

JUNIOR DEPUTY BABE RUTH BASEBALL BOOSTER CLUB, INC.

BABE RUTH LEAGUE RULES

Revised December 15, 2011

I. TEAM COMPOSITION

A. ROSTER RULES

1. The Babe Ruth League may have up to 8 teams. Each team will have a general manager who is responsible for all operations. All players must be registered, approved, with all fees paid or waived BEFORE the Spring draft and the first game of the season or the player will not be allowed to play baseball. [The Board of Directors may impose other deadlines for the payments of fees for returning players.]
2. Each team must have a minimum of fourteen (14) players.
3. Rosters must be turned in to the League Commissioner and the Junior Deputy Office within one week after the Spring Draft. Final team rosters must be completed one week prior to the season starting.
4. Teams may NOT trade draft picks or players.
5. The manager of a team may release a player only with permission of the League Commissioner and with consultation with the player's parent(s) or guardian.
6. A player who quits a team and goes to another team or league can return to the Babe Ruth League only if he returns to the team that he left.
7. A brother of a roster player, or son of the team's general manager, may join the same team at the discretion of the team's general manager and will not cost the team a draft choice. The only exception to this rule is in a change in team managers and the outgoing manager's son is still an active Babe Ruth player for that team. When this happens, the new manager's son will be allowed to become a member of the team, but will cost the team a draft pick to be determined by the other general managers.
8. Dual participation will be allowed for all players in the Babe Ruth League. However, players should make Junior Deputy Baseball their first priority,

B. DRAFT RULES

1. Fall Draft: For the Fall Draft, the teams will draft in the inverse order of the first split season league record. That is, the team whose team has the WORST

record will draft first, the best will draft last, etc. When teams have the same record, the order of selection for the Fall Draft will be determined by a coin toss, or any other approved method, and will alternate each round between/among the tied teams.

Spring Draft: For the Spring Draft, the teams will draft in the inverse order of their overall record, adjusted as follows: The teams with the three WORST records (i.e., those teams who would normally select first, second, and third in the draft) will have their order of selection determined by a random drawing

When teams have the same record, the order of selection for the Spring Draft will be determined by a coin toss, or any other approved method, and will alternate each round between/among the tied teams. By way of example only, Team A is selected to draft 1st in the first round; Team B is selected to draft 2nd in the first round, and Team C is selected to draft 3rd in the first round. In the second round, Team B will draft 1st; Team C will draft 2nd and Team A will draft 3rd. In the third round, Team C will draft 1st; Team A will draft 2nd and Team B will draft 3rd. The teams will then alternate in the same fashion in future rounds.

2. All players that wish to be drafted MUST tryout in one of the two tryouts (Spring or Fall) held each year.
3. After completion of the Fall Draft, a list of eligible players not drafted will be compiled. Teams will have until October 1st to draft additional players from this list. To draft a player under this provision, the team will provide written notification to the League Commissioner and the Junior Deputy Office.

II. TEAM PLAY

A. SEASON

1. There will be one season split into two halves. The first split will consist of a minimum of 15 games and the second split will consist of a minimum of 15 games. Games will be seven (7) innings OR until time expires (1 hour and 50 minutes). No new inning may start after time has expired EXCEPT in tie games; tie games will be played to conclusion.

B. GAME LENGTH

1. Games will be seven (7) innings OR until time expires (1 hour and 50 minutes). No new inning may start after time has expired EXCEPT in tie games; tie games will be played to conclusion.
2. A team manager may suspend the game clock one time during a ball game. Upon

notice to the umpire, the umpire will cause the game clock to stop and it will not resume running until the pitcher has begun his next pitch.

3. If a team is behind by 12 or more runs after its 4th at bat, or 10 or more runs after its 5th at bat, the game will be terminated and the leading team will be declared the winner.
4. Suspended or postponed games will be made up on the first available date and starting times will be PRE-DETERMINED. Rainout games will be rescheduled in the same order as the original game schedule.

B. GAME PARTICIPATION

1. The home team will occupy the first base dugout and provide a scorekeeper. The visiting team will occupy the third base dugout and provide a scoreboard operator.
2. Each team will provide two new BRO approved baseballs per game.
3. Each team must start the game with nine (9) players. However, Junior Deputy Babe Ruth utilizes the “extra hitter” rule, which is described below. The extra hitter rule requires both teams to start the game with ten (10) players naming one of the players the “extra hitter.” If one of the teams in a game has only nine (9) players present at the start of the game, the opposing team may elect to not utilize the “EH” in that game.
4. If a team starts a game with ten (10) players, and a player is forced to leave the game because of injury or illness, the team can continue to play without penalty of an out. However, if a player leaves a game for ejection or for any other reason (and this leaves the team with only nine (9) players), an out will be called when his position in the batting order comes up, unless the opposing team also has only nine (9) players, then no outs will be taken. A team may finish a game with only eight (8) players, but it must take an out when the missing player’s position in the batting order comes up.
5. The game will be declared a forfeit if a team fails to field a team with at least nine (9) approved players at the scheduled starting time. If a team starts the game with nine (9) players and a player is forced to leave the game because of injury, illness or ejection, the team can continue to play but will have to take an out when the missing player’s position in the batting order comes up. A team may finish a game with only eight (8) players, but it must take an out when the missing player’s position in the batting order comes up.
6. Extra hitter: Each team will have a tenth hitter in the batting order during league games. This player will be indicated in the lineup at the “EH”. The “EH” will be treated as any other starter. If one of the teams in a game has only nine (9)

players present at the start of the game, the opposing team may elect to not utilize the “EH” in that game.

7. There will be a 15-minute intermission between games on the same day. Each team will have seven (7) minutes to take infield practice. The visiting team will take infield practice first. If a team fails to take infield at the scheduled time, they forfeit infield practice.
8. If in the judgment of an umpire a player attempts to injure another player, the offending player will be ejected from the game. Players should have NO contact with each other unless sliding into a base or home plate.
9. In order to speed up play, players must keep one foot in the batter’s box to receive signals or call time.
10. Any games that ARE NOT official games will be considered suspended games and will be continued from that point. The scorekeeper will note the remaining time, ball/strike/out count, and the batter in the official scorebook.
11. Any protest must be registered by the manager or head coach with the Chief Umpire at the time of the alleged infraction. The Chief Umpire will then inform the scorekeeper that the game is being played under protest and have the time and circumstances (score, base runners, count on the batter, etc.) noted in the scorebook. The protest must be submitted by the team to the League Commissioner through the Junior Deputy Office WITHIN 24 HOURS AFTER THE COMPLETION OF THE GAME. The protest must be in writing and accompanied by a \$25.00 fee. The fee will be returned if the protest is upheld.
12. A player ejected from two (2) games in a season will be suspended from the team’s next game. A third ejection for the player during the season will result in the automatic suspension of the player until reviewed by the Operations Committee with the player, the player’s coach, and the player’s parent(s) or guardian present. The player is under suspension until the Board of Director’s or its designate (Operations Committee) reinstates the individual.
13. Any coach who is ejected from a game two (2) times in one season will be suspended until reviewed by the Operations Committee.. After the review, the coach may or may not be reinstated.
14. If any team forfeits more than two (2) games in a season, the Board of Directors or its designate (Operations Committee) will review the manager of the team for possible removal as manager.
15. Defensive substitutions can be freely made during a game, except for the pitcher. This rule is intended to allow coaches to change the position of players in the field, and to move players in and out of the field at will. This rule is NOT

intended to allow a team to manipulate their batting order, or to change the rules regarding pitchers and changing of pitchers.

16. All rules not covered by these “special rules” will be those as published by the National Baseball Congress and the Babe Ruth Supplemental Rules and Regulations. All coaches and umpires are responsible for familiarizing themselves with all rules governing the game.

C. PLAYING DISTANCES

1. All games will be played with regulation distances of 60’6” pitching mound and 90’ bases.

D. PITCHING

1. Pitching rules will follow the guidelines in the Babe Ruth Supplemental Rules, with the following exceptions:
 - a. When a team plays three (3) games in a week, a pitcher will be allowed three (3) additional innings in the third game. If a team plays four (4) games in a week, a pitcher will be allowed three (3) additional innings in the fourth game. A week is defined as from Monday through Sunday.
 - b. A two-day rest period between pitching appearances is NOT required.

III. TOURNAMENT PLAY

A. COACHING SELECTION

The Team Manager of the team that is in first place after 15 games of play will choose which team his team wishes to manage, then the second place manager, etc. (until all of the teams have coaches). Managers and coaches are subject to approval by the Tournament Committee of the Board of Directors.

B. ALL-STAR SELECTION

1. Each team will vote for nine (9) players for each team. The selection of the 13 year old all-star team will take place immediately upon completion of the first split season, or as directed by the Babe Ruth Commissioner. The selection of the 14 and 15 year old all-star teams will take place after the 5th week of the second split season, or as directed by the Babe Ruth Commissioner. The remaining rosters for all teams will be selected by the team coach. The All-Star selection will be by closed ballot and managers MAY NOT vote for their own players. Managers WILL nominate players from their respective teams that will be able to participate AND will be available to practice for the All-Star Tournaments in EACH age division. Ties will be voted on until a roster of nine (9) players is

agreed upon.

2. The same method of selection will apply to each team at every age level.
3. There will be a minimum of one week between nomination and selection to give general managers every opportunity to evaluate the players nominated. The Babe Ruth commissioner will set the dates for nomination and selection.
4. The League Commissioner will direct the selection process and meetings