



Marlboro Babe Ruth Baseball

2025 (Rev 1.0) Fall Instructional League Rules



Quick Start Summary:

- No new inning after 1:50 from scheduled start time
Drop dead end at 2:15 from scheduled start time.
 - **5 runs per inning maximum, all innings.**
 - 12/13 yo pitchers can throw 2 innings/game max, 4 per weekend
 - 14/15 yo pitchers can throw 3 innings/game max, 6 per weekend
 - A team can have a max of 2 innings per game pitched by a 16 yo.
 - If a team has 3 games scheduled on a weekend:
 - 12/13s can throw a total of 5 per weekend.
 - 14/15s can throw 7 per weekend
 - A team can have only 2 innings thrown by a 16yo. / 17yo cannot pitch.
 - **No Mercy Rule.**
 - National Babe Ruth League bat rules. **See Article C5 below.**
 - Catchers must wear protective masks conforming to National Babe Ruth rules while catching or warming up a pitcher if squatting.
 - Slide or avoid at 2nd, 3rd, Home. No Force Play slide rule but interference rules apply.
 - If a pinch runner is required for injury, the last player out can enter.
 - Special Rules for Marlboro Bauks Field (turf)
 - No Metal Spikes
 - No drinks except water
 - No food, no seeds, no exceptions.
- Our Permit to use this facility requires these rules.**

Article A: General Regulations Applying to Manager and Coaches

This is just reminder that this fall league is Instructional for the kids no standings are being kept. The intent of this league is to develop the younger players on the bigger field so that when playing in the spring they will be a step ahead. Older Players will have an opportunity to hone their skill sets.

A team's coaching staff or designated adult is in complete charge of the team whenever it is assembled together as a team. This includes practices, games and any events or functions approved by the Association. The coaching staff is under the direction of the manager or his/her designate.

1. There will be one (1) manager per team. Managers will be age 18 or older.
2. A Manager or a Coach must be present at all practices, games or approved functions.

3. Managers/Coaches are in complete charge and shall not be interfered with except in cases of rules violations and any other conduct deemed to be contrary to the welfare of the youth.
4. The Manager has final say and responsibility for his/her team, further, he/she has final responsibility for his actions and those of his/her Coaches and players.
5. Any Manager/Coach ejected from a game will be suspended from the next scheduled game. The umpire will record the ejection in the opposing team's scorebook. The Umpire will report the incident of the offending Manager/Coach to the Marlboro Babe Ruth representative.

Article B: General Regulations Applying to Teams

1. All team players in uniform must play the mandatory three (3) innings within the first six- 6) innings.
2. A minimum of 12 players and a maximum of fifteen (15) players per team.

Article C: General Regulation Applying Equipment

1. Spikes: The use of metal spikes is approved for all players. Plastic spikes or sneakers are required for Marlboro Bauks Field.
2. All catchers must wear a protective cup and Marlboro Babe Ruth encourages the use of a cup by all male players.
3. Players must be dressed in full uniform; this includes game shirt, game pants, game hat (game socks should be worn, but if missing they will not be considered as part of a ruling). Game shirts must be tucked in at all times.
4. A Player coaching bases must be provided with and wear a helmet.
5. Bats. Adhere to Babe Ruth Guidelines require USA Baseball or BBCOR .50 marking for under 15 year old. 16 year olds & 17 Year olds require BBCOR .50. <https://www.baberuthleague.org/bat-rules.aspx> for reference.

Article D: General Regulations Applying to the Game

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

1. The Game
 - a. There must be at least one qualified Umpire at each game.
 - i. An Umpire must be a member of a recognized umpire association such as, but not limited to, MBUA

- b. A waiting period of 15 minutes will be allowed, after the scheduled game start time for the Umpire to show up.
- c. If the Umpire does not show up, Both Managers may agree to use Coaches and/or parents to Umpire, and then the game may continue.
- d. No more than five runs may be scored in an inning. Once the fifth run is scored, the umpire will be notified, and the teams will change sides.
- e. The standard game shall be 6 1/2 innings with the home team leading or 7 innings completed.
- f. The home team Manager will call Rainouts no later than one (1) hour before game time and notify opposing team Manager as well as the umpire assigned to the game. Rainouts will not be made up.
- g. In the case of a cancellation, the umpire must be notified by text or cell call prior to 1 hour before scheduled start time or Home Team must pay the umpire.
The fees for 2025 are \$85 each for 2 or \$130 for a Solo Umpire.
Cash/check on the field is required.
- h. **No ½ inning will start after 1:50 hours** after scheduled start time no matter what the score. Drop Dead ending at 2:15 if no further games on the field.
- i. It will be mandatory to avoid contact or slide at 2nd base, 3rd base, and home plate in those cases where a close play is apparent that may cause player contact that could cause injury. This is strictly an Umpires call only. The Umpire will eject a player if he feels there was intent to injure or jar the ball loose. The call will be out and the player ejected. If the same player has second offense, he will not be able to play for remainder of the fall season.
- j. Calling the game because of darkness is strictly the Umpires call only. The game final score will be the score at the last full inning completed.

2. Players

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

3. The Pitcher

- a. One (1) pitch to a batter is considered one (1) inning pitched.
- b. Pitching
 - i. 12/13yo League age pitchers will not be allowed to pitch more than two (2) innings per game. A 12/13 pitcher may pitch a maximum of four (4) innings per weekend.
 1. Exception. If a team has 3 games scheduled on a weekend, 12/13s can throw 5 innings over the weekend.
(Doubleheader special rule)
 - ii. 14/15yo League age pitchers will be allowed to pitch a maximum of three (3) innings per game, a maximum of six (6) innings per weekend
 1. Exception. If a team has 3 games scheduled on a weekend, 14/15s can throw 5 innings over the weekend.
(Doubleheader special rule)
 - iii. A maximum of 2 innings per game can be pitched by a 16yo age group not player.
- c. A player cannot return as a pitcher in the same game once he/she has been removed from the mound for any reason.
- d. Balks are enforced for all games

Protests

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