



**2015 Willamette Valley Babe Ruth  
Local Playing Rules**

## 2015 Babe Ruth League National Rule Changes

**Background Checks (All Divisions of Babe Ruth League, Inc.):** Effective with the 2015 season, a volunteer who successfully passes a nationwide background check; this background check will be valid for a three-year period.

**Babe Ruth Baseball and Cal Ripken Baseball (All Divisions) – Contact Rule** – If a runner attempting to reach home plate or another base intentionally and maliciously runs into a defensive player in the area of home plate or a base, he will be called out and ejected from the game.

**Babe Ruth Baseball and Cal Ripken Baseball (All Divisions)** – Anyone warming up a pitcher at any location shall wear a mask. A throat protector is considered part of the catcher's mask.

**Babe Ruth League, Inc. – All Divisions** – If any bat in Cal Ripken Baseball, Babe Ruth Baseball or Babe Ruth Softball cannot be clearly identified for its make and model to determine the barrel composition, then the bat should be removed from the game.

# 2015 Babe Ruth League Bat Rules

**APPROVED BATS FOR 2015:** Please note the following details on all baseball bats approved by Babe Ruth League, Inc. for 2015 local league and tournament play. Such descriptions are included as part of the 2014 Babe Ruth League Rules and Regulations.

**CAL RIPKEN BASEBALL DIVISION:** The bat may not exceed 33” in length, and the bat barrel may not exceed 2 ¼” in diameter. Only 2 ¼” barrel non-wood bats marked BPF 1.15 will be allowed. Wood 2 ¼” barrel bats are allowed.

**Babe Ruth 13-15 BASEBALL DIVISION:** The bat may not exceed 34” in length, and the bat barrel may not exceed 2 5/8” in diameter. All aluminum/alloy barrel bats and all composite handle (only) aluminum/alloy barrels are allowed. Only composite barrel bats certified and marked BBCOR .50 will be allowed. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed.

**NON-COMPLIANT BATS FOR 2015:** Contained below is a current listing of non-compliant bats that are not eligible, or approved, for use in any Babe Ruth/Cal Ripken Baseball program or activity.

1. Babe Ruth League, Inc. has been informed that **Nike Bat Model #Aero CX2-BTO636 (light grey), CX2-BTO573 (dark grey) and CX2-BTO598 (blue)** have failed recent performance standard compliance testing.

Effective immediately and until further notice, **Nike Bat Model #Aero CX2-BTO636 (light grey), CX2-BTO573 (dark grey) and CX2-BTO598 (blue)**, including all graphic variations, is not eligible, or approved, for use in any Babe Ruth/Cal Ripken program or activity.

2. The National Collegiate Athletic Association (NCAA) has advised Babe Ruth League, Inc. that the BBCOR decertification process has been implemented for the following bats:
  - Marucci CAT-52 33-inch model, CAT-52 34-inch models.
  - Louisville Slugger TPX Dynasty bat (Model – YB12D – (black/red/grey)
  - Mattingly Sports, Inc., Balistk bat (Model – BTKYB, blue)

# 2015 WVBR Local Playing Rules, General Rules

**Base Runner:** While running the bases, each base runner must attempt to avoid contact with fielders. Failure to do so will result in the base runner being called out. No base runner is to be called out for running out of the baseline to avoid contact with a player fielding a ball. No fielder may occupy a baseline unless a play is “imminent”. In the event a fielder illegally occupies a baseline and hinders a runner, the umpire will make the appropriate base award. If a base runner “deliberately” makes contact with a fielder, the base runner will be called out and immediately ejected from the game. No warning is required. If a base runner fails to slide on a force play, and in the judgment of the umpire prevents a double play, the umpire may award the second out.

**Batter:** A batter must make an attempt to avoid interfering with a play. Batters do not necessarily have to be successful in avoiding interference for interference to be called. It is not the intent of these rules to reward a team that has a poorly executed play, throws wildly, makes a wild pitch, or has a passed ball, with an out.

1. If a batter shows bunt, but in the judgment of the umpire the batter does not make an attempt to hit the ball, the umpire will call ball or strike based on location of the pitch. Coaches may choose to advise players to pull the bat back after showing bunt, but it is not necessary to pull the bat back to avoid a strike being called.

**Coach’s Conduct:** During games, no coach, player or parent is allowed to approach an umpire for the purpose of disputing a judgment call or decision. Only a head coach may approach an umpire for the purpose of discussing a rule interpretation or for clarification. At all times coaches must show respect to umpires and maintain their obligation as team leaders to provide an example of good sportsmanship for the players and other event participants. **Note: Should an assistant coach approach an umpire to dispute a call, the umpire will ask the assistant to return to his coaching box and warn the head coach that only he is permitted to discuss game related matters with the umpires. Should an assistant coach and the head coach choose to ignore the warning from the umpire, and the unsportsmanlike behavior continues; both the head coach and the assistant coach will be restricted to the dugout for the duration of the game. Should the adverse behavior continue from the dugout, the offending coach will be ejected from the game. Should an injury occur after a head coach is restricted to the dugout, only the head coach will be permitted to return to the field to attend to their injured player. If a head coach calls time out after being restricted, the players must come to the dugout to receive instructions from the head coach as the head coach is no longer permitted to be on the field.**

**Cancellation of games scheduled for the Complex:** Should a game be rained out at the Complex, the makeup game, under most circumstances, will be rescheduled for the home teams local field based on field availability. In circumstances where two teams from the same area refuse to play a previously scheduled Complex game, a fee of \$250.00 per team will be assessed to each team.

**Catchers Helmet:** Per national rule (Rulebook pages 17 & 18), catchers in the Cal Ripken Division must wear a catcher’s helmet that must cover the ears. Hockey style masks are approved for this division. Catchers in the Babe Ruth division have the option of wearing a two piece skull cap, mask and throat protector. All Divisions: Any player, manager or coach warming up a pitcher at **any location** shall wear a protective helmet and mask,

**Dugouts:** Coaches and players must clean their dugout after each game.

**Fake Bunting:** Excessive bat wagging for the purpose of fake bunting is not permitted.

1. If an umpire deems bat wagging to be excessive, he shall call a strike on the batter as it will be considered as an attempt to bunt the ball.
2. Should the batter pull the bat back before the pitch reaches the plate, the pitch will be judged as to whether or not it is a ball or a strike.
3. Should bat wagging interfere with a throw on an attempted steal by a base runner, time will be called and the batter will be called out for batter interference and the base runner(s) would have to return to the base they occupied prior to “time” being called.
4. If strike three is called and the umpire judges that there was a legitimate attempt to throw the runner out, the runner will also be ruled out.
5. If the umpire judges that there was not a legitimate chance to throw the runner out, the base runner(s) would have to return to the base they occupied prior to “time” being called.

**Fielders:** No fielder may occupy a baseline unless a play is “imminent”.

1. If a fielder illegally occupies a baseline and hinders a base runner, obstruction will be called and the umpire will make the appropriate base award.
2. If a ball is thrown inaccurately and draws a fielder into the path of a base runner, and in the judgment of the umpire there was no opportunity for an out to be made, and any contact was unintentional, the base runner shall not be called out.

**General Conduct:** No coach, player, parent, or other event participant is allowed to shout abusive or disrespectful remarks, specifically any such remarks that criticize a player, coach, or umpires performance/judgment. All participants, league officials, coaches, umpires, and spectators enjoy their respective status at the pleasure and discretion of the League. Consequences for violating rules or applicable sportsmanship standards may be imposed by any mechanism deemed appropriate by the League or by a team. Unanimity by decision-makers is not necessary. The ultimate authority is the WVBR Sportsmanship/Competition Committee or the WVBR Executive Board, whichever is the appropriate body according to applicable rules and guidelines. Their decision as to the proper forum for hearing a grievance and on any penalty will be final.

**Infield:** The home team is to take infield first and will split available time with the visiting team. Example: If the official game time is 2:00, and if the teams enter the field at 1:30, home team infield will take place from 1:30 - 1:40. Visiting team infield will take place from 1:40 - 1:50 with plate talk occurring at 1:55. If taking infield causes a delay in the start of a game at its regular scheduled time, depending on the time, infield will either be shortened by each team or not conducted.

**Injuries:** In the event of an injury, the player shall be given no more than five minutes to recover or “shake it off”. If a player is not able to continue for at least one pitch, he must be removed from the game and will not be allowed to reenter the game. In the event of a blood-related injury, the area must be covered and any bloody garments removed. The team may take five minutes to stop the bleeding, cover the area, and replace the clothing. If the injury is minor and the team removes the player to dress a wound and change clothes, the player may return subject to normal reentry rules. If a base runner or batter is injured and cannot continue to play, and there are no available substitutes on the bench, the player who made the previous out shall replace the injured player as a batter or base runner only, until he is either out or scores or the inning is over. No artificial noisemakers of any kind may be used at any games played at the Complex.

**League/Post Season Tournament Start/Completion Dates:** WVBR will establish a League/Post Season Tournament Start/Drop Dead Completion Date. Every attempt will be made to play League/Post Season Tournament games.

Should any League Game not be made up prior to the Drop Dead League Completion date, the League Standings will be frozen. The League Standings will then be calculated based on League Win/Loss percentage to determine a Regular Season Champion, and seeding for the Post Season Tournament will be established.

**Note: Should a team refuse to make up a league game as recommended by the League President, regardless of circumstance; a 6-0 forfeit (Cal Ripken Division) or 7-0 forfeit (Babe Ruth Division) win will be awarded to the opposing team.**

In the event that a Post Season Tournament cannot be completed by the Drop Dead Conclusion Date, The Tournament Trophy will be awarded to the Regular Season Champion.

**Pitcher:** If a pitcher delivers one pitch in an inning, he shall be charged with pitching one inning. Example: in a single inning, pitcher (a) faces one batter, then pitcher (b) enters the game to face one batter, then pitcher (a) reenters to face another batter, and then pitcher (b) reenters to face another batter. In this case, both pitchers will be assessed two innings pitched. If an ineligible pitcher has been used, a forfeit shall be declared. **Note: The pitching week begins on Monday and ends on Sunday.**

**It is the responsibility of the winning team Head Coach to report all pitching totals for both teams at the time that the score is reported to the League Coordinator.**

**Plate Talk:** Plate talk will take place 5 minutes before the official start time of each game.

**Playing Field:** Only uniformed coaches and players on the official roster are allowed on the field during games.

**Roster Size:** Rosters shall consist of no less than 12 players and no more than 15 players (**Note: Players that are on a roster at one level may not be placed on the roster of another team unless meet one of two criteria’s as defined by the Swing Player Rule are met.**)

A variance may be granted for rosters consisting of 11 players at the League Charter Meeting provided that the affected area continues to actively seek a 12<sup>th</sup> player. Team rosters consisting of 10 players or less will not be considered for League Charter.

**Scores Reporting:** It is the responsibility of the home team head coach to report scores to the League Coordinator within 24 hours of completion of the game.

For AAA and up, the home team head coach will also report the pitching totals to the League Coordinator. When reporting pitching, pitching will be reported as follows:

Last Name      Uniform Number      Innings Pitched

**Note:** Scores are to be reported via email, not text message.

**Slide Rule:** A legal slide can be either foot first or head first. If a runner slides feet first, at least one buttock will be on the ground. If a runner slides, he must slide within reach with either a hand or a foot. A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of a fielder.

1. A slide is illegal if:
  - A. A runner uses a rolling, cross-body, or pop-up slide into an infielder
  - B. The runner's raised leg is higher than the fielder's knee when the fielder is in a standing position.
  - C. The runner goes beyond the base and makes contact with, or alters the play of a fielder.
  - D. The runner slashes or kicks a fielder.
  - E. The runner tries to injure the fielder.
  - F. The runner, on a force play, does not slide on the ground and in a direct line between the two bases.

**Start Time:** The first game of the day must start exactly on time.

**Swing Players:**

1. For the 2015 season, it is the decision of the WVBR Executive Board to no longer use swing players for the All Star program. Therefore, a player wishing to become eligible for All Stars at a specific level will be required to play at that level for the entire season.
2. Ill, Injured or Absent Players: In the event that a team will be missing a couple of players due to illness, injury or absence, the Area Director will coordinate a replacement player with the affected team's Head Coach.

**Note:** In this circumstance, every attempt shall be made by the affected Head Coach and Area Director to bring a player up from a lower level to fill that roster spot.

The Area Director will then contact the League President for final approval.

**Note: The League President has the authority to approve/deny any such request.**

Should the League President approve the temporary player, The League President he shall contact the Head Coach opposing team, explain the circumstances surrounding the temporary move, and provide the name and number of any such player to that coach.

**Note: The same rule shall apply for local League Playoff games.**



# 2015 WVBR Local Playing Rules: Tee Ball

**Baseballs:** Safe Soft baseballs will be used for all Tee Ball games.

**Batting:** All players on the roster will bat.

**Batting:** Three strikes (including foul balls), and a batter shall be declared out.

**Batting:** A ball hit at least 20' shall be considered a legal base hit.

**Dead Ball:** A dead ball shall be declared when the ball reaches the pitcher's mound.

**Fielders:** There shall be ten players on defense with four players in the outfield. (Ten fielders will be used while on defense. No individual player may sit out more than one inning on defense).

**Game Length:** Games shall be six innings or no longer than 1 hour 45 minutes in length. One coach from each team (one on the bases, and one on the plate) shall umpire the game.

**Infield Fly:** In situations where an infield fly may occur, no infield fly will be called.

**Inning Length:** A half inning shall consist of three outs or ten batters.

**Overthrows:** For dead ball overthrows, only one base shall be awarded.

**Pitchers:** Pitchers must be in contact with the rubber at the time of the swing.

**Playing Field:** The bases shall be spaced 60' apart.

**Roster Size:** The minimum roster size for a team participating in Tee Ball is 10 players and maximum roster size is 16 players.

**Scoring:** Scores will be kept by each team. No League Standings will be kept.

# 2015 WVBR Local Playing Rules: Rookies

**Base Runner:** Runners may not leave the base until the ball crosses the plate or they may be called out. During preseason games, one warning will be issued to an offending base runner before a runner is called out.

**Base Runner:** In Rookie Minor, no base runner may steal on a pitch that is caught cleanly by the catcher. In Rookie Major, a base runner may steal at any time after the ball crosses the plate.

**Batting:** Each team must bat their entire roster.

**Batting:** The batter is allowed five strikes. The at-bat continues as long as the batter fouls off the fifth strike and the ball is not caught, or a foul on the fifth strike is the result of a bunt attempt.

**Batting:** If a pitch is out of the strike zone and the batter does not swing, the umpire will call “no pitch” and no runner may advance.

**Dead Ball:** If a batted ball hits either the feeder or the pitching machine, the ball shall be declared dead. No pitch shall be ruled by the umpire and the batter will assume the same count prior to hitting the pitching machine or feeder.

**Defense:** There shall be ten players on defense with four in the outfield.

**Fake Bunting and Swinging Away:** At no time, will a batter show a bunt, pull the bat back and then swing away. Penalty: If a batter shows bunt and then swings away, the ball shall be ruled dead and the batter shall be called out.

**Fielders:** No player may sit out consecutive defensive innings.

**Injuries:** If a player is removed from the game due to injury, the player may not reenter the game. The injured player’s spot will be deleted from the batting order and no future outs will be recorded.

**Inning Length:** Each inning will continue until there are three outs, or six runs have been scored.

**Mercy Rule:** The seven run rule shall be implemented once the trailing team has received five turns at bat. (If the home team is up by seven runs after 4 ½ innings or the visitor is up by seven runs after 5 innings), the game shall be declared over.

**Pitcher:** The pitcher must remain in the ten-foot circle approximately even with the pitching machine, until the ball crosses the plate. In the event the pitcher, after receiving a warning, leaves the circle before the ball crosses the plate or is hit by a batter, he will be removed from the pitching position. The offensive team will have the option of the result of the play, or the batter will be awarded first base.

**Pitching Machine:** At the Complex, the home team coach is responsible for disassembling the pitching machine and placing the pitching machine and generator in the club house after the last game of the day.

**Pitching Machine Feeders:** Each team must supply its own person to feed the pitching machine. This person must make the best effort to move out of the way on all plays, including catcher to second throws.

**Pitching Machine Speeds:** For Rookie Minor, the pitching machine speed is to be set for 39 MPH. For Rookie Major, the pitching machine speed is to be set for 42 MPH. The umpire will monitor the machine and will approve and supervise any adjustments if required.

**Regulation Game:** Regulation games are six innings unless the seven run rule is implemented or in climate weather forces the game to be shortened. Note: During in climate weather, a game is considered to be official after 3 ½ innings when the home team is ahead or after four innings when the visitor is ahead. Any game that does not meet these criteria is considered to be “no contest” and must be replayed from the start. In this scenario, a pitchers innings do not count against their weekly inning total. If the home team is trailing and a game has to be suspended after 4 ½ innings due to in climate weather, the score will revert back to the last complete inning where the game became official and that will be the final score unless the score was tied. In this scenario, a suspended game shall be declared and the game will be picked up at the exact point that the game was stopped at a later date.

**Substitutions:** There is free substitution defensively, providing the minimum playing time requirements are met.

**Time Limit:** The time limit for all games is 1:50. No new inning will be permitted to start after the time limit has expired. If a game is in the middle of an inning and the visiting team is ahead, the home team will be permitted their final at bat. If the home team is ahead at the time limit and the visiting team has completed their turn at bat, the game shall be declared over. During a league game, if a game is tied at the time limit, the game will continue until a winner is decided.

# 2015 WVBR Local Playing Rules: AA & AAA

**Base Runners:** A runner(s) may not leave the base until the ball crosses the plate. If a runner leaves the base early, they will be called out. Note: During preseason games there will be one warning issued per team before a runner is called out.

**Batting:** Each team must bat their entire roster.

**Coaches:** Only one head coach and two assistant coaches, per team, are allowed on the field and in the dugout during the game. Note: All coaches must remain in the dugout while their team is on defense during live ball play. The only time that a defensive coach should be on the field is to make a defensive/pitching change or attend to an injured player. All defensive coaches actions should only occur when the ball is dead and time out has been called.

**Injuries:** If a player is removed from the game due to injury, the player may not reenter the game. The injured player's spot will be deleted from the batting order and no future outs will be recorded.

**Mercy Rule:** The 10 Run Rule shall be implemented after the team that trails by 10 runs or more has received a minimum of four turns at bat. (As per National Rule, if the home team is up by 10 runs after 3 ½ innings or the visitor is up by 10 runs after 4 innings, the game shall be declared over). Note: Players that did not receive their minimum playing time during a game affected by the 10 Run Rule shall start the next game.

**Pitching Machine (AA only):** A pitching machine will be utilized during the first part of the non-league schedule in the AA division. The pitching machine speed will be set at 45 MPH for both teams. AA will shift from a pitching machine to live pitching for the duration of the season at a predetermined date established by the league. The date that teams will go to live pitching will be two weeks after the start of the non-league season.

**Regulation Game:** Regulation games are six innings unless the 10 ten run rule is implemented or in climate weather forces the game to be shortened. Note: During in climate weather, a game is considered to be official after 3 ½ innings when the home team is ahead or after four innings when the visitor is ahead. Any game that does not meet these criteria is considered to be "no contest" and must be replayed from the start. In this scenario, a pitchers innings do not count against their weekly inning total. If the home team is trailing and a game has to be suspended after 3 ½ innings due to in climate weather, the score will revert back to the last complete inning where the game became official and that will be the final score unless the score was tied. In this scenario, a suspended game shall be declared and the game will be picked up at the exact point that the game was stopped at a later date.

**Pitching:** A pitcher can throw a maximum of six innings per week (Monday through Sunday inclusive). A pitcher must have two calendar days rest if he pitches in more than two innings in any one game. Example: A pitcher throws more than two innings in a game on Sunday. He may not pitch again until Wednesday.

**Playing Time:** Players are required to play three innings defensively; players who don't play three defensive innings because a game is called off early must start defensively in the next game.

**Substitutions:** There is free substitution defensively, provided that minimum playing time requirements are met. Pitchers may be removed at any time and may return to pitch at any time unless they were removed from the lineup because of injury or the “two visit to the mound per inning” rule. All other defensive players may only be removed at the end of an inning.

**Time Limit:** The time limit for all games is 1:50. No new inning will be permitted to start after the time limit has expired. If a game is in the middle of an inning and the visiting team is ahead, the home team will be permitted their final at bat. If the home team is ahead at the time limit and the visiting team has completed their turn at bat, the game shall be declared over. During a league game, if a game is tied at the time limit, the game will continue until a winner is decided.

# 2015 WVBR Local Playing Rules: Major Minor & Majors

**Base Runner:** A runner can lean off of a base and attempt to steal at any time.

**Batting:** Each team must bat their entire roster.

**Coaches:** Only one head coach and two assistant coaches, per team, are allowed on the field and in the dugout during the game.

**Injuries:** If a player is removed from the game due to injury, the player may not reenter the game. The injured player's spot will be deleted from the batting order and no future outs will be recorded.

**Mercy Rule:** The 10 Run Rule shall be implemented after the team that trails by 10 runs or more has received a minimum of four turns at bat. (As per National Rule, if the home team is up by 10 runs after 3 ½ innings or the visitor is up by 10 runs after 4 innings, the game shall be declared over). Note: **Players that did not receive their minimum playing time during a game affected by the 10 Run Rule shall start the next game.**

**Pitching:** A pitcher can throw a maximum of six innings per week (Monday through Sunday inclusive). A pitcher must have two calendar days rest if he pitches in more than two innings in any one game. Example: A pitcher throws more than two innings in a game on Sunday. He may not pitch again until Wednesday.

**Playing Time:** For the Majors and Major Minors Division, players are required to play three innings defensively. **Players who don't play three defensive innings because a game is called off early must start defensively in the next game.**

**Regulation Game:** Regulation games are six innings unless the 10 run rule is implemented or in climate weather forces the game to be shortened. Note: During in climate weather, a game is considered to be official after 3 ½ innings when the home team is ahead or after four innings when the visitor is ahead. Any game that does not meet these criteria is considered to be "no contest" and must be replayed from the start. In this scenario, a pitchers innings do not count against their weekly inning total. If the home team is trailing and a game has to be suspended after 4 ½ innings due to in climate weather, the score will revert back to the last complete inning where the game became official and that will be the final score unless the score was tied. In this scenario, a suspended game shall be declared and the game will be picked up at the exact point that the game was stopped at a later date.

**Time Limit:** The time limit for all games is 1:50. No new inning will be permitted to start after the time limit has expired. If a game is in the middle of an inning and the visiting team is ahead, the home team will be permitted their final at bat. If the home team is ahead at the time limit and the visiting team has completed their turn at bat, the game shall be declared over. During a league game, if a game is tied at the time limit, the game will continue until a winner is decided.

## 2015 WVBR Local Playing Rules: 13-15 Prep

**Coaches:** Only one head coach and two assistant coaches, per team, are allowed on the field and in the dugout during the game.

**Composition Bats:** The only composition bats allowed for play at this level are BBCOR -3 NFHS approved bats. All other composition barrel bats are prohibited.

**Infield:** The home team will take infield first 30 minutes prior to game time and the visiting team will take infield 20 minutes prior to game time. Plate talk will occur five minutes prior to game time.

**Injuries:** If a player is removed from the game due to injury, the player may not reenter the game. The injured player's spot will be deleted from the batting order and no future outs will be recorded.

**Mercy Rule:** The 10 Run Rule shall be implemented after the team that trails by 10 runs or more has received a minimum of five turns at bat. (If the home team is up by ten runs after 4 ½ innings or the visitor is up by ten runs after 5 innings, the game shall be declared over).

**Pitching Rules:** For Preps, a pitcher may throw a maximum of seven innings per week (Monday through Sunday inclusive). A pitcher must have two calendar days rest if he pitches in more than three innings in any one game. Example: If a pitcher throws more than three innings in a game on Sunday. He may not pitch again until Wednesday.

**Playing Time:** By League Rule, each team is required, at minimum, to hit 10 batters, or has the option to hit the entire lineup. The 10<sup>th</sup> hitter (or when a team elects to hit the roster) will be treated as any other starter and may be freely substituted in the field throughout the duration of the game (**Note: If a coach desires to bat the entire roster, they must declare this at the Plate Talk prior to the start of the game**). Nine players are used defensively. When the bat the roster option is used, the team must start and finish with the same number of batters that they started the game with, except in the case of injury or ejection, or if there are only nine players available at the start of the game. Reentry for league games is as follows: Any starter on the roster may withdraw and reenter once, provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not reenter. If a pitcher is removed from the game because of a second trip in the same inning rule, he may reenter the game in any position with the exception of pitcher, if he was one of the ten starting players.

**Regulation Game:** Regulation games are seven innings unless the ten run rule is implemented or in climate weather forces the game to be shortened. Note: During in climate weather, a game is considered to be official after 4 ½ innings when the home team is ahead or after five innings when the visitor is ahead. Any game that does not meet these criteria is considered to be "no contest" and must be replayed from the start. In this scenario, a pitchers innings do not count against their weekly inning total. If the home team is trailing and a game has to be suspended after 5 ½ innings due to in climate weather, the score will revert back to the last complete inning where the game became official and that will be the final score unless the score was tied. In this scenario, a suspended game shall be declared and the game will be picked up at the exact point that the game was stopped at a later date.

**Time Limit (13-15 Prep American games only):** The time limit for all games is 2:30. No new inning will be permitted to start after the time limit has expired. If a game is in the middle of an inning and the visiting team is ahead, the home team will be permitted their final at bat. If the home team is ahead at the time limit and the visiting team has completed their turn at bat, the game shall be declared over. During a league game, if a game is tied at the time limit, the game will continue until a winner is decided.