

PART 1- RULES AND REGULATIONS

1. Games will be played according to Babe Ruth Rules.
2. All teams are responsible for their own insurance. (All coaches should carry a copy of your league's insurance)
3. Playing time is up to each manager. The league feels everyone should play at least ½ a game.
4. Speed Up Rule – Every team must insert a pinch runner for the catcher with 2 outs.
5. Each team will pay one umpire fee for all games Fees are \$45 per umpire and 1 ½ fee for one umpire \$68.
6. Each team will supply one game ball. Home team will supply extra as needed.
7. Teams must use an extra hitter as a 10<sup>th</sup> man. The EH can be at any spot in the order
8. Any team may elect to use a continuous batting order with free substitution (with the exception of the pitcher). Teams must announce this intention **before** the game and may not deviate from it. In the case of using a continuous order, a player leaving the game because of an injury, there will be no penalty. But if a player leaves because of being ejected by an umpire, or leaves on his own, that space in the order will incur an out the next time at bat. The next time in the order that space will be skipped with no further penalty.
9. The slide rule (slide OR avoid a tag) will be strictly enforced.
10. Adult coaches may coach the bases. If a player coaches the bases, that player **MUST** wear a helmet. All players must wear a helmet when batting, running bases, or standing in the on deck circle.
11. Games with a 10 run differential will be stopped after five (5) innings. (**There is no option here**) Each team must have equal at bats if game goes beyond the fifth.
12. Team will receive 2 points for a win and 1 point for a tie. Game for record sake may last no longer than 7 innings. Any games tied after 7 innings will be declared a tie. (Exception, playoff games)
13. After 2 outs the last player out **MUST** run for the catcher.
14. Curfew: Umpires must call the game when the conditions become potentially dangerous to the players. The safety of the players must be the first consideration of game officials. Note: Each team will assume the responsibility for maintaining safe conditions at its field at all times. **NO INNING SHALL START AFTER 8 PM. (6PM START)** All games have a 2-hour curfew from the start of the game. (NO inning will start after the 2-hr curfew) **In a game shortened by curfew or weather and has become a legal game, if home team has not the opportunity to get final “at bat” then game shall revert back to previous inning score and game declared “final”.**
15. Protest: If a situation should arise where the umpire has made an incorrect call on a **rules interpretation**, the manager must prove that the umpire has made an incorrect call by pointing out the written rule in black and white (he has five minutes to point the rule out in the book) If the umpire is proven incorrect, he or she must reverse the call. If the rule cannot be found or is not specific enough, the umpire must defer to his/her own judgment. Umpires have right to rule on any thing not specifically covered in the rulebook. Any team that cannot show an umpire a rule because a rulebook is not available, **NO PROTEST CAN BE FILED.** There may be no protest on judgment calls, whatsoever! Protest can be filed by calling the office: Bill Hess – (781) 767-4914 or George Kelsch – (781) 848-4498.

16. Forfeited Games: Teams must absolutely not forfeit games. Each team has a certain number of games to complete and 6 weeks to complete them. A forfeited game could have an adverse effect on league standings. Each team that enters and pays the entry fee has the right to expect to play a reasonable number of games. Any team that forfeits a game will be responsible for umpire fees and may not be allowed to participate in this league next year. All make up games must be played by **July 27<sup>th</sup> for the "B" division and August 3<sup>rd</sup> for the "A" division. The season may be shortened due to the weather.**
17. Any team found in direct violation of the rules and regulations will be subject to a one-year suspension. Adults responsible for any such violation will be banned from future participation in the league.
18. To be eligible for playoffs a player must play in at least ½ of the regular summer season. If a town has more than one team in an age division, and is unable to field a team they must pick up player(s) from a lower age division.
19. For a team to be eligible for playoffs, they must complete at least 80% of their regular summer schedule. League officers may force teams to play games between July 31<sup>st</sup> and August 3<sup>rd</sup>.
20. Playoffs will start on August 3, 2007.

## **PART 2 - PITCHING RULES**

1. No pitcher can pitch more than seven innings in any two consecutive games.
2. If the starting pitcher is removed on the first trip, but stays in game at another position (other than EH), he can return to the game as a pitcher. This rule may be used only once per game.
3. Book rule will apply regarding the second trip to the pitcher in the same inning.
4. If a pitcher delivers one (1) pitch in an inning, that pitcher will be charged for one (1) inning pitched.
5. The calendar week of Babe Ruth Baseball is Monday through Sunday.
6. Ball goes directly back to the pitcher after an out. (NO AROUND THE HORN)
7. Hidden ball will be used.
8. **Playoff pitching rules are: 7 innings per pitcher per consecutive two games. (I.e. if a pitcher pitches 3 innings in game one, he will be eligible to pitch 4 innings in second game, if he pitches 7 in game one, he will not be eligible to pitch again until the 3<sup>rd</sup> game.)**

## **PART 3 – UNIFORMS**

1. All players must wear full uniforms, including socks.
2. Continued violation of this rule will cause the guilty ball player to be suspended for that game.
3. Opposing manager can enforce these rules.
4. Due to insurance requirements absolutely no jewelry can be worn. (IE. pierced earrings/or any other piercing, chains, etc.)

## **LEAGUE OFFICIALS**

- ◆ President – Bill Hess (781) 767- 4914
- ◆ Computer Coordinator – George Kelsch (781) 848-4498 E-mail – gkelsch@beld.net