

GUILDERLAND BABE RUTH, INC.

2013 Local Rules & Polices

All rules, regulations and polices of the National Babe Ruth Headquarters shall apply to Guilderland Babe Ruth Inc. (GBR) High School Baseball Playing rules are followed as outlined in the Babe Ruth Handbook. Additional GBR League policies are set forth below.

1. PITCHING (taken directly from the Babe Ruth Handbook).

A. Limitations

1. A pitcher may pitch no more than seven (7) innings per week. The pitching week runs Monday through Sunday.
2. Prep League pitchers may pitch no more than four (4) innings per game. Major League pitchers may pitch no more than (7) innings in a game.
3. If a pitcher delivers one pitch in an inning that pitcher shall be charged for one inning pitched.
4. A pitcher must have two (2) calendar days rest between pitching assignments in which a player pitches more than three (3) innings. A player pitching four (4) innings on Monday, for example, is ineligible to pitch again until Thursday.
5. Pitching is up to the manager's discretion provided that rest rules are followed as cited above in 4. The decision of when a pitcher is used must be determined cooperatively between both the regular season and travel team managers with the first order of priority being whether or not the regular season game is a tournament game in which the regular season need takes precedence; the second order of priority being whether or not options exist for either team (that is, no other pitchers are available after taking into consideration rest restrictions); and the third order of priority is travel team games taking precedence over regular season games. Managers are expected to resolve issues by working directly together in cooperation and should refrain from involving the player or player's parent in the decision to avoid any bias. Where a cooperative effort fails to resolve the issue, managers will refer the issue to the Rule Manager for final resolution. Managers may not independently determine to pitch a player, thereby excluding the player's eligibility under rest rules, where there is not prior agreement.
6. Games in which an ineligible pitcher has been used shall be declared forfeited.

B. Prep League Pitcher in Major League

1. If a Prep League player is called up to help fill a roster of a Major League team, the Prep League player may not serve as a pitcher in the Major League.

C. Warm up

1. Pitchers warming up along the right and left field lines must be with a catcher wearing helmet and mask and a back up player wearing batter's helmet.

D. School Pitchers:

1. School pitchers may be used on a limited basis during the school season. Pitching priority is always to the player's school team and must be done with the consent of the school team coach. Any GBR pitching must be coordinated with the school team's pitching rotation and game schedule to the benefit of the player and the school team.

2. PLAYER PARTICIPATION

A. Prep League (13 year olds only)

1. Each player must play three (3) complete innings per game and one (1) complete game in a three game set. If a player is absent from a game, he needs only play three complete innings per game in the remaining games in the set.

2. A complete inning of play includes a full offensive and defensive half inning. The player must be in the field for the full half inning, and he must be listed in the batting order before the first batter comes to the plate in the offensive half of an inning and remain in the lineup for the full half inning. Each set of three consecutively played games, beginning with the first game played, constitutes a three game set.

B. Major League

1. Each player must play three complete innings per game and one complete game in a three (3) game set. If a player is absent from a game he needs only play three complete innings per game in the remaining games in the set.
2. A complete inning of play includes a full offensive and defensive half inning. The player must be in the field for the full half inning, and he must be listed in the batting order before the first batter comes to the plate in the offensive half of an inning and remain in the lineup for the full half inning. Each set of three consecutively played games, beginning with the first game played, constitutes a three game set.
3. When a Major League team activates a 13 year old roster player for a game, the player must play at least three complete innings and bat at least once. Activated 13 year old roster players may not start over a 14 or 15 year old Major League player, or play more than a 14 or 15 year old Major League player, unless needed to complete a nine man roster
4. Prep League players activated for a Major League roster must give first priority to Prep games should the two games conflict.

C. The following rules apply to all players in the GBR program.

1. Player participation requirements must be met within the first seven innings of a regular game unless the game is called off because of darkness, weather or time. In the event that a game is called, players currently in the lineup will be considered to have completed the rest of the game, provided they have batted at least once.
2. In order for a player to be credited with being in the game, he must be physically on the field during the defensive half of an inning and must be listed in the batting order before the first batter comes to the plate in the offensive half of an inning. A player listed in the batting order for the offensive half of an inning must bat, if his position bats, in order to be credited with that ½ inning.
3. A starting player may not be removed from a game until he has met his minimum player participation requirement for that particular game, which includes at least three complete innings and one *at-bat*.
4. A player who has been substituted into the lineup may not be removed from the line up until he has batted. In the event that the game ends before a substitute has batted, he shall start the next game and remain in the game until he has batted twice.
5. In the event that any player does not meet the minimum requirements player participation in a three game set as discussed in A, B, and C above that player must play a complete game in the next game. That player will be credited with only three innings of participation for purposes of satisfying the minimum player participation requirements for that three game set.
6. A player will not be penalized for missing practices. Problems with this should be directed to the division representative.

D. Dual Participation.

1. Players participating on the modified, JV or Varsity School Baseball teams may participate in the Babe Ruth program games. School games take priority over GBR games.

2. Dual participation is allowed for those players who wish to participate in both the Babe Ruth program, Senior Babe Ruth, and Mickey Mantle programs. The player's first obligation is to Babe Ruth. Double-rostering of players is encouraged to provide program flexibility.

3. RE ENTRY/ SUBSTITUTIONS:

A. Rule

Any of the nine starting players may withdraw and re-enter the game once provided such player occupies the same position in the batting order when he returns to the lineup. A substitute who is withdrawn may not re-enter except as noted in paragraph C below.

B. Substitution

No substitution shall be official until the opposing team and umpire have been notified. It is the manager's responsibility to ensure that the proper information (incoming player's name, jersey number, fielding position and position in the batting order) is provided.

C. Injured Player

In the event of a ten or more player roster and in a game in which all substitutes have played and been removed from the game, and there is an injury to a player on the field, the last substitute removed may re-enter the game at the injured player's fielding and spot in the batting order.

D. Ejected Player

The same rule for injured players will be applied if a player is ejected from a game and no legal substitute is available because of player participation rules.

E. Forfeit due to Roster Depletion

In the event a team is playing with only an eight player roster and a player is injured and unable to play or a player is ejected, the game is forfeited.

4. GAME ROSTER

All Major League team rosters will include players comprised of 14 or 15 year olds, plus three 13 year old substitutes. Once team rosters are completed, no other players shall be added to a team except as follows. Late registering players will be assigned to the team with the fewest players by the division representative with the consent of division managers. Irresolvable issues will be brought to the president or vice president for final decision..

A. Required Number of Players

A team must field eight (8) players in order to begin each game. If a team is short of players, there is a 15 minute time limit for a game to start. If a team is unable to field 8 players, that team will forfeit the game. All efforts should be made to play the game, including borrowing players from other prep division teams or activating Prep League players on Major League teams. One player from the opposing team will be allowed to play defense in the near outfield (relative to the opposing team dugout). In the event a team is playing with 8 players, no out will occur each time the 9th player should have batted in order to provide as many at bat opportunities.

B. Activation of Prep League Players for Major League Games

Major League team managers are expected to field (13) players for each game. It is the player's responsibility to notify the manager if he will be absent from a game. The manager may, at his discretion, call up one or more 13 year old team members to maintain the twelve man roster. These activated 13 year old roster players must meet the minimum requirements for player participation.

Prep League Players activated for a Major League game will not play more than 14 or 15 year olds in that game, nor will a 13 year old start over a 14 or 15 year old. Any Prep League player is eligible for activation provided the three identified players for each team are not available to play.

C. Maximum Number of Active Players on Major Teams

A Major League team should not field more than 13 players in any game. The purpose of this rule is to provide the 14-15 year old players the opportunity to play as much as possible. Teams of 14 players or more: each player must play three (3) complete innings per game and 1 full game in each 4 game set.

D. Late Arrival for Games

A player who arrives after a game has begun, but before the first pitch of the third inning, will be permitted to play in that game. A player who arrives after the first pitch of the third inning will not be allowed to enter the game or the dugout. Exception: A player who is participating in a school sport and arrives late because of that school sport may play in his Babe Ruth game – player participation rules do not apply to players under this exception (i.e., the late-arriving player is not expected to play three defensive innings).

In order to satisfy the intent of this rule, the late arriving player must be physically present prior to the first pitch of the third inning and the opposing manager and umpire must be notified of this prior to the first pitch of the third inning.

E. Lineup Cards

In order to best support selection of regular season players for All Stars, managers must include player number and full name on the official line up cards exchanged at the beginning of each game. Doing so supports booth announcing of players at bat and will strengthen the division's collective knowledge of all players.

5. Disciplinary Action

A player, who is being disciplined by not being allowed to play, must be present, in uniform, in the team dugout. He will not be counted as one of the players in the game.

Any disciplinary action that would result in the benching of a player at a subsequent game must be approved by the League president and the division representative before the disciplinary action takes place. Approval must be requested 24 hours before the game in which the disciplinary action is to be taken.

If, in the opinion of a team manager, it is necessary to take disciplinary action while a game is being played, the disciplinary action may be taken at that time. However, the manager must notify the division representative, the resident or the vice president within 24 hours following the game of the disciplinary action.

If a disciplined player must sit out a game for and the team cannot field nine other players, that game will be forfeited. The president, vice president, division representative may, solely at their discretion, defer this disciplinary action to a following game in order to prevent a forfeited game. This must be requested by the manager at such time as the manager becomes aware of the possible forfeit situation.

6. Limitations on Game Length

See the Babe Ruth Handbook for rules regarding: Official Games, Suspended Games and Tied Games.

A. Days with Multiple Games

Once a game has become an official game, no new inning will be started twenty (20) minutes or less before the scheduled start of the next game. In the event the game is tied the game will conclude with a tie.

B. Night Games

Night games at Dutchmen Field shall not continue beyond 10:45 pm. All field work must be completed by 11:00 pm and the premises vacated at that time. Any neighbor complaints or inquiries are to be forwarded immediately to the president or vice president.

7. Sportsmanship and Field Decorum

- A. Any action on the field or at either park by a player, coach or manager that ridicules the umpire, officials of the League, the other team, any player or the game itself will be subject to ejection from the game by the Umpire or by the League president or vice president. The player's manager must report any ejection to the League president for review and consideration of further disciplinary action.
- B. All personnel of each team shall be in the dugout during the game except when: playing a defensive position, on deck, batting, base running, coaching or warming up (pitcher, catcher and a back up player) along the right and left field lines. Players must remain behind the protective dugout fencing at Tawasentha and not occupy the doorway.
- C. Players, managers and coaches shall not throw caps, bats, equipment or helmets. The use of foul language is also prohibited. The umpire or president or vice president may remove a player, manager or coach for this offense.
- D. There will be no protest of a judgment call of an umpire. Only managers may discuss rulings with the umpire and then only when granted permission to do so by the umpire.
- E. While the game is in progress, players should not leave the field without permission of the Manager.
- F. All players must be in full uniform (i.e. socks, hat, shirts, pants and baseball cleats). Sneakers are not allowed.
- G. Jewelry – no exposed jewelry shall be worn during any game
- H. Bullying, in any form, whether physical or verbal, and whether direct or via media is not tolerated. Violation of this rule can result in suspension from the league by the Board of Directors. Players are expected to treat each other with respect.
- I. All players must wear a batting helmet while at bat, on deck, running the bases, and anytime on the field. It is strongly recommended that all players wear cups. Catchers are required to wear a cup.

8. Ground Rules

- A. Fair ball bounces over fence – 2 base hit
- B. Fair Ball goes under or becomes lodged in fence – 2 base hit.
- C. Fly ball hits foul pole above fence – home run.
- D. Foul ball hits backstop screen or dugout – dead ball.
- E. If ball is intentionally thrown from the park or becomes lodged in fence on throw – player takes 2 bases from start of play. One base is awarded if throw comes from the pitcher on the mound; two if the pitcher becomes an in fielder by virtue of a step-off move to one base, followed by a throw to another.

9. Rain Outs

- A. It is important that as many games as possible be played when they are scheduled. The schedule is tight and games are difficult to be re-scheduled.
- B. The decision to call a game will be made by the home team manager at the Babe Ruth field and within one hour of game time.
- C. All rain outs will be made up in the first available slot, in the order the rainout occurred. We realize this may create back-to-back games.

10. Other

A. Parents

- 1. All parents must provide a registration fee and sign the registration form for their child prior to the first practice.
- 2. Parents are expected to honor assigned times to work the concession stand. Games may not start until both teams have staffed the concession stand.
- 3. Player should be brought to and picked up from practices and games on time.
- 4. Participate in the league, games, and support your player to make the years here memorable.

B. Practices

- 1. Each team is limited to three (3) baseball events including games and practices per week. For example: if a team has 1 scheduled game in a week – then that team may practice twice, each practice lasting no more than 2 hours each. If a team has 2 scheduled games in a week, then only 1 practice of 2 hours is allowed.

C. Managers

- 1. All managers should arrive 45 minutes before game time to allow adequate time to prepare both the field and your team. Players are expected to know how to and to participate in preparing the field for games. Both teams are responsible for field preparation before and field work after each game with the lead role to be taken by the home team. Managers are encouraged to assign a parent field coach to assist with field preparation.
- 2. Provide a team parent to the concession officers.
- 3. Provide a team roster, including telephone numbers and addresses to all team members.

D. Warm ups

- 1. Players warming up in right field at Tawasentha must throw parallel to the fence to protect spectators

E. Umpires

- 1. In the event the umpires do not show up, it is the responsibility of the managers to enlist competent adults to umpire that game.

11. Board of Directors

It is the responsibility of the Board of Directors to see that the League is operated in a manner that will ensure fairness to all teams and individual players. In that regard, the Board retains the right to take actions it deems appropriate, including forfeitures and suspensions, in those situations in which violations of League rules warrant such action

12. Batting Order, Extra Hitter and Designated Hitter

- A. A continuous batting order is used for the Prep division. If a player vacates the order due to injury or illness or planned absence, no out will be recorded for that vacated spot. Lineup spots vacated due to ejection will be recorded as an out.

- B. An extra hitter will be used in the Majors Division to further the goal of fair play time and increased participation. An extra hitter will be used when 10 or more players are rostered, thus allowing all players to participate. The extra hitter is not optional. The extra hitter designation should be rotated throughout the lineup so that all players' opportunity for defensive play time is maximized. A player should not be designated as an extra hitter for an entire game, and it is suggested that a player serve as an EH for no more than three defensive innings so that he may participate in defensive play. If player injury or ejection causes loss of a player from the batting lineup it will result in an automatic out at that position in the lineup if no legal substitutes are available.

A team with only 9 players will follow its lineup order without any effect from an opposing team carrying 10 or more players and its 10 player lineup which will include an EH (i.e., there is no vacant spot in a nine player batting order warranting any automatic out).

- C. A designated hitter shall not be used as defensive play time must be provided to all players.