

2008 Methuen West Baseball Home Rules BABE RUTH LEAGUE

Section 1: Player Rules

1. General

- 1.1. The 'local league rules' identified here are adopted with the intent of maximizing every players involvement, enjoyment and contribution in each game, without regard to age or ability.

2. Rosters

- 2.1. Team rosters will have a minimum of 12 players and a maximum of 15 players along with 1 manager and 3 coaches.

3. Borrowing Players

- 3.1. This spirit of this rule is to help teams that might otherwise forfeit a game. Our goal is to never have a forfeit. Coaches are responsible for the implementation.
- 3.2. Players in the Senior A division may borrow players from the Senior B division and vice-versa in the case where they may otherwise forfeit a game.
- 3.3. Not more than 1 Senior A player is allowed on a Senior B team.
- 3.4. There is no restriction on the number of Senior B players on a Senior A squad
- 3.5. Senior B teams may not borrow players from Junior League
- 3.6. Players cannot be borrowed for playoff games in the Senior B Division.
- 3.7. A players' primary responsibility is to games for their team and their division.
- 3.8. A player which is borrowed:
 - Cannot pitch
 - Must bat 9'th
 - Must play right field
 - Cannot play more than three games for the other league
- 3.9. The team that borrows a player must inform their opponent of this prior to the start of the game.
- 3.10. Teams must borrow a player from the other division of the same name. If one does not exist, the League VP will match the team up with a team they are allowed to borrow from.
- 3.11. Sr. Babe Ruth Only:
 - 3.11.1. It is acceptable to have 16 year olds be on two rosters. If there are not enough players to form a minimum of 4 teams in the Sr. Babe Ruth League, 16 year olds may be 'drafted', with their approval, acceptance and payment, onto the rosters of a Sr. Babe Ruth team.
 - 3.11.1.1. The League VP and Director will recommend to the board the process of drafting, accepting and gaining payment from these players, in order to fully form a minimum of 4 teams in the Sr. Babe Ruth division.
 - 3.11.2. In addition, a team may add to its roster up to 3 'float' 16 year old players that may be called upon to form a complete team should the Sr. Babe Ruth team not have enough players.
 - 3.11.2.1. The League VP along with the Sr. A Director and the Sr. Babe Ruth Director will work on aligning Sr. Babe Ruth teams with Sr. A Teams from which these players can be selected.

3.11.2.2. No player may be on more than one Sr. Babe Ruth roster at a time.

4. Playing Time

- 4.1. All players, starting players and substitutes alike, must be in the game for a minimum of **nine (9) defensive outs and have 1 at-bat** with the following restrictions:
 - 4.1.1. A starting player must play 6 consecutive defensive outs and have 1 at-bat before being replaced
 - 4.1.2. A player cannot re-enter the game until the player who substituted for him/her has at least one legal plate appearance.
 - For example, if a substitute is up and does not complete their at-bat due to a thrown-out runner, they have not completed a legal plate appearance.
 - 4.1.3. Each player may re-enter the game 1 time (either as a fielder or as an extra-hitter – see rule 5)
- 4.2. Failure to comply will result in a forfeit by the offending team. This rule applies to regulation 7 inning games. If the game is shortened for any reason, failure to comply will not result in a forfeit.
- 4.3. Players arriving late:
 - 4.3.1. Coaches must inform the other team of players entering a game late.
 - 4.3.1.1. A player is considered late once the home team has taken the field for the first inning.
 - 4.3.2. A team will not be penalized for failing to meet the 9 defensive outs and one legal at-bat for any player that is late.
 - 4.3.3. No manager will be required to enter a player arriving to a game after the completion of the 4th inning.

5. Extra Hitter Rule

- 5.1. A team may use an extra hitter in their lineup.
- 5.2. Any player used in the EH position must still be used for 9 defensive outs.
- 5.3. The EH position must be used at the start of the game. It cannot be added once the game has begun.
- 5.4. If a team starts with an EH it must complete the game with an EH.
 - Exception: A team has 10 players and due to injury or ejection, a player cannot continue. The EH may be removed and inserted into the field.
- 5.5. The substitution of an EH must follow the above rules for player substitution.
 - 5.5.1. They must have at least 1 at-bat before being replaced.
 - 5.5.2. Any player can be the EH.
 - 5.5.3. An EH can return to the field as a position player.

5.6. Example: The following chart is an example of a legal set of changes given the following:

- Dave, Cal and Evan cannot pitch.

Position	Innings		
	1-2	3-5	6-7
1	Dave	Dave(EH)	Steve
2	Evan		Evan(EH)
3	Cal(EH)	Cal	
4	Connor		
5	Cam		
6	Conor	Guillermo	Conor
7	Steve	Mark	Mark
8	Corey		
9	Mac		
10	Cody		

5.7. If implemented properly, the spirit of this rule can maximize playing time for all team members.

5. **Pitching Restrictions** (as outlined in the Cal Ripken/Babe Ruth Rule book) apply as follows:

5.1 A calendar week is Monday through Sunday.

5.2 A pitcher may pitch no more than (7) innings per calendar week.

5.2.1 This includes rain-outs, make-ups, playoffs.

5.3 If a pitcher delivers (1) pitch in an inning, it counts as a full inning.

5.4 Pitchers must have (2) calendar days of rest between pitching assignments if he pitches more than (3) innings in any one game.

5.5 Games where an ineligible pitcher pitches will be considered a forfeit.

5.5.1 If it is rectified and a score change occurs, the League Director, VP and President may agree to keep the results in tact. However, it is up to the coaches to request such a review.

5.5.2 Regardless, the Manager of a team using an ineligible pitcher will be suspended for (2) games as a mandatory corrective action.

5.6 A pitcher who is removed from pitching, but remains in the field, can return as a pitcher anytime in the remainder of the game – but only once per game. Once they are substituted for in the lineup, they may not return to pitch.

5.6.1 This is considered one assignment. A returning pitcher in the same game will then need (2) calendar days rest.

5.7 If a game is determined to be “no game”, due to weather or other circumstances, the pitching eligibility reverts to the same as it was prior to the beginning of the “no game” situation.

5.8 The “quick pitch” is an illegal pitch.

5.8.1 The umpire may request removal of a pitcher if more than one quick pitch is done per game and the umpire believes it is a potential safety issue.

5.9 At the end of each game, the managers shall record the pitching statistics and it should be reported under the comment field on the web site so that all pitchers and their innings are accounted for and made visible to all other coaches

5.10 Immediately after hitting **their 3’rd batter**, they must be removed from pitching and cannot return as a pitcher during that game. The player may remain in the game in another position.

- 5.11. Any player on a regular season team may pitch. (Note: There is no limit to the number of pitchers a team may use in a game – or in a week).
- 5.12. **High School Pitcher Restriction Rule**
 - 5.12.1. Any pitcher that pitches **1 pitch** in a High School game (Freshman, JV or Varsity) **is not eligible** to pitch in this league until the day after the High School season ends. This includes tournaments and state tournaments.
 - 5.12.2. This rule is relevant for all high school players regardless of the high school they play for.
- 5.13. Pitchers are not allowed to have batting gloves in their pocket, wristbands, white sleeves or dangling jewelry.
- 5.14. **Balks**
 - 5.14.1. Balk rules are per major league baseball rules.
 - 5.14.2. There are no warnings given in Senior League.
 - 5.14.3. In Junior League, one balk warning per pitcher will be given. On the second infraction, runners are advanced.

Section 2: Game Rules

1. Game Time / Length

- 1.1. Games are expected to be no longer than **2 hours**. This is not a LIMITATION, only an EXPECTATION used by coaches to guide the speed of play.
- 1.2. Games can be extended for another 1 hour (at the discretion of the umpire) if there is no game scheduled to follow and enough light is available to continue play.
- 1.3. Games must start on time. If a team cannot field **9 players within 15 min.** of the posted start time, they will forfeit that game.
- 1.4. When a field is scheduled for another game, for the game in progress, no new full inning can begin **10 minutes prior to the start of the next game**.
 - *Example:* With a game scheduled for 7:00 PM on the field they are playing on, a game in progress may not start a new inning after 6:50. Results of that game are final. This is true even if it is a tie.
- 1.5. There is a **10 run “Mercy Rule”**. If after 5 innings, 4.5 innings if the home team is ahead, one team has a lead of 10 runs or more, the victory is conceded to the winning team. The game ends only if the losing team has had an opportunity to bat in the inning during which this event takes place.
- 1.6. Games in progress during rainouts are official after the losing team has batted in the fourth inning. If a game is rained out after the fourth inning but that inning is not complete, the score reverts to the score after the last full inning completed.

2. Equipment

- 2.1. Metal cleats are allowed in Senior League, but are **strongly advised against**.
 - 2.1.1. Metal cleats are not allowed in Junior League.
- 2.2. Bat Weight Restriction:
 - 2.2.1. Maximum **-3 drop** is allowed.
 - 2.2.2. Any player found using an illegal bat during an at-bat will result in that player being ruled “out” and the team manager is warned.
 - 2.2.3. A second infraction by that team will result in a forfeit.

3. Base Runners

- 3.1. The “**slide rule**” will be in effect. A base runner must slide into a base when there is a play at the base. Whether it is a play at the base or not is at the discretion of the umpire.
- 3.2. **Fake tags** are not allowed. A fake tag will result in an extra base for each base runner.
- 3.3. **Pinch Runner**
 - 3.3.1. Once each inning a team may utilize a player who is not in the batting order as a special pinch runner for any offensive player.
 - 3.3.2. A player may only be removed for a special pinch runner one time during a game.
 - 3.3.3. The player for whom the pinch runner runs is not subject to removal from the lineup.
 - 3.3.4. If the pinch runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch runner while in the batting order.
 - 3.3.5. Substitution rules must be followed if the pinch runner is to remain in the game.
- 3.4. However, if removed for another substitute that player or any player not in the lineup, is again eligible to be used as a pinch runner.
- 3.5. All batters and runners must wear helmets. Catchers also must wear helmet/mask with “billy goat” (no skull caps) and cup.
- 3.6. All players not active in the game, must remain in their dugout (their bench area behind the fence).

Section 3: General Rules

1. Umpiring

- 1.1. Only the manager may question an umpire’s call in regards to a rule. Judgment calls cannot be questioned.
- 1.2. There is a ‘**zero tolerance**’ policy towards making comments to the umpire. If you have a problem with how the game is being called, ALL comments and concerns are to be addressed to the Umpire Coordinator, Division Director or League Vice President.
- 1.3. No comments should be directed to the umpires. Coaches and Managers represent the league and they must act on the umpire’s behalf should they notice comments coming from the stands.

2. Administration

- 2.1. The home team will provide 3 new baseballs to the umpire prior to the game.
- 2.2. The home team will be assigned the third base dugout.
- 2.3. Rainouts are determined by the League (President / VP) after an evaluation of field conditions. If games are cancelled, a message is left on the League telephone number 978-416-7273. If the coaches involved need to cancel/reschedule a game; a call must be made to the League Director and Scheduler.
- 2.4. Bench area:
 - 2.4.1. **Spectators, friends and family must be kept away from the bench area during games.**
- 2.5. The bench should be kept orderly during games (no climbing on fences, water fights, or other activities should be stopped).
- 2.6. Each coach must ensure that the bench area is clean after each game.
- 2.7. Players are not allowed to taunt any player from the other team. This includes chants that are intended to disrupt the other teams pitcher or batter.
 - 2.1.1 Coaches are encouraged to call in scores to the Eagle Tribune. A small summary of the game is sufficient. Avoid using negative terms (e.g. trounced, shellacked). Note at least one player from the opposing team that played well. If the score is very lopsided, it is appropriate to reduce the gap (21-2 is announced as 6-2).
 - 2.1.2 You can submit scores at <http://plus.eagletribune.com/ze/info/sports.htm>.
 - 2.1.3 Or, you can send an email to: sports@eagletribune.com

3. Conduct

- 3.1. If, in the Umpire's judgment, a batter intentionally throws a bat or helmet, that player will be called out, the ball is immediately dead, any runners if advanced must return to their previously occupied base and **the player will be removed from the game.**
 - 3.2. Any player, manager, or coach ejected from a game has to leave the field of play immediately. .
 - 3.3. Any player, manager, or coach ejected from a game will be subject to a one (1) game suspension that must be served during the next scheduled game.
 - 3.4. A suspended player must show up at team's next game in uniform and sit on the bench. If they fail to show up or fails to be in uniform, they must show up for the next game in uniform and sit on the bench. Procedure continues...
 - 3.5. **Suspensions with extenuating circumstances.** The league reserves the right to extend a suspension based on the nature and intent of the action. Said suspensions will be determined by the league Discipline Director.
 - 3.6. **There is an appeal process for suspensions.** Suspensions maybe appealed through the (by phone call or in writing) Discipline Director. All suspensions will be reviewed by the division director, vice president, and league president. Appeals must be made known to a league official (Discipline Director, League president, Sr. League VP, Division director) within 24 hours of the incident. Time maybe a factor if there is a game the day after the incident. Answers to appeals will be made before the next game.
4. Any rules not mentioned above will default to the National Cal Ripken/Babe Ruth Rule Book.