.

11.03 ELIGIBILITY

1. Players listed on local league regular season team rosters or revisions thereto, which are filed with Headquarters, State Commissioners, and District Commissioners in accordance with Rule 0.04, paragraph 3, shall be eligible for the tournament team.
   a. Due to death, injury, or if a player, manager, or coach leaves on his own accord, he may be replaced upon presentation of written approval from Babe Ruth League, Inc. to the Tournament Director. The replacement player, manager, or coach is eligible beginning at the next level of tournament competition. The player, manager, or coach replaced is not eligible for further tournament competition and replacements must meet all tournament eligibility requirements. Proof of inability of player, manager, or coach to continue must be presented in writing by the league president to Babe Ruth League, Inc.
   b. To be eligible to participate in tournament play, a player, manager, or coach must be listed on the local league regular season team rosters by June 1 and on tournament team rosters.
2. The last tournament game played shall, at any time upon discovery, be forfeited for the use of an ineligible player.
3. Babe Ruth & Cal Ripken World Series - IMPORTANT: All members of the official roster must report at their designated team report time (local time of the World Series) on the scheduled day of travel. Players and coaches on the official roster not arriving to participate in the World Series without written approval from Babe Ruth League Headquarters prior to traveling to the site. PENALTY: Any player, replacement player, manager or coach who violates this rule shall be ineligible to participate.

NOTE: Babe Ruth League strongly recommends each league take a full roster of players into tournament competition. Players, manager and coaches may be replaced between tournament levels, but a league may not add players after submitting a team roster at the first level of tournament play. At no time is it permissible for a player to appear on more than one "active/participating" tournament team roster in the same year.

11.04 DOCUMENTS

1. The tournament team manager must place in the custody of the tournament officials the following documents prior to the start of competition:
   a. Acord Certificate of Coverage of Group Accident Insurance Policy.
   b. Acord Certificate of Coverage of league's Commercial General Liability Insurance Policy.
   c. Official Tournament Team Roster certified and signed by the League President. All coaches printed on an Official SportsEngine roster are considered Eligible for completing a National Background Check, Abuse Prevention Training, and Coach Education Certification as per Rule 0.04 #4.
   d. Babe Ruth League, Inc. Letter of Tournament Eligibility Form.
   e. Consent For Treatment Form (Starting at State level of play).
   f. A color team photograph with identification must be printed and place one copy in your team's credentials.

NOTE: These documents must stay in the possession of the Tournament Director during each tournament level. These same documents shall accompany the team as they advance in tournament competition. Failure to produce the required documentation can result in the disqualification and elimination of a player, team, or league from tournament play.

11.05 BABE RUTH TOURNAMENT RULES

1. All Babe Ruth Tournament Rules and Regulations are in addition to Official Babe Ruth League Rules 1.00 through 9.05.
2. a. Each District, Area, State, and Regional Tournament game must be played in the presence of the Tournament Director and Protest Committee. No tournament team shall start play in the absence of said Director and Committee.
   b. All umpires are required to be a Babe Ruth League, Inc. National Umpire Association members to officiate District, State, Regional and World Series.
3. District, Area, State, and Regional tournament competition shall be decided by using either a double elimination or a pool play format. The official tournament brackets issued by Babe Ruth League, Inc. for double elimination or pool play formats must be used. World Series competition, will use a pool play format with teams advancing to a single elimination bracket to determine the World Series Champion.
4. **Tournament Pitching Rules –** These pitch count limitations will apply to all tournament games played in District, Area, State, Regional, and World Series competition. **For the local league season, leagues are still permitted to use pitching limitations as defined in Rule 0.06 and under Local League Options – Pitch Count.**

   There are no limitations on the number of innings a pitcher may pitch in a tournament (bracket or pool play) game subject to the following pitch-count limitations:

   Tournament Pitching Rest Requirements:

AGE DIVISION	DAILY MAX (PITCHES IN DAY)	REST PERIOD		
		0 Days	1 Days	2 Days
8-9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+
13-16	95	1-45	46-75	76+
16-18	105	1-45	46-75	76+

   a. **Cal Ripken 8-9-10** – A pitcher shall not deliver more than 75 pitches in the same game or on the same day. Exception: If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out.
   b. **Cal Ripken 11-12** – A pitcher shall not deliver more than 85 pitches in the same game or on the same day. Exception: If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out.
   c. **Babe Ruth 13-16** – A pitcher shall not deliver more than 95 pitches in the same game or on the same day. Exception: If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out.
   d. **Babe Ruth 16-18** – A pitcher shall not deliver more than 105 pitches in the same game or on the same day. Exception: If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out.

NOTE: The required rest period is one or two full calendar days, not 24 or 48 hours.

e. **Intentional Walk Rule** – An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball- and strike-count. Time is called and the ball shall be declared dead before making the award, only count actual pitches thrown to a batter.

f. The pitch count is determined by the age group of the tournament regardless of the player's league age. For example, a 12-year-old swing player participates and pitches on a 13-year-old tournament team. The pitch count that will be used for this situation is the 13-16-year-old tournament pitch count. Same would apply to any swing player that participates on a 16-18-year-old tournament team.

g. All pitchers must adhere to the pitch-count rest requirements.

h. In a game suspended by darkness, weather, or other causes and resumed on a following calendar day, the pitcher at the time the game was halted may continue to the extent of their pitching eligibility on the day that the game resumes provided there was no other game played by the team before the resumption of the suspended game. The pitches thrown count towards the day the game was started. The pitcher of record may pitch the resumed game the following day. All players who have pitching eligibility on the day the game is resumed are eligible to pitch.

i. Games in which an ineligible pitcher has been used, as specified in paragraph 4, shall be declared forfeited. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Tournament Officials are urged to take precautions to prevent forfeits.

j. All players have full pitching eligibility at the beginning of each level (District, State, Area, Regional and World Series) of tournament competition.

Example 1 – In a Cal Ripken 10-Year-Old District Tournament, Team A is playing a double header on Saturday. The pitcher for Team A (Jones) has his daily maximum of 75 pitches available. In the first game on Saturday for Team A, Pitcher Jones throws 42 pitches before the manager removes Pitcher Jones from the first game. In the second game of the double header on Saturday, Pitcher Jones is available to pitch 33 pitches – his maximum Pitch Count per Day. (If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out).

Pitcher Jones pitched a total of 75 pitches between the two games on Saturday and would require 2 calendar days of rest and would not be eligible to pitch again until Tuesday.

Example 2 – In a Cal Ripken Major 70 State Tournament Game, Pitcher Smith has his daily maximum of 85 pitches available. Pitcher Smith pitches a complete game and pitches a total of 84 pitches. Pitcher Smith would require 2 calendar days of rest before pitching in another tournament game.

Example 3 – In a Babe Ruth 14-Year-Old State Tournament, Team A is playing a double header on Saturday. Pitcher Smith has his daily maximum of 95 pitches available. Pitcher Smith throws a total of 55 pitches in the first game and does not pitch in the 2nd game of the double header on Saturday. Since Pitcher Smith pitched a total of 55 pitches on Saturday, Pitcher Smith needs one calendar day of rest and would be not available to pitch again until Monday.

Example 4 – In a Babe Ruth 16-18 State Tournament Game, Pitcher Ryan has his daily maximum of 105 pitches available. Pitcher Ryan comes in for relief and pitches a total of 28 pitches. Pitcher Ryan requires no days of rest and has full pitching eligibility the next day or game that his team plays. If Pitcher Ryan's team plays a second game on the same day and Pitcher Ryan comes in for relief or starts the game, he can only pitch 77 pitches in the second game he plays on that day.

Official Pitch Count Record

a. The Tournament Director must designate the scorekeeper or another game official as the official pitch count statistician. The pitch count statistician shall record all pitches as defined in the rule book in addition to any pitches delivered to the batter ruled a "no pitch" by the umpire (Rule 8.01d). Any ball thrown to a batter that is delivered after an umpire calls time shall not be counted as a pitch.

b. The pitch count statistician must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager has the ultimate responsibility for knowing when his pitcher must be removed to meet the rest requirements above.

c. The official pitch count statistician should inform the umpire-in-chief when a pitcher has delivered his maximum limit of pitches for the game, as noted above. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count statistician to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his responsibility to remove a pitcher when that pitcher is no longer eligible.

5. Trips to the mound – Refer to Official Baseball Rule 8.05 with the following exception: The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game **as a pitcher only**.

6. All Cal Ripken Division tournament games shall be six (6) completed innings, unless the home team leads at the end of 5½ innings of play. In the event that a game is suspended before completion, it shall be completed from the point of discontinuance.

   All 13-16 and 16-18 tournament games shall be seven (7) completed innings, unless the home team leads at the end of 6½ innings of play. In the event that a game is called before completion, it shall be completed from the point of discontinuance.

7. At the start of each extra inning, a runner is placed on second base- the runner will be the last recorded batter of the previous inning. Any eligible player may be substituted for this runner and is subject to the substitution rule (3.04). This format play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

8. Any Cal Ripken Division District, Area, State, Regional or World Series tournament game must be terminated immediately once becoming regulation (3½ or 4 innings) if one team is ahead by ten (10) or more runs and has had equal times at bat, or the home team is leading.

   Any Cal Ripken Division District, Area, State, Regional or World Series tournament games must be terminated immediately if one team is ahead by fifteen (15) or more runs after two and half (2½) or three (3) innings and has had equal times at bat, or the home team is leading.

   Any 13-16 or 16-18 Division District, Area, State, Regional or World Series tournament game must be terminated immediately once becoming regulation (4½ or 5 innings) if one team is ahead by ten (10) or more runs and has had equal times at bat, or the home team is leading.

   Any Babe Ruth 13-16, 16-18 Division tournament games must be terminated immediately if one team is ahead by fifteen (15) or more runs after three and half (3½) or four (4) innings and has had equal times at bat, or the home team is leading.

9. Babe Ruth League, Inc. will allow re-entry of already used players if all substitutes have been used and an injury occurs or a player is ejected. Selection of this substitute must be made by the opposing manager. This type of re-entry can only take place when an injury prevents a player from continuing in the game or a player is ejected. The injured or ejected player, once removed from the game, cannot re-enter.

10. District, State, and Regional Commissioners or their designated representatives shall appoint Protest Committees, composed of at least three members, to be present at all tournament games. A manager must immediately claim a violation of a rule at which time play will be suspended until the Protest Committee has made its decision. The Protest Committee's decision will be final. No protest, except on player eligibility, as defined in Rule 0.07, will be honored after a game has been completed. (All protests concerning player eligibility must be presented in writing from the protesting league president with clear indication of proof for the protest.) Video will not be accepted or viewed by tournament staff or umpire.
11. No byes shall be allowed in Babe Ruth League, Inc. tournaments after the first round of play.
12. No tournament team shall play in more than two tournament games per day without written permission from Babe Ruth League, Inc., the Regional Commissioner and the State Commissioner.
13. The Designated Hitter (DH) Rule 6.10 and Courtesy Runner Rule 3.04, a are allowed in the 13-16 and 16-18 Division.

DETERMINATION OF POOL PLAY STANDINGS

When competition begins with pool play format, each division will play a pool play schedule as determined by the Commissioner under whose jurisdiction the tournament falls.

At the end of the pool play schedule, a predetermined number of teams from each division will advance to the single-elimination competition. Participating teams will be advised, in writing, prior to the start of tournament competition how many teams will advance to the single-elimination round. Teams will be seeded at the beginning of a single-elimination competition according to the position they finished in pool play.

Pool play standings will be determined as follows:

1) WIN - LOSS RECORD

The tiebreakers are used in order to advance or seed ONE or more teams at a time. Each time a tie is broken to advance one or more teams, leaving a tie between two or more teams, the situation reverts to criterion #2. (Head-to-head results).

If tied:

2) RESULTS OF HEAD-TO-HEAD COMPETITION

Example: Three teams are tied with identical records for the first place at the end of pool play. Teams A, B, and C played against each other once in pool play. Team A won all of its games against Team B and Team C during pool play. Result – Team A advances, which then creates a two-way tie between Team B and Team C. That tie then is broken by reverting to criterion #2.

If still tied:

3) FEWEST RUNS GIVEN UP

If the results of the head-to-head match-up(s) of the teams that are involved in the tie cannot break the tie (because no team defeated each of the other teams in the tie each time that they played, or because no team has defeated all of the other teams involved in the tie, or because the teams involved in the tie did not play one another during pool play), then the tie is broken using criterion #3. The remaining teams' tie is broken by reverting to criterion #2.

If still tied:

4) RUN DIFFERENTIAL WITH A MAXIMUM OF 10 PER GAME

In the event that a tie is created by virtue of a forfeited game, and the tie cannot be broken by criterion #2 or #3, the order of criteria #3 and #4 will be reversed and applied to the tie. Since the number of runs

which might have been scored during the game may have affected the fewest runs allowed standing (and the awarding of the forfeit gives the "winning team" no additional runs given up), this order will better adjust for that situation.

If still tied:

5) COIN FLIP

All coin flips are governed by tournament jurisdiction as determined in Rule 11.06. If the results of the run differential with a maximum of 10 per game of the teams involved cannot break the tie, the tie is broken using a coin flip. In the event of 3 or more teams tied, a coin shall be assigned to each team. The coin landing on the opposite side as the others advances. If all coins land on the same side, teams must re-flip. The remaining teams' tie is broken by reverting to criterion #2.

11.06 JURISDICTION

1. All District tournaments shall be under the jurisdiction of the District Commissioner. Tournament Directors may be appointed by the District Commissioner, however, they remain under the jurisdiction of the District Commissioner.
2. All State tournaments shall be under the jurisdiction of the State Commissioner. Tournament Directors may be appointed by the State Commissioner, however, they remain under the jurisdiction of the State Commissioner.
3. All Regional tournaments shall be under the jurisdiction of the Regional Commissioner. Tournament Directors may be appointed by the Regional Commissioner, however, they remain under the jurisdiction of the Regional Commissioner.
4. The team winning the District Championship shall compete with the other District Champions along with all qualified or invitational teams as approved by the respective (State, Regional, or National) Commissioner in charge within the State to determine the State Champion.

NOTE: Where Area competition takes place, Area Champions will compete with other Area Champions to determine the State Champion.

5. The team winning the State Championship shall compete with the other State Champions within the Region to determine the Regional Champion along with all qualified or invitational teams as approved by the respective (State, Regional, or National) Commissioner in charge.
6. The team winning the Regional Championship shall compete with the other Regional Champions to determine the World Series Champion along with all qualified or invitational teams as approved by the respective (State, Regional, or National) Commissioner in charge.
7. A league may have a host team in the State or Regional tournament. A host team will be ineligible automatically for a bye in the tournaments where it is the Host, and World Series. A Babe Ruth or Cal Ripken league that has two divisions and is hosting a District, State or Regional Tournament MUST declare which division will be considered the host prior to the start of District tournaments.

   The host teams for all Divisions of baseball having received eligibility approval from Babe Ruth League, Inc., and at their league president's discretion, shall be eligible to enter official tournament competition beginning at the District tournament level.

   If a State or Regional host team participates in an official tournament trail competition prior to its first game as host team and wins, both it and the second-place team will advance to the next level. If the host team loses in an official tournament-trail competition prior to its first game as host team, it will be eligible to participate as the host.

NOTE: (All Divisions) A host league is given the option of having one or two tournament teams – one as the host and the other to compete through the regular tournament competition bracket.

8. Tournament rules and regulations as may be deemed advisable to meet with local conditions may be established by District Commissioners, State Commissioners, or Regional Commissioners, as long as said rules and regulations are not in conflict with Babe Ruth League, Inc. Rules and Regulations. Babe Ruth League National Headquarters, including all District, State, and Regional Commissioners, shall have authority to establish tournament rules, regulations, and policies requiring strict adherence by leagues and tournament teams during the Babe Ruth League tournament trail. The World Series will be under the jurisdiction of Babe Ruth League, Inc.

9. All leagues, teams and players participating in the Babe Ruth League tournament trail and World Series in addition to all eligibility rules will be required to adhere to all pre-tournament correspondence and instructions. This includes but is not limited to team housing, travel dates, tournament fees, branding, sponsorship, uniforms, equipment and signed league agreements with deadlines. Failure to comply will result in the removal of the team from the tournament trail.

10-AND-UNDER TOURNAMENTS

1. All 10-and-Under tournaments must be staged under the Cal Ripken Major/60 Tournament rules with the exception of Rules 5.09(h), 6.09(b) dropped 3rd strike, 7.04(a), 7.07, and 8.05 a-m (balk rules).

NOTE: Any 10-and-Under player listed on a local league regular Cal Ripken Major or Minor team roster is eligible for 10 and under tournament play provided he meets all other eligibility requirements.

8-YEAR-OLD MACHINE PITCH RULES
(Used in Cal Ripken Invitational World Series)

TIME LIMIT - One hour, and 30 minutes (1:30), or six (6) innings, whichever comes first. In the event of a tie, the games will continue until there is a winner. In the Championship Games, there is No Time Limit.

BUNTING - Bunting is allowed in "Machine Pitch." However, NO FAKE BUNTING IS ALLOWED. If the batter offers to bunt, then the batter must bunt the ball or pull the bat back to take the pitch. If the batter offers to bunt, pulls the bat back, and then swings at the pitch, the batter will automatically be declared out by the umpire.

BASE STEALING - Base stealing is not permitted in Rookie Machine Pitch.

OUTFIELDERS - There will be four (4) outfielders. All outfielders must remain in the grass area of the outfield. They cannot be positioned in the infield at any time. This means there will be ten

(10) batters in the line-up.

EXTRA PLAYER (EP) - An Extra Player (EP) can be used as the 11th batter. If a team elects this option, it must start and finish the game with the EP or the game is a forfeit. Both teams in a game are not required to use the EP.

15-RUN RULE - Any Cal Ripken Division tournament game must be terminated immediately if one team is ahead by fifteen (15) or more runs after two and one half (2½) or three (3) innings and has had equal times at bat.

10-RUN RULE - Any Cal Ripken Division tournament game must be terminated immediately once becoming regulation (3½ or 4 innings) if one team is ahead by ten (10) or more runs and has had equal times at bat. Or the home team is leading.

Spring-loaded portable pitching machine - Speed: 43 MPH. The speed is established when ball crosses home plate. The front two legs of the pitching machine are placed in front of the pitching rubber.

The player that assumes the pitcher's position must remain within the 5 foot radius circle, behind the machine, and on one side or the other, until the ball is hit. If a pitcher violates these requirements, then (1) the play will stand, even if the pitcher is involved in the play, and (2) the umpire(s) will warn the violating pitcher's manager that if the same pitcher violates one of both requirements again, the player will be removed from the pitcher's position. The player can assume another position, but cannot re-enter as a pitcher in that game.

If a batted fair ball hits any part of the pitching machine without touching any defensive player, the ball is immediately dead. The batter will be awarded first base. All other runners return to the base they last occupied before the ball was hit, unless forced to advance as a result of the batter being awarded first base. If a batted fair ball is first touched by a defensive player and then hits any part of the pitching machine, it is a live ball. If a thrown ball hits any part of the pitching machine, it is a live ball.

The catcher takes the normal position in full gear. Catcher catches the ball - gives the ball to the plate umpire - the umpire puts the ball in the bucket - the catcher DOES NOT throw the ball back to the player on the field.

Each batter receives a maximum of four (4) pitches. If the batter strikes out, or if the ball has not been hit into play after four pitches, the batter is out. (If in the umpire's judgment the machine delivers a ball out of the strike zone, a "no pitch" will be called unless the batter swings, in which case it will be called a strike.) NO INTENTIONAL WALKS.

If the batter fouls the fourth (4th) pitch, the batter will receive pitches if the batter continues to foul pitches. (Note: Any foul bunt after two strikes is an out.) The batter is out if a batter swings on a third strike and misses the ball.

HIT BY PITCH - If the batter is hit by a pitch from the pitching machine, the batter will be awarded first base.

INFIELD FLY RULE - There is NO infield fly rule.

8-YEAR-OLD COACH PITCH RULES
(Used in Cal Ripken Invitational World Series)

TIME LIMIT - One hour, and 30 minutes (1:30), or six (6) innings, whichever comes first. In the event of a tie, the games will continue until there is a winner. In the Championship Games, there is No Time Limit.

BUNTING - Bunting is allowed in "Coach Pitch." However, NO FAKE BUNTING IS ALLOWED. If the batter offers to bunt, then the batter must bunt the ball or pull the bat back to take the pitch. If the batter offers to bunt, pulls the bat back, and then swings at the pitch, the batter will automatically be declared out by the umpire.

BASE STEALING - Base stealing is not permitted in Rookie Coach Pitch.

OUTFIELDERS - There will be four (4) outfielders. All outfielders must remain in the grass area of the outfield. They cannot be positioned in the infield at any time. This means there will be ten (10) batters in the line-up.

EXTRA PLAYER (EP) - An Extra Player (EP) can be used as the 11th batter. If a team elects this option, it must start and finish the game with the EP or the game is a forfeit. Both teams in a game are not required to use the EP.

15-RUN RULE - Any Cal Ripken Division tournament game must be terminated immediately if one team is ahead by fifteen (15) or more runs after two and one half (2½) or three (3) innings and has had equal times at bat.

10-RUN RULE - Any Cal Ripken Division tournament game must be terminated immediately once becoming regulation (3½ or 4 innings) if one team is ahead by ten (10) or more runs and has had equal times at bat. Or the home team is leading.

PITCHING LINE

a. There shall be a line drawn forty (40) feet from the apex of home plate to establish the minimum forward point for the pitcher (Coach).

PITCHING CIRCLE

a. The pitcher's mound shall serve as the Pitching Circle. The defensive player listed as the pitcher shall not leave the pitching circle (the pitcher's mound) until the ball is hit, unless the batter squares around to bunt. Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

COACH PITCH MECHANICS

a. The pitching coach shall keep one foot on or straddle the pitcher's line.
b. The pitching coach may pitch anywhere along the pitching line from 40 feet to 42 feet pitching circle.
c. The pitching coach, either standing or from the knee, shall deliver the pitch overhand and at a velocity that creates a flat-pitch to the batter (no lobbing or underhand pitches).
d. The pitching coach shall not verbally or physically coach while in the pitching position. The pitching coach may instruct the batter while in the box, but may not after the ball is put in play.
e. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. If a coach violates this rule before the ball is pitched, first offense is a warning; second offense is removal of the coach as the pitcher for the remainder of the game.
f. The catcher takes a normal position in full gear and returns the ball to the coach-pitcher after each pitch (live-ball situations excepted).

The player that assumes the pitcher's position must remain within the 5 foot radius circle, behind the Coach, and on one side or the other, until the ball is hit. If a pitcher violates these requirements, then (1) the play will stand, even if the pitcher is involved in the play, and (2) the umpire(s) will warn the violating

pitcher's manager that if the same pitcher violates one of both requirements again, the player will be removed from the pitcher's position. The player can assume another position, but cannot re-enter as a pitcher in that game.

If a batted fair ball hits any part of the pitching Coach without touching any defensive player, the ball is immediately dead. The batter will be awarded first base. All other runners return to the base they last occupied before the ball was hit, unless forced to advance as a result of the batter being awarded first base. If a batted fair ball is first touched by a defensive player and then hits any part of the pitching Coach, it is a live ball. If a thrown ball hits any part of the pitching Coach, it is a live ball.

Each batter receives a maximum of four (4) pitches. If the batter strikes out, or if the ball has not been hit into play after four pitches, the batter is out

NO INTENTIONAL WALKS.

If the batter fouls the fourth (4th) pitch, the batter will receive pitches if the batter continues to foul pitches. (Note: Any foul bunt after two strikes is an out.) The batter is out if a batter swings on a third strike and misses the ball.

HIT BY PITCH - If the batter is hit by a pitch from the Pitching Coach, the batter will not be awarded first base.

INFIELD FLY RULE - There is NO infield fly rule.

12.00 BABE RUTH LEAGUE, INC. POWERS OF DISTRICT, STATE AND REGIONAL COMMISSIONERS

1. Leagues chartered/franchised as leagues of Babe Ruth League, Inc., shall thereby be subject to the powers and jurisdiction of the District, State and Regional Commissioners and the District, State and Regional organizations within whose territorial limits such leagues exist and operate.
2. State organizations shall constitutionally establish Districts encompassing a certain number of leagues which can be directly and satisfactorily administered by a duly elected District Commissioner. Biennial District-wide meetings shall be held to elect District Commissioners. Each League within the District shall be entitled to one voting representative at such meeting to be held prior to October 1 of each odd-numbered year. Minutes indicating proof of election of District Commissioner and financial statements must be received by State Commissioner and Babe Ruth League, Inc. no later than November 1.
3. Biennial State meetings shall be held to elect State Commissioners and establish State organizations. Each District Commissioner shall be entitled to one vote at such meetings to be held prior to October 1 of each odd-numbered year. Minutes indicating proof of election of State Commissioner and financial statement for fiscal year must be received by the Regional Commissioner and Babe Ruth League, Inc. no later than November 1.
4. Regional Commissioner nominations and election procedures shall be followed as set forth in the International Constitution and By-Laws. The International Board of Directors shall elect, biennially, by October 15, eight (8) Regional Commissioners.
5. Babe Ruth League, Inc. must approve and certify all District, State and Regional Commissioners and shall have the power to remove any Commissioner with or without cause. Babe Ruth League Headquarters reserves the right to appoint any Commissioner position in the best interest of Babe Ruth League, Inc.
6. Annual State fees may be established. State fees, as well as any other league or team assessments, must be submitted and approved in writing by the Regional Commissioner and Babe Ruth League, Inc.
7. The State Commissioners may formulate, in conjunction with their committees, such rules and regulations and territorial and jurisdictional limits not in conflict with Babe Ruth League, Inc. Rules and Regulations as will enable said Commissioners to better conduct their organizations and govern leagues existing and operating within their territorial limits. Babe Ruth League, Inc. shall pass final approval on all State rules, regulations and policies.
8. State Commissioners, Regional Commissioners, and Babe Ruth League, Inc. shall have the power to suspend any official, manager, coach, player, sponsor, team or league violating District, State, Regional, or Babe Ruth League, Inc. Rules and Regulations. Such suspension will be subject to official review by Babe Ruth League, Inc.
9. District Commissioners shall function as direct representatives of the State Commissioner and Babe Ruth League, Inc. in relation to administration of leagues within their District and shall enforce all rules, regulations, and directives as issued by the State Commissioner and Babe Ruth League, Inc.
10. Reports and correspondence concerning District, State and Regional activities such as minutes of meetings, financial statements, etc. must be submitted to Babe Ruth League, Inc. immediately following said meetings. In addition, copies of District correspondence must be sent to State and Regional Commissioners. State correspondence must also be sent to the Regional Commissioner as well as Babe Ruth League, Inc.
11. Babe Ruth League National Headquarters, including all District, State, and Regional Commissioners, shall have authority to establish tournament rules, regulations and policies requiring strict adherence by leagues, and tournament teams during the Babe Ruth League tournament trail.

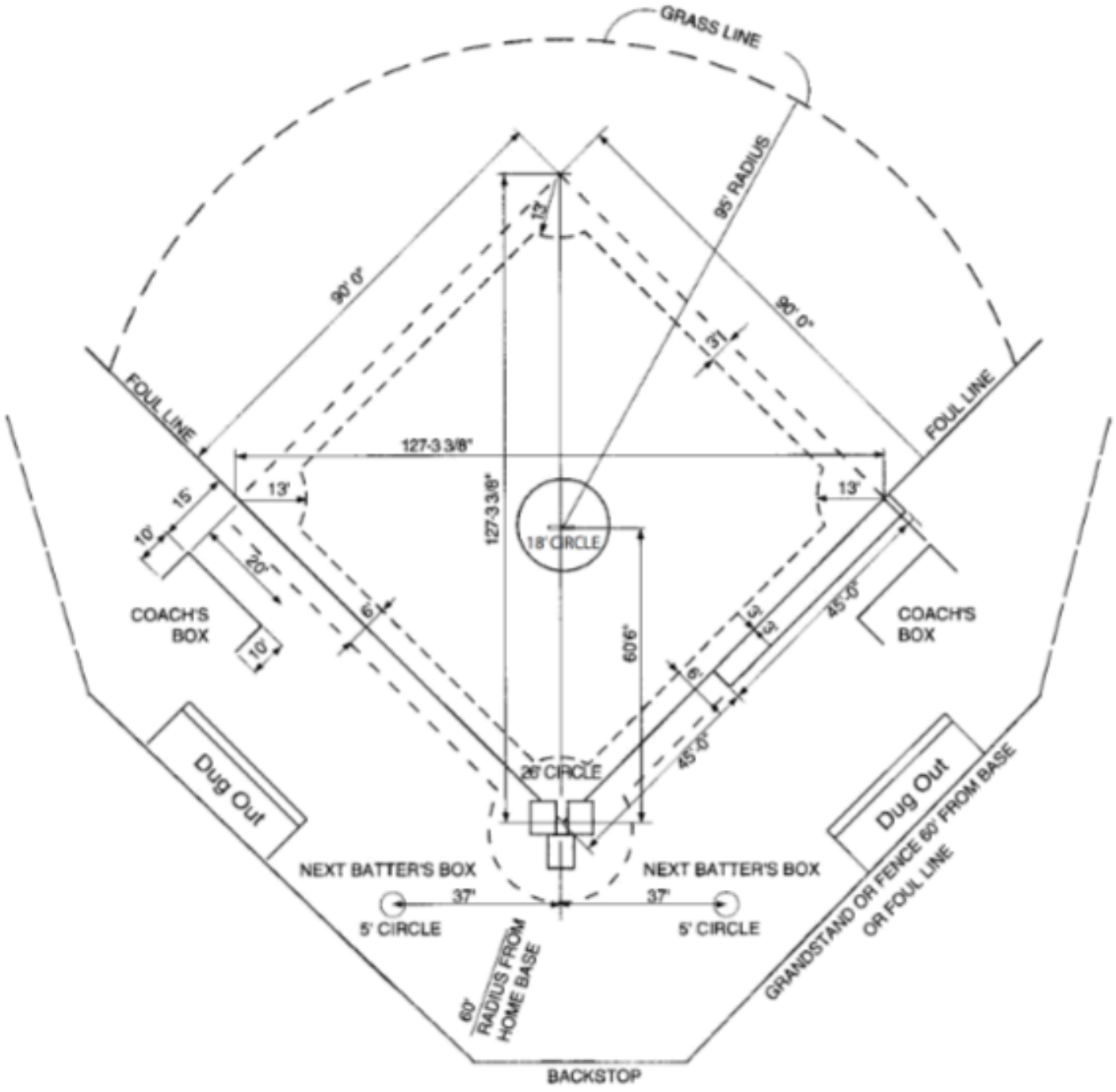


DIAGRAM NO. 1

LEGEND

- BATTER'S BOX, CATCHER'S BOX, FOUL LINE, PITCHER'S PLATE, COACH'S BOX
- NEXT BATTER'S BOX
- BASE LINES
- GRASS LINES

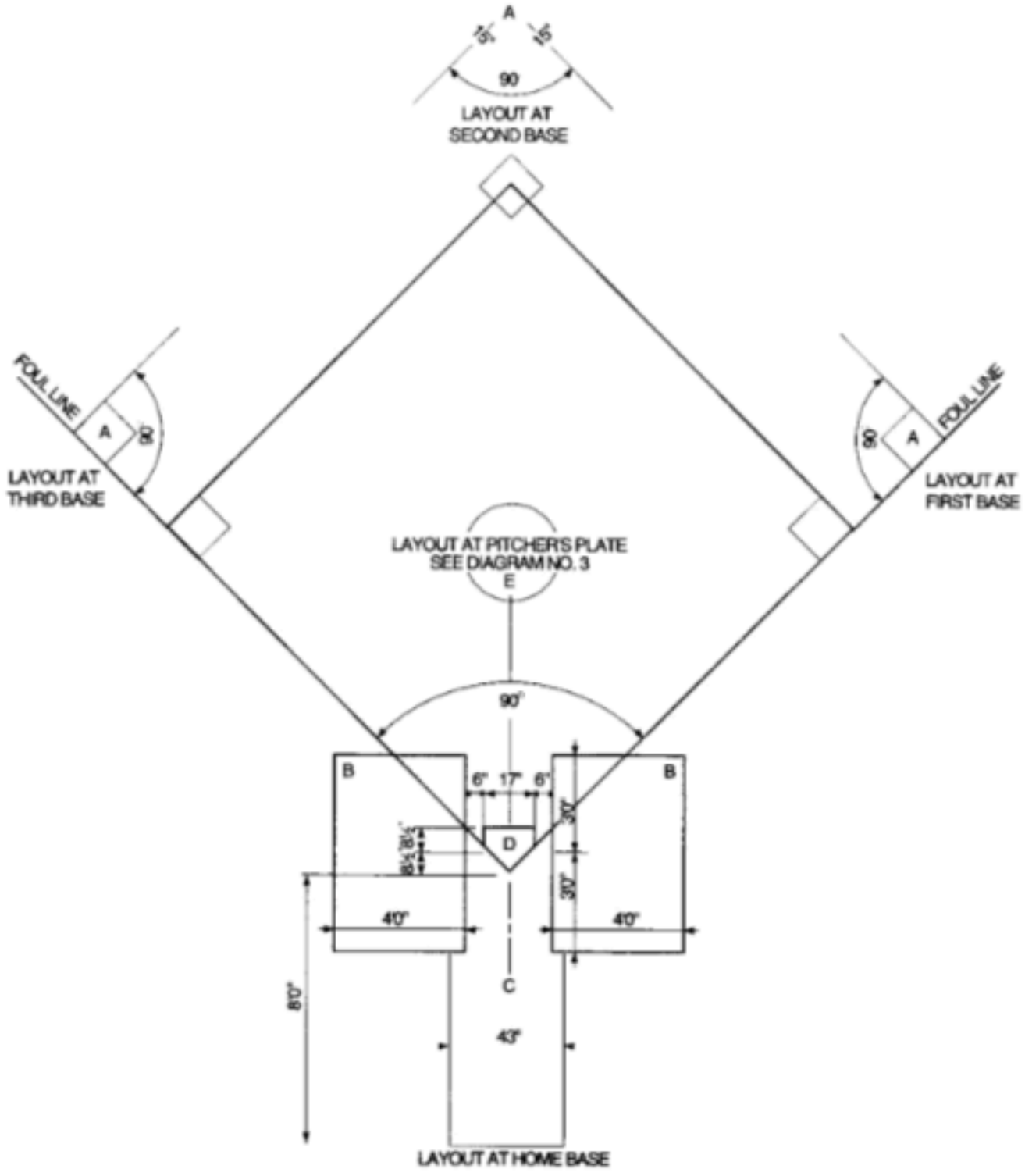


DIAGRAM NO. 2

LEGEND

A 1st, 2nd, 3rd BASES
B BATTER'S BOX
C CATCHER'S BOX
D HOME BASE
E PITCHER'S PLATE

BABE RUTH LEAGUE, INC.
13-16 & 16-18 DIVISIONS

Suggested Layout of Pitching Mound

This Diagram No. 3 supplements and, in cases of difference, supersedes Diagram No. 2.

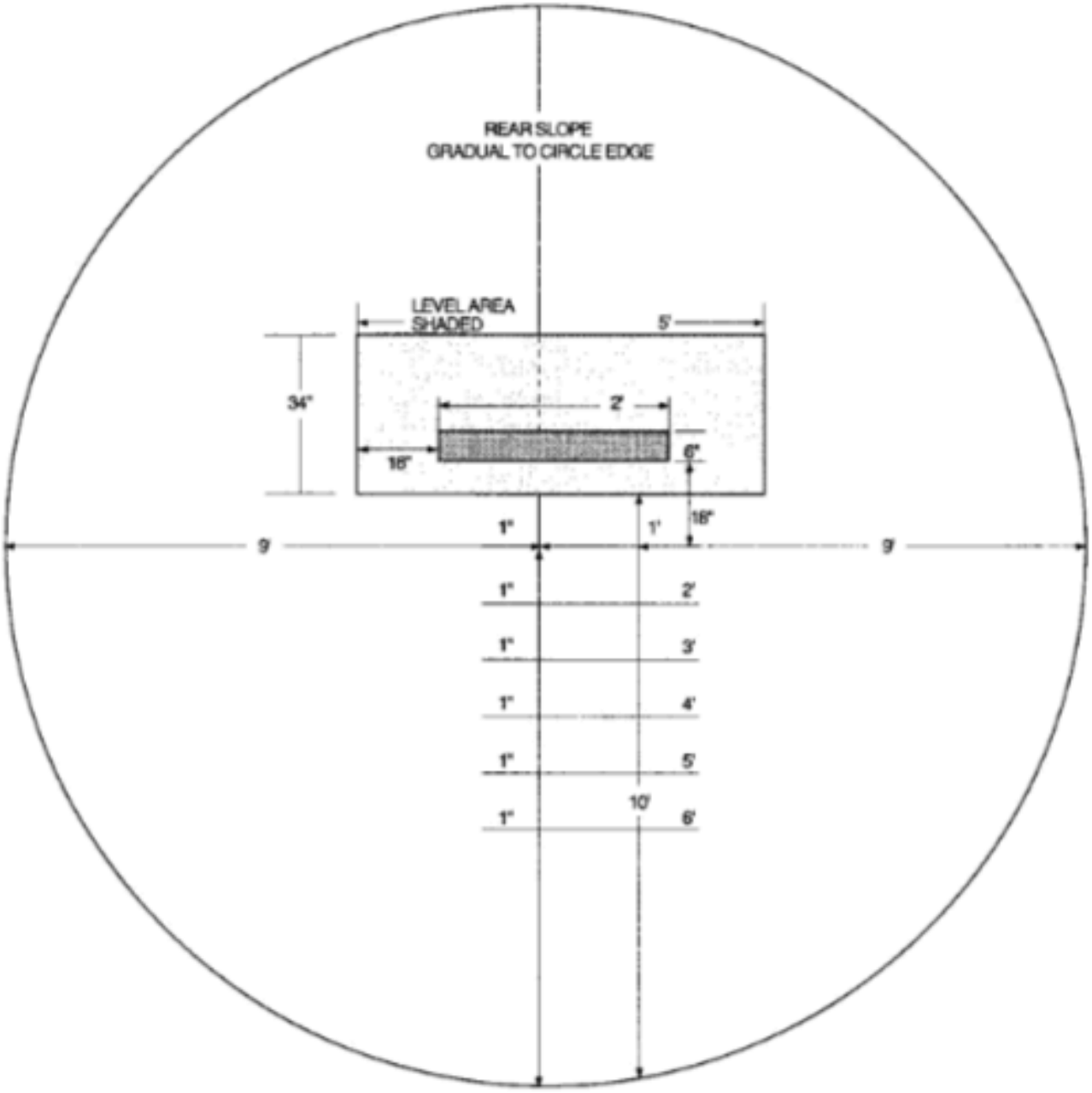


DIAGRAM NO. 3

Pitching Mound—An 18' diameter circle, center of which is 59' from back of home plate.

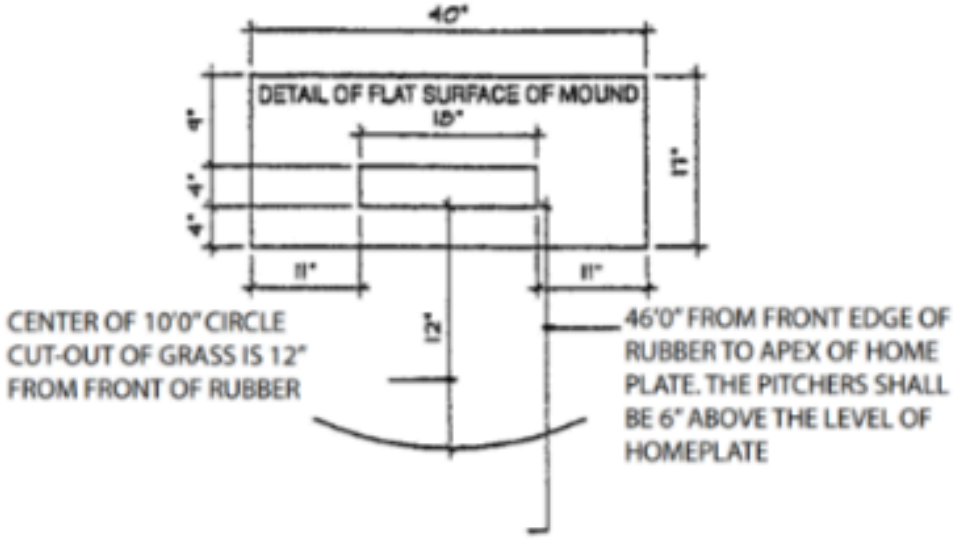
Locate front edge of rubber 18" behind center of mound.

Front edge of rubber to back point of home plate, 60'6".

Slope starts 6" from front edge of rubber.

The degree of slope from a starting point 6" in front of the pitcher's plate to a point 6' toward home plate shall be 1" to 1', and such degree of slope shall be uniform.

Level area surrounding rubber should be 6" in front of rubber, 18" to each side and 22" to rear of rubber. Total level area 5' x 34".



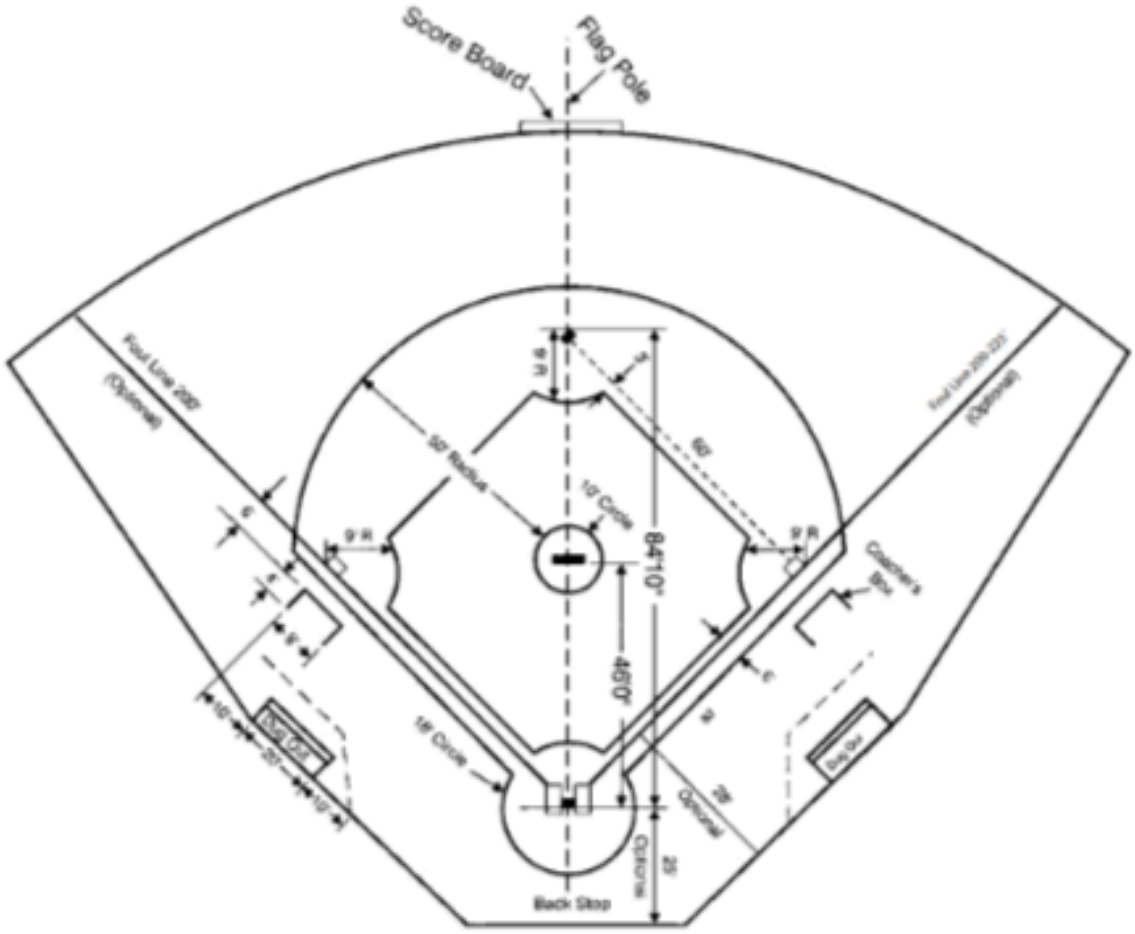


DIAGRAM NO. 4

CAL RIPKEN 60 FT DIVISION
FIELD LAYOUT

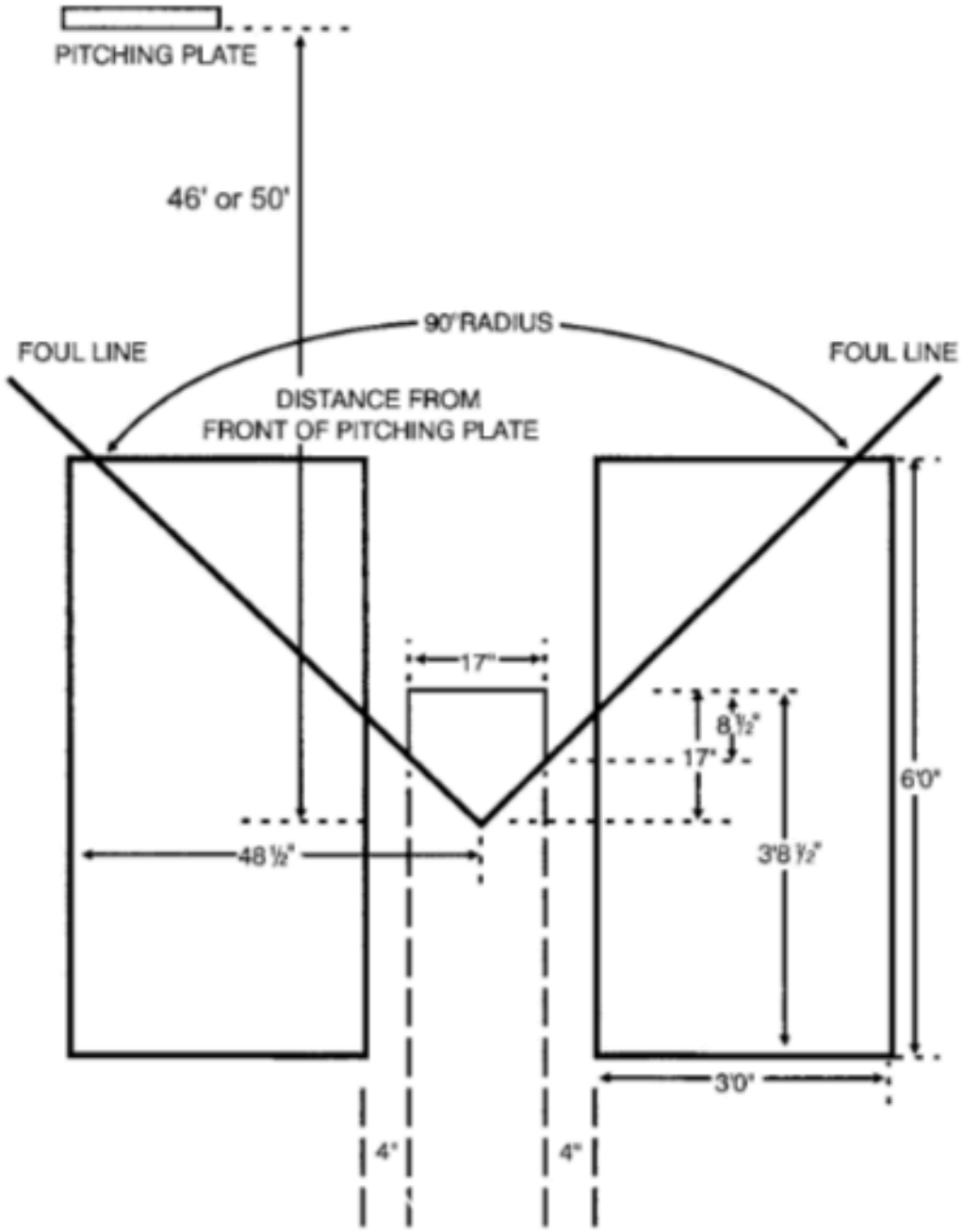
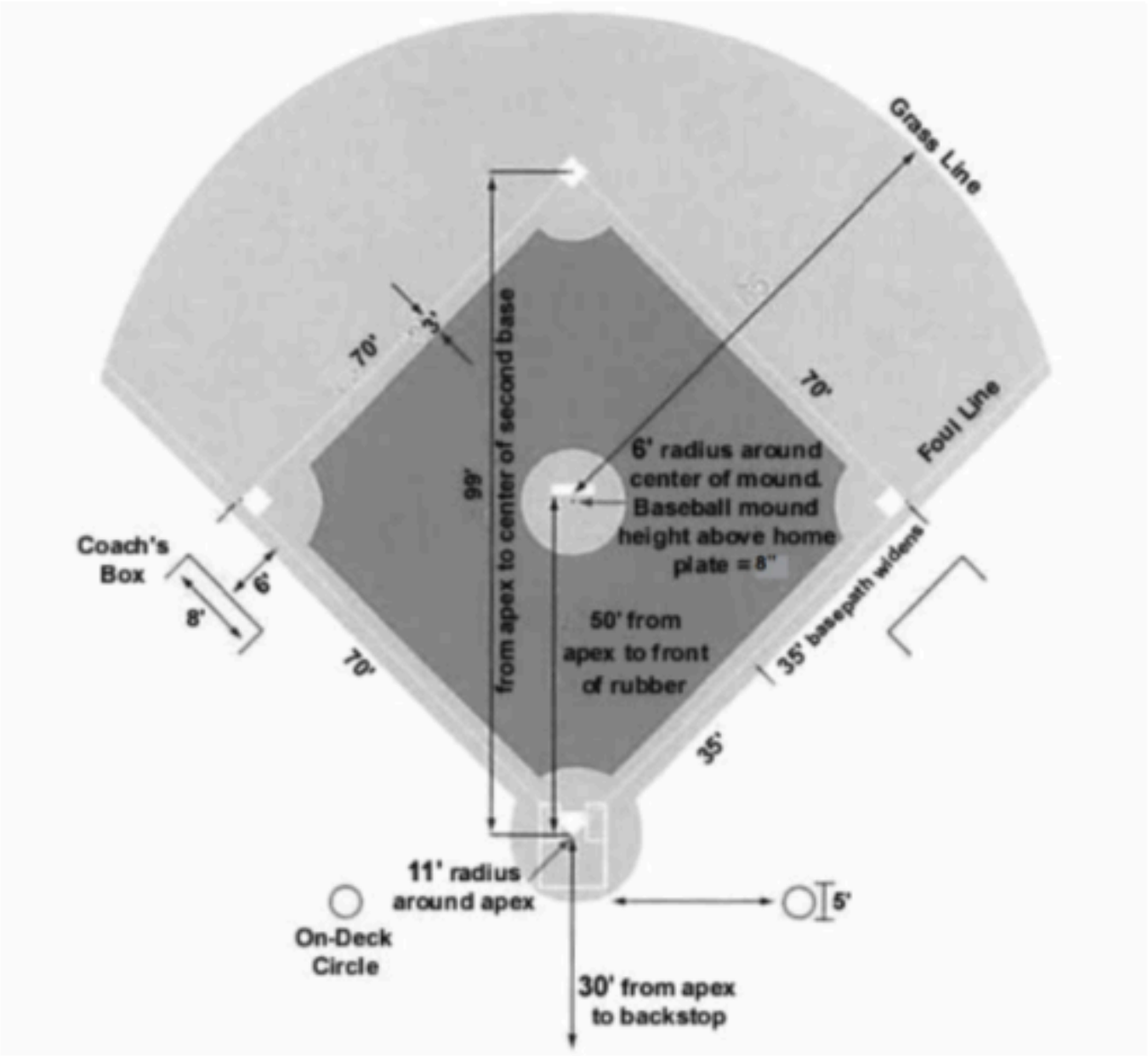


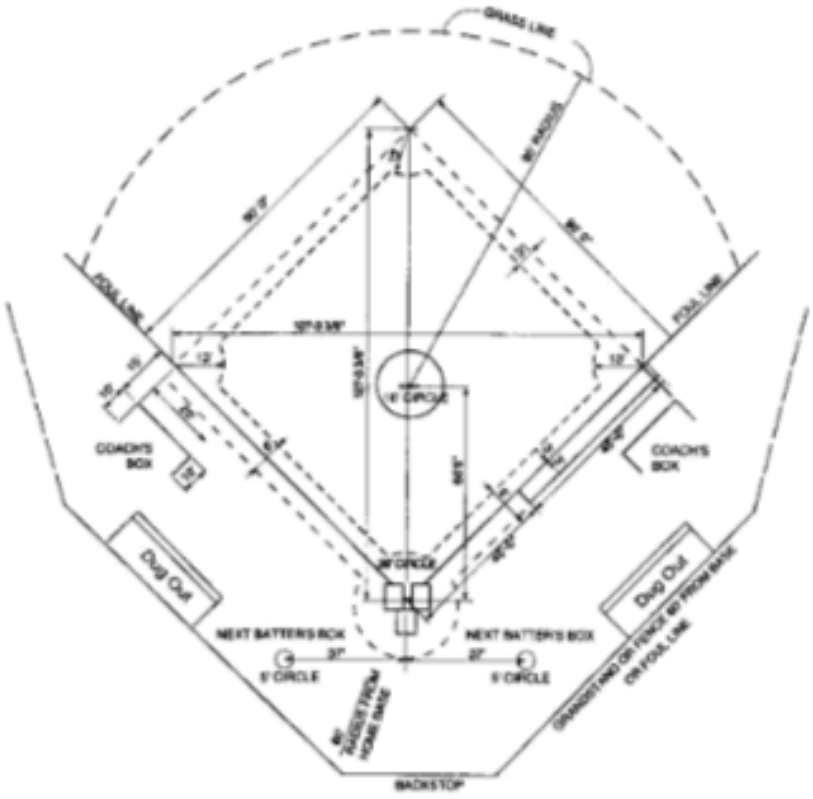
DIAGRAM NO. 5

CAL RIPKEN DIVISION
BATTER'S BOX

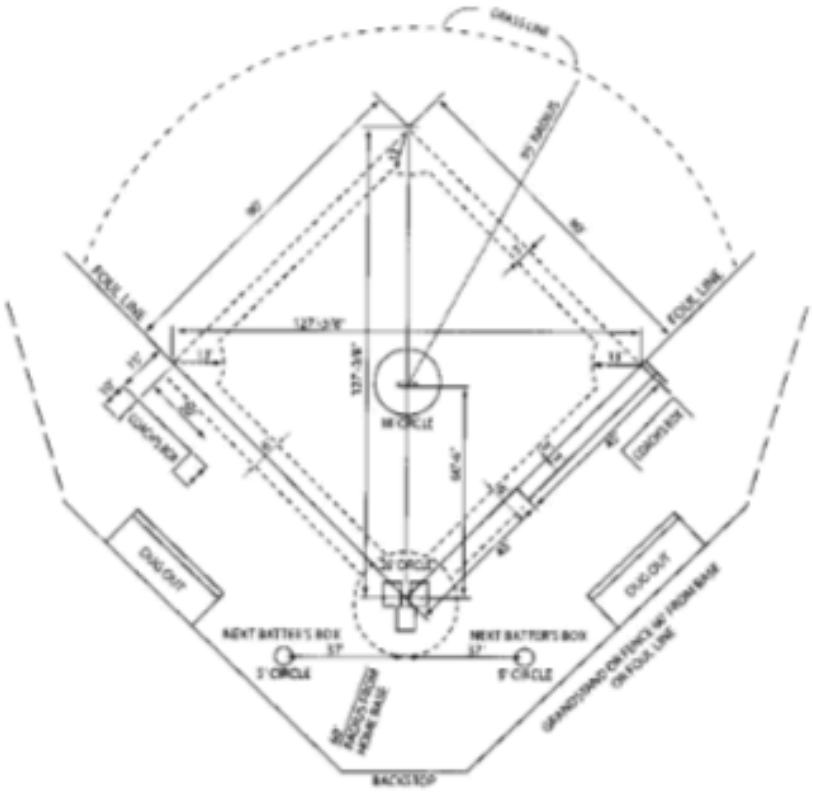


CAL RIPKEN MAJOR 70 FT

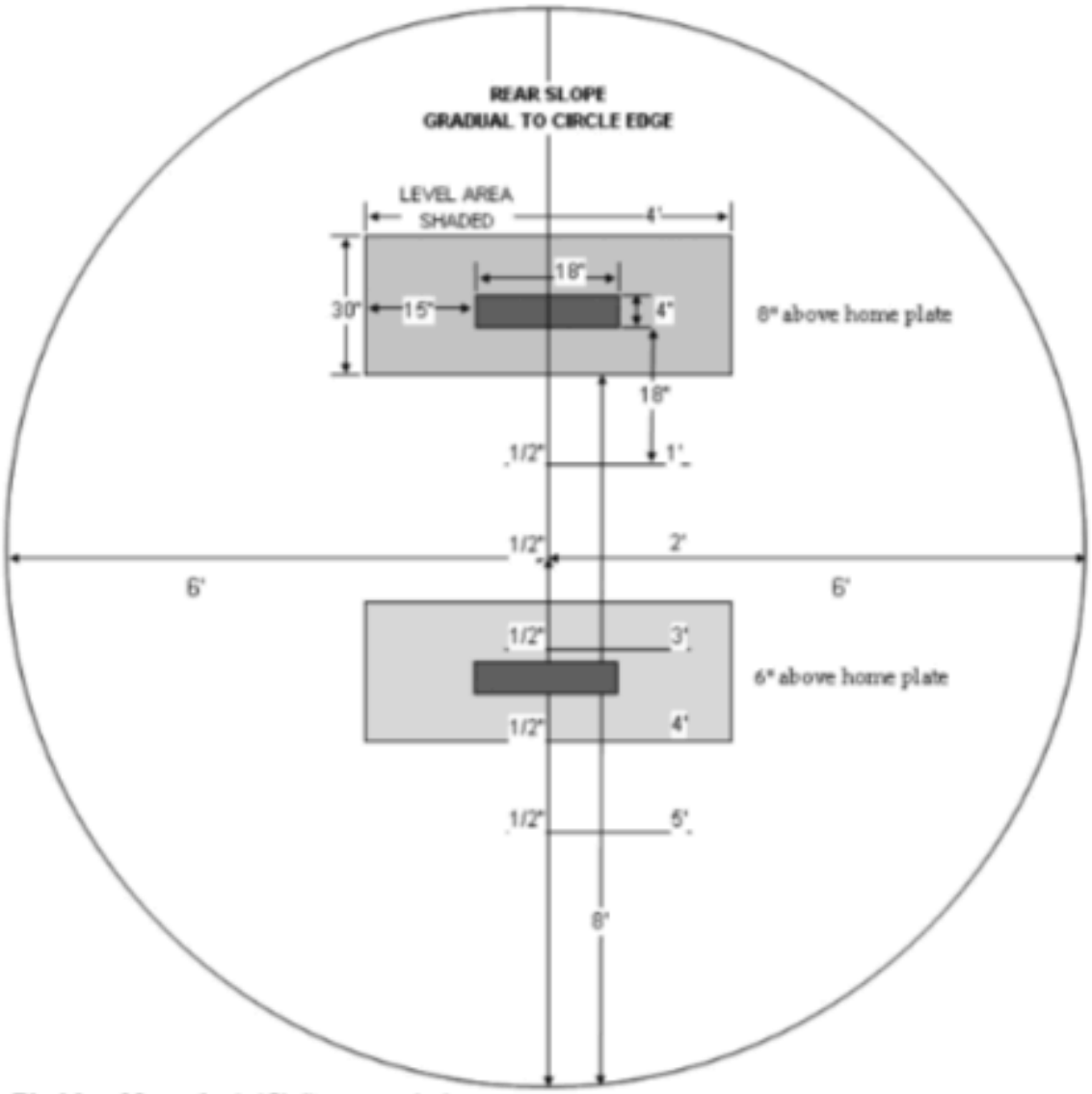
BEFORE



AFTER



Suggested Layout of Pitching Mound



- **Pitching Mound** - A 12' diameter circle center of which is 48 1/2' from back of home plate.
- Locate front edge of rubber 18" behind center of mound.
- Front edge of rubber to back point of home plate, 46' or 50'.
- Slope starts 6" from edge of rubber.
- The degree of slope, from a starting point 6" in front of the 46' and 8" in front of the 50' pitcher's plate to a point 6' toward home plate, shall be 1/2" to 1', and such degree of slope shall be uniform.
- Level area surrounding rubber should be 6" in front of rubber, 18" to each side and 22" to rear of rubber. Total level area 4' x 30".

BABE RUTH BASEBALL PLAYING RULES INDEX

(Note: Where Rule 2.00 is indexed, the definition of the indexed item includes important explanatory matter.)

Accident to Player or Umpire — 5.10 (c) and (h).
Appeals — 6.07 (b), 7.10.
Balk — Ball Dead 5.09 (c), 8.05; Penalty 7.04 (a), 7.07, 8.05; Penalty waived 8.05.
Ball — Called Ball 2.00; Dead Ball 3.12, 5.02, 5.09, 5.10; Live Ball 5.02, 5.11; Official game Balls 3.01 (c).
Base Coaches — Number 4.05; Restrictions 4.05 (b); Interference 5.09 (g), 7.09 (i - j); Accidental Interference 5.08.
Batter — Batter Becomes Runner 6.08, 6.09; Batter Interference 6.05 (h), 6.06 (c), 7.08 (g), 7.09; Batter Out 6.02 (c), 6.05, 6.06, 6.07, 7.09, 7.11 Penalty; Interference with Batter 6.08 (c), 7.04 (d).
Batter's Box — 2.00, 6.03, 6.06 (b).
Batting Order — 4.01, 4.04, 6.01, 6.04.
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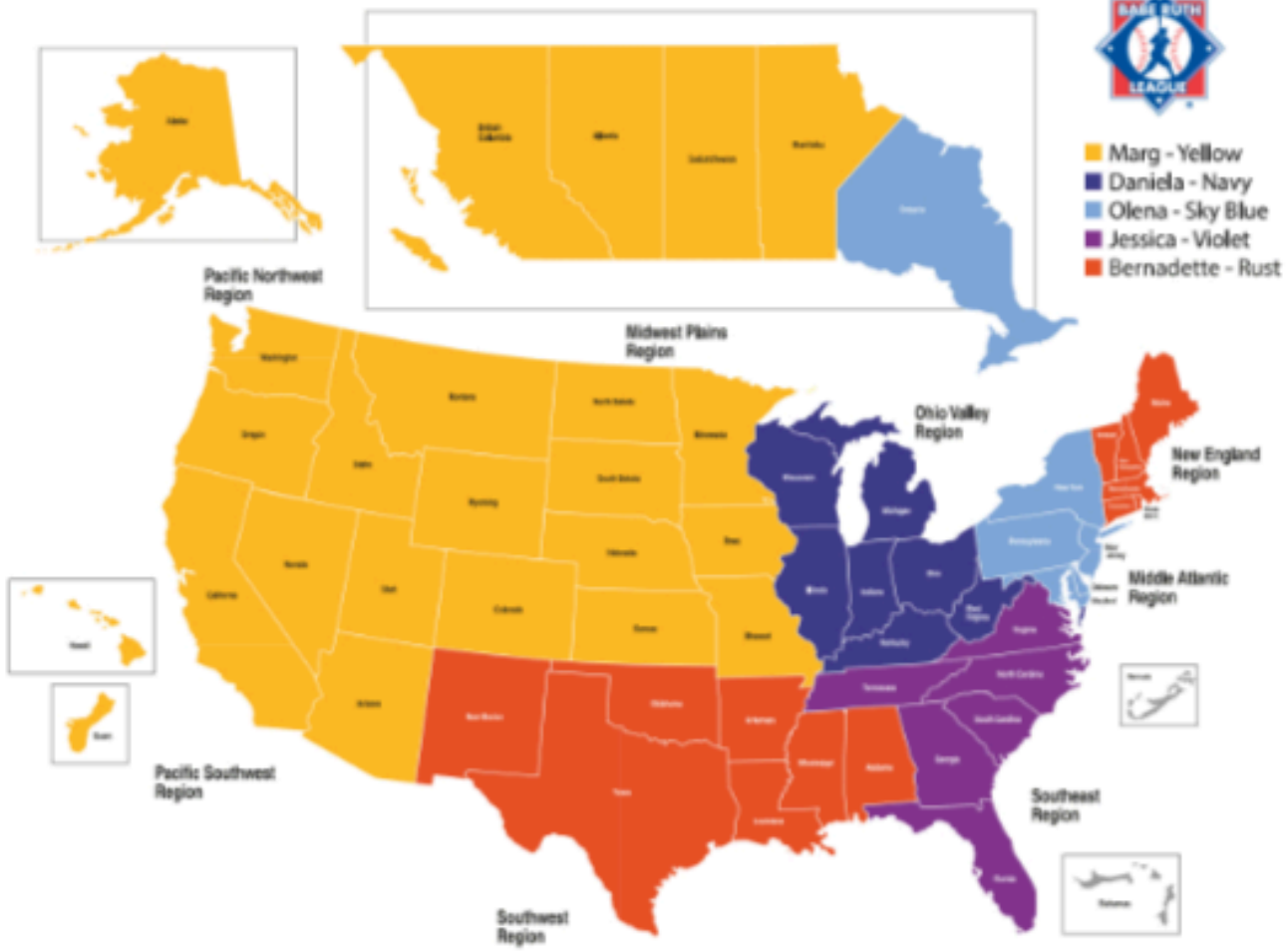


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