



**Willamette Valley Babe Ruth
Coaches Packet**

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Babe Ruth League National Rule Changes

The International Board of Directors has approved the following rule changes beginning with the 2019 season. These changes will be reflected in the 2019 Babe Ruth League, Inc. Rules and Regulations.

Part 1 – Rules modified to meet the standards of the Safe Sports Act

1. **Rule 0.01, Paragraph 7 – Background Checks (Cal Ripken Baseball, Babe Ruth Baseball, Babe Ruth Softball)** - Once a volunteer has successfully completed and passed background screening, it is valid for a two (2) year period.
2. **Rule 0.04 – Paragraph 5 (Cal Ripken Baseball, Babe Ruth Baseball, Babe Ruth Softball)** – Babe Ruth League, Inc. rostered managers and coaches in all Divisions are required to complete coaching education, a nationwide background screening, and Abuse Prevention Training in accordance with the Safe Sports Act.
3. **Rule 0.01 – Paragraph 6 – Requirement for Charter** – Leagues that use 3rd Party Insurance must show \$1,000,000 liability coverage for sexual abuse and molestation coverage.

Part 2 – Rule Changes for the 2019 Season (Please note Division or Level Play)

1. **Rule 0.02, Paragraph 2(a) – Cal Ripken Baseball** – Any player that turns 4-years-old in the months of May, June, July, and August is eligible to participate in the Cal Ripken T-Ball Division.
2. **Shoulder Emblems (Cal Ripken Baseball, Babe Ruth Baseball, Babe Ruth Softball)** – Leagues have the option to purchase Alleson Athletic jerseys from approved Alleson Athletic dealers containing the Official Cal Ripken Baseball, Babe Ruth Baseball or Babe Ruth Softball shoulder emblem. These jerseys with the sublimated official shoulder emblems of Babe Ruth League, Inc. will satisfy the Official Shoulder Emblem requirement for local league and tournament play.
3. **Jewelry (Cal Ripken Baseball, Babe Ruth Baseball, Babe Ruth Softball)** – Jewelry is prohibited. Players shall not wear jewelry. Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body to remain invisible. Wireless communication devices are not allowed. However, Electronic Scoring Devices are permitted. **No device on the field or in the dugout may be used as a means of communication.**
4. **Diamond Kinetics (Cal Ripken Baseball, Babe Ruth Baseball, Babe Ruth Softball)** – The Diamond Kinetics “Swing Tracker” sensor that is attached to the bottom of a baseball/softball bat can be used during live, in-game bats.
5. **Tournament Team Administration Fee** – As Babe Ruth League continues to create and offer more tournament opportunities to allow our leagues a competitive alternative to travel baseball, it is important to keep our league team fees as low as possible. In order for the World Series Invitationals and the World Series National Qualifier Series to be held to the same standard as our current Tournament Trail experience, we need to look at our future and the changing needs of the communities we serve. Effective with 2019, the tournament team administration fees will be: Cal Ripken Baseball (Rookie, Minor, Major Divisions) - \$40 per Tournament Team; Babe Ruth 13-15 Baseball (All Divisions)- \$40

per Tournament Team; Babe Ruth 16-18 Baseball - \$100 per Tournament Team; Babe Ruth Softball (8U, 10U, 12U) - \$40 per Tournament Team; Babe Ruth Softball (14U, 16U, 18U) - \$40 per Tournament Team.

6. **Rule 11.04, Paragraph 1(a) – Documents - (All Divisions)** Birth documents/Babe Ruth League officially laminated or electronic I.D Cards are no longer required as part of the tournament credentials. The player's birth will be recorded on the tournament roster. The local league president will certify the players age as he/she does with all aspects of the roster as being accurate.
7. **Rule 0.04, Paragraph 3 (Note) (Cal Ripken Baseball, Babe Ruth Baseball, Babe Ruth Softball)** – To be eligible for tournament play, all players must be listed on the local league regular season rosters by June 1.
8. **Rule 11.03, Paragraph 1(c) - Player Eligibility (Cal Ripken Baseball, Babe Ruth Baseball, Babe Ruth Softball)** – To be eligible to participate in tournament play, a player, manager or coach must be listed on the local league regular season rosters by June 1 and on tournament rosters.
9. **15 RUN RULE – (Cal Ripken Baseball, Babe Ruth Softball 12U and Younger Divisions)** Any tournament game for Cal Ripken Baseball or Babe Ruth Softball 12U and younger divisions must be terminated immediately if one team is ahead by fifteen (15) or more runs after two and one half (2 ½) or three (3) innings and each team has had equal times at bat.

Any tournament game for Cal Ripken or Babe Ruth Softball 12U and Younger Divisions must be terminated immediately once becoming regulation (3 ½ or 4 innings) if one team is ahead by 10 or more runs and each team has had equal times at bat, or the home team is leading.

10. **15 RUN RULE (Babe Ruth 13-15 and 16-18 Baseball, Babe Ruth Softball 14U and Older Divisions-** Any tournament game for Babe Ruth 13-15 or 16-18 Baseball, or Babe Ruth Softball 14U and Older Divisions must be terminated immediately if one team is ahead by fifteen (15) or more runs after three and one half (3 ½) or four (4) innings and each team has had equal times at bat.

Any tournament game for Babe Ruth 13-15 and 16-18 Baseball or Babe Ruth Softball 14U and Older Divisions must be terminated immediately once becoming regulation (4 ½ or 5 innings) if one team is ahead by ten (10) or more runs and each team has had equal times at bat, or the home team is leading.

11. **Rule 0.05, Paragraph 1(a) – Team Composition – Cal Ripken Baseball** – Recommend a minimum of twelve (12) players per team roster with a maximum of fifteen (15) players, one (1) manager, and three (3) coaches. Please be advised that the NOTE under this rule, which read “Once a player is selected to play in a major league division, he must complete the season within that division” has been eliminated.
12. **Rule 0.05, Paragraph 1(a) – Team Composition – 13-15 Baseball** – Recommend a minimum of twelve (12) players per team roster with a maximum of fifteen (15) players, one (1) manager, and three (3) coaches. The Note under this rule has been revised to read, “If a league registers with Babe Ruth League, Inc., a minimum of four (4) teams is

required to register a 13-Year-Old Prep League. Thirteen-year-old players listed on the league's 13-15 team rosters may also participate in the 13-Year-Old Prep League at the local league's option."

13. **Rule 0.05, Paragraph 1(a) – Team Composition – 16-18 Baseball** – Recommend a minimum of twelve (12) players per team roster with a maximum of eighteen (18) players, one (1) manager, and three (3) coaches. The Note under this rule has been revised to read, "If a league registers with Babe Ruth League, Inc., a minimum of four (4) teams is required to register a 16-Year-Old Prep League. Sixteen-year-old players listed on the league's 16-18 team rosters may also participate in the 16-Year-Old Prep League at the local league's option."

Part 3 - Eliminated Rules

1. **Rule 0.01, Paragraph 5 – Geographical Boundaries - Babe Ruth Softball** – Geographical boundaries are eliminated for the 14U, 16U and 18U Divisions.
2. **Rule 11.03, Paragraph 1(d) and NOTE – Player Eligibility (Cal Ripken Baseball, Babe Ruth Baseball, Babe Ruth Softball)** – **The following has been eliminated:** "To be eligible for tournament play in any division of Babe Ruth League, Inc., a player must have played in at least one-half (1/2) of his/her team's scheduled league games prior to the start of tournament play."
3. **Rule 0.04, Paragraph 1 and NOTE (All Divisions)** – Babe Ruth League ID Cards will no longer be offered. Previously issued ID Cards can still be used for proof of birth to the local League Presidents.
4. **Rule 0.04, Paragraph 4 (All Divisions)** – The league will no longer be required to keep scorebooks detailing all league games.
5. **Rule 11.03, Paragraph 1(d) (All Divisions)** – Players will no longer have to play in at least one-half (1/2) of his/her team's games to be eligible for tournament play.

Babe Ruth League Bat Rules

"It is the policy of Babe Ruth League, Inc. to assure the safety of all participants. Accordingly, Babe Ruth League, Inc. reserves the right to ban any equipment, including bats, at any time, including during the season, based upon a change of existing policy and/or upon new information made available to Babe Ruth League, Inc."

[Click Here](#) to read about the USA Bat Standard to be used beginning on January 1, 2018.

[Click Here](#) to read about the USA Bat T-Ball Sticker Program beginning on January 1, 2018.

[Click Here](#) for the list of USA Bat Standard approved bats.

Babe Ruth League Bat Rules	
2017	2018
T-Ball	
Marked for T-Ball Use	USA Baseball T-Ball Stamp
Cal-Ripken Baseball	
2 1/4" Barrel with 1.15 BPF Marking	USA Baseball Marking 2 5/8" Barrel Maximum NO BBCOR BATS
Babe Ruth Baseball 13-15	
2 5/8" Barrel Aluminum or Composite BBCOR .50	USA Baseball Marking or BBCOR .50 2 5/8" Barrel
Babe Ruth Baseball 16-18	
All Bats Must Be BBCOR .50 No Greater Than -3	All Bats Must Be BBCOR .50 No Greater Than -3
Babe Ruth Softball	
Marked as "Official Softball Bat" or "Official Fastpitch Bat"	Marked as "Official Softball Bat" or "Official Fastpitch Bat"

Note: Solid one-piece wood bats are permitted for use in all divisions and must conform to Rule 1.10. No laminated or experimental bats shall be used in a game.

Tampering or altering bats may violate certain federal and state laws and voids the USA

Baseball certification, as well as all manufacturer warranties. Rolling is considered tampering and would void the bat's certification and make it illegal for play.

PENALTY

- If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.
- A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
- Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

If you have any questions on approved or non-compliant bats, do not hesitate to contact Babe Ruth Headquarters.

WVBR Pitching Rules

Division	Daily Max Pitches	Required Rest (Pitches thrown in a day)				
		0 Days	1 Day	2 Days	3 Days	4 Days
AA	60	1-25	26-40	41-50	51-60	N/A
AAA	75	1-30	31-40	41-50	51-65	66-75
Majors/Major Minor	85	1-30	31-40	41-50	51-65	66-85
Preps	95	1-35	36-45	46-56	57-69	70-95

Pitching Chart

1. The Pitching Chart is a breakdown of how many pitches (by division) that a player can throw in any single game.
2. If a pitcher reaches the maximum number of pitches that they can throw in a game in the middle of a batter, the pitcher is permitted to complete throwing to the batter. Once the at bat has been completed, the pitcher must be removed from the game. **Penalty: If a pitcher is not immediately removed from a game upon reaching their maximum pitch count for the game, the game shall be ruled as a forfeit.**

Reporting

3. Pitching Totals: The home team scorekeeper is responsible for monitoring how many pitches are thrown by pitchers from each team. The home team scorekeeper will use the league approved pitching sheet provided by their respective head coach.
 - a. At the end of the game, the home team scorekeeper will verify the pitching totals with the visiting team scorekeeper. Once verified, the scorekeeper will sign the sheet and return it to the home team head coach.
 - b. Should there be any discrepancies in the pitching totals between the scorekeepers, the home team pitching totals shall be reported to the League Administrator.
4. Game Reports: The home team head coach is responsible for submitting the pitching report completed by their scorekeeper, and the final score of the game within 24 hours to the League Administrator.
 - a. The home team head coach will take a picture of the Pitch Count Sheet and email it to the League Administrator.
 - b. Failure to submit the pitching and game report could result in league-imposed penalties.

WVBR Suspended Game Policy

Baseball Interrupted Contest - Procedure

1. The umpires, both head coaches and both scorekeepers shall gather together to document the point of interruption on the lineup card and in the official scorebook (including inning, score, outs, runners on base, defensive charged conferences, etc.). The crew chief shall sign the lineup card and the official scorebook to ensure that there are two copies.
2. The crew chief should then give the signed lineup card to the home coach to be kept with the official scorebook.
3. The umpires shall send their game report to the league assigner. If a different umpire crew is assigned, the league assigner shall send the game report details to the new crew as part of accepting the assignment.
4. The lineup card shall be given to the new or returning umpire crew during the pre-game when the game is to be continued from the point of interruption.

Baseball Interrupted Contest Policy

1. For darkness and/or weather
 - A. If fewer than 3 ½ or 4 innings (Cal Ripken Division) and 4 ½ or 5 innings (Prep Division) have been played, the ***contest shall continue from the point of interruption (unless it is a non-league game, in which the game will not be made up).***
 - B. If 3 ½ (home team ahead) or 4 innings (Cal Ripken Division) or 4 and 1/2 (home team ahead) or 5 innings (Prep Division) have been played and the score is not tied, the contest is declared an official game.
 - C. If play has gone beyond four (Cal Ripken Division) or five (Prep Division) full innings, teams have had an equal number of completed turns at bat and the score is tied, the ***contest shall continue from the point of interruption.***
 - D. If play has gone beyond four (Cal Ripken Division) or five (Prep Division) full innings and is called when the teams have not had an equal number of completed turns at bat, the score shall be the same as it was at the end of the last completed inning, unless the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, in which case, the final score shall be recorded when the game is called. If the score was tied at the end of the last completed inning, ***contest shall continue from the point of interruption.***
 - E. If the game is a non-league contest, the game will be complete and will not be completed.
2. For other reasons, among which include light failure, sprinkler system, etc., the contest shall continue from the point of interruption unless the game is a non-league game, in which the game will be considered complete.

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 try 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 can approach an umpire to dispute a judgment call or decision. Only a head coach may approach an umpire for 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 (Page 19), catchers in the Cal Ripken and Babe Ruth Divisions must now wear a hockey style catcher’s helmet. 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 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 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 can shout abusive or disrespectful remarks, specifically any such remarks that criticize a player, coach, or umpire’s 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 (Home Sites only): 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.

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 12th player. Team rosters consisting of 10 players or less will not be considered for League Charter.

Slash Bunt (Cal Ripken Division & Babe Ruth Division): A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting the ball. **Penalty:** Batter is out, the ball is dead, and no runners may advance.

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 runners 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 contacts 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/End a Game: To legally start a game, a team must have a minimum of nine eligible players.
Local Rule: A team may drop to 8 players during a game if a player becomes ill or injured. If a team drops to 8 players due to becoming ill or injured, an out will be recorded for each subsequent at bat when that spot comes up in the batting order. If a team drops to 7 players in the batting order, the game shall be ruled a forfeit.

WVBR Local Playing Rules: Tee Ball

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

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.

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.
- Local Rule: A ball shall not be ruled dead until the pitcher has possession of the baseball and has at least one foot in the pitching circle.

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: 15-Run Rule, if a team is trailing by 15 runs after they have batted four times, the game shall be stopped, and the umpire will ask the team trailing if they wish to continue. If the team trailing decides not to continue, the game will be stopped, and the final score recorded. If the game continues, it will be played for one more inning, or to the time limit (whichever comes first). If the 15-Run Rule has been applied, and a game reaches the time limit, the game shall be stopped and the score will revert to the end of the last completed inning.

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 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 a Suspended game and shall be completed in accordance with Suspended Game protocol (Page 7), unless a team is up by 10 runs, and then the game is an official game.

Slash Bunt: A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting the ball. **Penalty:** Batter is out, the ball is dead, and no runners may advance.

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.

If a game reaches the time limit, and the winning team is ahead by seven runs, regardless of inning, it shall be considered an official game. If the trailing team is behind by less than 7 runs, and the game has reached the time limit before it is considered an official game, the game shall be suspended and picked up later in accordance with local suspended game protocol.

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 three 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.**

Dead Ball:

- Local Rule: A ball shall not be ruled dead until the pitcher has possession of the baseball and has at least one foot in the pitching circle.

Dropped Third Strike (AAA only): Local Rule; a dropped third strike shall be considered a live ball and is subject to the dropped Third Strike Rule.

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:

- AA Run Rule: In AA games, the number of runs that a batting team can score in an at bat shall be capped at six runs. Once the batting team scores six runs, the scoring teams at bat is terminated and the team in the field shall come to bat. After four innings, the 10 Run Rule applies.
- 15-Run Rule: if a team is trailing by 15 runs after they have batted three times, the game shall be stopped, and the umpire will ask the team trailing if they wish to continue. If the team trailing decides not to continue, the game will be stopped, and the final score recorded. If the game continues, it will be played for one more inning, or to the time limit (whichever comes first). If the 15-Run Rule has been applied, and a game reaches the time limit, the game shall be stopped, and the score will revert to the end of the last completed inning. If the next inning is completed prior to the time limit, the game shall be stopped and the final score recorded, regardless of whether a team got under the 10-run rule or not.
- 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.**

Regulation Game: Regulation games are six innings unless the 15-Run, or 10-Run Rule is implemented or in climate weather forces the game to be shortened. Note: During in climate weather, a game is 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 a Suspended game and shall be completed in accordance with Suspended Game protocol (Page 7), unless a team is up by 10 runs, and then the game is an official game.

Pitching Rules: Pitchers are subject to the league pitching chart (Page 10). The pitching week begins on Monday and runs through Sunday. **Penalty: Violation of the pitching rule shall result in a forfeit.**

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.

Slash Bunt: A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting the ball. **Penalty:** Batter is out, the ball is dead, and no runners may advance.

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 visits 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.

If a game reaches the time limit, and the winning team is ahead by ten runs, regardless of inning, it shall be considered an official game. If the trailing team is behind by less than 10 runs, and the game has reached the time limit before it is considered an official game, the game shall be suspended and picked up later in accordance with local suspended game protocol.

WVBR Local Playing Rules: Major Minor & Majors

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

Batting: Each team must bat their entire roster.

Coaches: Only one head coach and three 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

- 15-Run Rule: if a team is trailing by 15 runs after they have batted three times, the game shall be stopped, and the umpire will ask the team trailing if they wish to continue. If the team trailing decides not to continue, the game will be stopped, and the final score recorded. If the game continues, it will be played for one more inning, or to the time limit (whichever comes first). If the 15-Run Rule has been applied, and a game reaches the time limit, the game shall be stopped, and the score will revert to the end of the last completed inning. If the next inning is completed prior to the time limit, the game shall be stopped and the final score recorded, regardless of whether a team got under the 10-run rule or not.
- 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.**

Regulation Game: Regulation games are six innings unless the 15-Run, or 10-Run Rule is implemented or in climate weather forces the game to be shortened. Note: During in climate weather, a game is 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 a Suspended game and shall be completed in accordance with Suspended Game protocol (Page 7), unless a team is up by 10 runs, and then the game is an official game.

Pitching Rules: Pitchers are subject to the league pitching chart (Page 10). The pitching week begins on Monday and runs through Sunday. **Penalty: Violation of the pitching rule shall result in a forfeit.**

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 pitcher's 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.

Slash Bunt: A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting the ball. **Penalty:** Batter is out, the ball is dead, and no runners may advance.

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.

If a game reaches the time limit, and the winning team is ahead by ten runs, regardless of inning, it shall be considered an official game. If the trailing team is behind by less than 10 runs, and the game has reached the time limit before it is considered an official game. the game shall be suspended and picked up later in accordance with local suspended game protocol.

WVBR Local Playing Rules: 13 – 15 Prep

Coaches: Only one head coach and three 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

- 15-Run Rule: if a team is trailing by 15 runs after they have batted four times, the game shall be stopped, and the umpire will ask the team trailing if they wish to continue. If the team trailing decides not to continue, the game will be stopped, and the final score recorded. If the game continues, it will be played for one more inning, or to the time limit (whichever comes first). If the 15-Run Rule has been applied, and a game reaches the time limit, the game shall be stopped, and the score will revert to the end of the last completed inning. If the next inning is completed prior to the time limit, the game shall be stopped and the final score recorded, regardless of whether a team got under the 10-run rule or not.
- 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. (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.**

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 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 a Suspended game and shall be completed in accordance with Suspended Game protocol (Page 7), unless a team is up by 10 runs, and then the game is an official game.

Pitching Rules: Pitchers are subject to the league pitching chart (Page 10). The pitching week begins on Monday and runs through Sunday. **Penalty: Violation of the pitching rule shall result in a forfeit.**

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 10th 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

WVBR Local Playing Rules: 13 – 15 Prep

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 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 “no contest” and must be replayed from the start. In this scenario, a pitcher’s innings do not count against their weekly inning total. If the home team is trailing and a game must be suspended after 5 ½ innings due to in climate weather, the score will revert 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.

Slash Bunt: A batter is out for illegal action when the player fakes a bunt and then takes a full swing, thus eliminating a player from fake bunting the ball. **Penalty:** Batter is out, the ball is dead, and no runners may advance.

Time Limit (13-15 Prep): **The time limit for all games (National & American) is 2:15.** 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.

If a game reaches the time limit, and the winning team is ahead by ten runs, regardless of inning, it shall be considered an official game. If the trailing team is behind by less than 10 runs, and the game has reached the time limit before it is considered an official game. the game shall be suspended and picked up later in accordance with local suspended game protocol.

Willamette Valley Babe Ruth Insurance Information

Willamette Valley Babe Ruth, Inc. carries accident and liability insurance. This insurance coverage covers all coaches, players and umpires. WVBR's insurance carrier is K & K Insurance, and is purchased annually through Babe Ruth, Inc.

In the event of an accident where a player or coach is injured and requires medical attention, the following must occur:

Team/Area Responsibilities

1. Report each injury that requires medical attention within 24 hours to Insurance Coordinator either by phone or email.
2. Parents must complete PART I of the BABE RUTH LEAGUE INC. MEDICAL FORM and turn the form into their coach. The following link will take you to the required insurance documents:

[How to file your claim](#)

3. Coaches must turn the original form (not a photocopy) to the Insurance Coordinator directly or through their Area Representative.
4. Completed form needs to be turned in to the Insurance Coordinator no later than 7 days from date of injury. Arrangements can be made for drop off or mailing.
5. The Insurance Coordinator will complete PART II of the form.
6. Two photocopies are made; one for the league, and one for the parents.
7. The original insurance form is mailed to K&K Insurance Group, and a copy is mailed to parents

Submission of Medical Bills for Payment:

1. If another insurance company is the primary insurance carrier: The parent will submit an itemized bill and statement from their insurance on their payment (explanation of benefits). In other words wait to submit the medical bills until the other insurance has paid.
2. If there is no other insurance submit medical bills as they arrive in mail.
3. Each bill must have the following in order to be paid:
 - A. Patients name
 - B. Diagnosis (what was treated)
 - C. Type of treatment given
 - D. Date of treatment
 - E. Charges for each treatment

F. Medical bills are submitted directly to the Insurance Coordinator by the parents.

Payment

1. If injured party has medical insurance the private insurance will be primary insurance carrier, if not, K&K will pay as the primary insurance carrier
2. A 100.00 deductible will be calculated before K&K payment amount is determined.
3. Medical bills incurred due to the injury, up to 52 weeks after the injury, will be considered for payment.

Willamette Valley Babe Ruth General Behavior & Team Rules

Behavior

During the course of a game, a coach, player or parent will not be allowed to approach an umpire for the purpose of disputing a judgment call or decision. Umpires will handle unsportsmanlike behavior in accordance with Competition/Sportsmanship Committee guidelines. A Head Coach may approach an Umpire for the purpose of discussing a rule interpretation or for clarification. At all times, the coach will show respect to the umpire and maintain his obligation as the team leader to provide an example of good sportsmanship for the players and other event participants.

No coach, parent, or event participant will be allowed to shout abusive or disrespectful remarks criticizing a player's, coach's or umpire's performance or judgment. WVBR recognizes that errors and poor decisions are a part of the game and it is important that participants are provided an environment where they can succeed and fall free from the fear of public ridicule and embarrassment. The coaches are obligated to provide an example of control over emotions and speech. These behavior standards are to be maintained before, during, and after games as well as any sanctioned league function.

Team Rules

The WVBR Board of Directors strongly encourages that each team to write and submit a copy of the team's rules to the WVBR Board.

Willamette Valley Babe Ruth Charter Guidelines

Overview

Several different ways of chartering teams have been attempted to balance the competitive level of various leagues within Willamette Valley Babe Ruth. This document is designed to give local areas a standardized guideline for setting team rosters within their local areas.

Guideline

Top to bottom: When developing a roster, local areas will give first consideration to establishing their teams in a top to bottom fashion. In other words, if a local area has adequate, age appropriate players, as defined by Team Composition, then a team will be required to charter in the upper division.

Example: Area (A) is deciding whether to roster a single team between National and American, **and that area has five 14-year-old players;** Area (A) must roster a team at National team.

Age Appropriate: The second consideration for establishing a roster will be by establishing a roster that is age appropriate.

Example: Area (A) is deciding whether to roster a single team between National and American, **and has four, or fewer 14-year-old players;** Area (A) may roster as an American team as the majority age for the team is 13 years old.

Variations: Careful consideration will be given when deciding whether to award a variance by the Executive Board. Variations will be considered in one of three ways:

Team: Should Area (A) decide to charter a younger team in an upper division, the Executive Board shall approve such a variance. **Note: Once a team has been chartered at an upper level, that decision will become final. Any request mid-season to drop a team down to a lower level midseason will be denied.**

Player: Player variations will be handled on a case by case basis. Only one of two variations shall be considered by the Executive Board:

- A. Area requests for a player(s) to participate on an upper level team: If an area believes that a younger player is good enough to participate on a team at an upper level, or a team can only charter a team at the upper level, the Executive Board shall approve such a variance.
- B. Area requests for a player(s) to participate on a lower level team: On rare occasions, a circumstance may exist where a single player may need to be placed on a lower level team (**Note: this should only occur when a potential player has not developed physically, or if he would be the fifth player on a lower level team unable to compete at the upper level**). Should the Executive Board approve such a variance, that player will be added to the team roster. **Note: The player added to the roster will not be eligible**

for All Star consideration. Should the Executive Board deny such a variance, the local area will move the top player from the team being chartered at the lower level and place that player at the next highest level roster, and the lower level player will be added to the lower level roster, or the area will keep the existing roster intact and release the player to the player pool.

League/Team Formation Meeting

General: Babe Ruth National Guidelines require that in order to charter a team, an area must have twelve (12) available players. **Areas that do not have twelve eligible players to form a team must request a league variance in order to be considered for league play at any level (Note: When requesting such a variance, an area, at minimum, should have eleven available players to that roster). Variances will be heard on a case by case basis.**

Dual Roster of Players: Areas **may not dual roster a player at a level unless the twelve player minimum has been met.** The intent of the Dual Roster rule **is so that a player can maintain their eligibility for All Stars** at a different (or lower) level while participating on a different (or higher) level team. The Dual Roster rule **is not intended** for an area to fill out a roster at a different (or lower) level due to a lack of eligible players. Note: **A player that has been placed on a Dual Roster for All Star purposes must participate in ½ of all league games at the level they are requesting all-star consideration.**

Roster Size: At the War Meeting, as each level is being filled, each area will be required to reveal the number of players, and age of those players at the time a specific team is being established. Variance requests (if any) will be heard and decided on at that time.

Team Composition

National: National teams will consist of a minimum of 12 players and a maximum of 15 players ages 13-15 years old (National/League Charter Guidelines apply). **A maximum of five 15-year-old players may participate at this level.** Consideration may be given for 12-year-old players of appropriate skill level with the approval of a League Variance. Note: **Players ages 13 and 14 years old, which participate in this division, may be considered for 13U and 14U All Star competition.**

American: American teams will consist of a minimum of 12 players and a maximum of 15 players ages 13-15 years old (National/League Charter Guidelines apply). **A maximum of four 14-year-old players may participate at this level.** Consideration may be given for 12-year-old players of appropriate skill level with the approval of a League Variance. Note: **American is chartered as a 13-15 Prep league. However, this division is designed for skill appropriate 13-14-year-old players.** Variance requests for 15-year-old players participating in this division will be handled on a case by case basis.

Majors: Majors teams will consist of a minimum of 12 players and a maximum of 15 players ages 11-12 years old (National/League Charter Guidelines apply). **A maximum of eight 12-year-old players may participate at this level.** Consideration may be given for 10-year-old players of

appropriate skill level with the approval of a League Variance. **Note: Players ages 10, 11 and twelve 12 years old, which participate in this division, may be considered for 10U, 11U and 12U All Star competition at their respective All Star levels.**

Major Minor: Major Minor teams will consist of a minimum of 12 players and a maximum of 15 players ages 10, 11 and 12 years old (National/League Charter Guidelines apply). **A maximum of six 12-year-old players are allowed to participate at this level.** By league definition, this division is considered a developmental league, and players from this division would not be eligible for All Star competition.

AAA: AAA teams will consist of a minimum of 12 players and a maximum of 15 players ages 9, 10 and 11-years-old (National/League Charter Guidelines apply). **A maximum of four developmental 11-year-old players are allowed to participate at this level.** Consideration may be given for nine-year-old players of appropriate skill level with the approval of a League Variance). **Note: Only players ages nine and ten-year-old, which participate in this division, may be considered for 9U and 10U All Star competition.**

AA:

- **For an area to be eligible to participate in the AA Division,** an area must have a team in both the AAA division and the Rookie Major division.
- AA teams will consist of a minimum of 12 players and a maximum of 15 players ages 8,9 and 10 years old (National/League Charter Guidelines apply). **A maximum of four 10-year-old players are allowed to participate at this level.** Consideration may be given for eight-year-old players of appropriate skill level with the approval of a League Variance. **Note: Only players age nine-year-old, which participate in this division, may be considered for 9U All Star competition.**

Rookies:

- The Rookie Division will be divided into two divisions: Rookie Major and Rookie Minor.
- Teams will consist of a minimum of 12 players and a maximum of 15 players' ages 7 and 8 years old (Rookie Minor) and ages 8 and 9 years old (Rookie Major). (National/League Charter Guidelines apply).
- Consideration may be given for players of appropriate skill level with the approval of a League Variance on a case by case basis.

Tee Ball: Players age 5-6 years old are eligible to play Tee Ball.

Willamette Valley Babe Ruth Team & Game Requirements

Team Requirements

No team will be allowed to participate in a WVBR sanctioned game or activity unless they have complied with the following:

1. A completed roster with the League President's signature. The Area President is responsible for presenting all birth documents upon request of the league (or a league waiver has been granted).
2. All coaches must have signed their Coaches Agreement.
3. The team has the appropriate protective gear, to include batting helmets, catchers gear and an approved first aid kit.

Game Requirements

1. The home team is responsible for the preparation of their respective area field and will provide two new official game balls to the Plate Umpire.
2. Both Head Coaches will attend the plate conference prior to game time and provide an official score card to the Plate Umpire. The approved scorecard is Glover's four part lineup card.
3. Each team will complete an "approved" scorebook, to include both the first and last name of the player. The Majors Division should use the Glover scorebook. Scorebooks are not mandatory for Tee Ball.
4. Each Head Coach is responsible for their own behavior as well as that of the players, assistant coaches and their respective fans.
5. Scores Reporting: Scores will be reported as described under the General Rules section of the WVBR Local Playing Rules.
6. Rainouts must be made up in the order in which they occurred. Coaches have one week to schedule make-up games or they will be rescheduled by the President or designee. For games at area fields, the coach of the home team will make the decision if a game will be called at least 90 minutes before game time, and will immediately inform the Umpire Commissioner and the other teams coach. Coaches should make every possible effort to play games, with the primary consideration being the safety of the players.

Willamette Valley Babe Ruth Mission Statement

Willamette Valley Babe Ruth is a youth oriented program dedicated to building solid citizens through competitive participation in the game of baseball. Promoting what is for the good of youth has been, and continues to be, the guiding principle of the WVBR Program.

WVBR Teaches baseball skills and promotes mental and physical development. WVBR emphasizes the basic ideals of sportsmanship, fair play and respect for the rules of the game among players, parents, coaches, and all other event participants.

It is the fundamental belief of WVBR that every child who has a desire to play baseball, and who resides within our designated geographic area, which is Lane County, Oregon, East of the Coast Range, should be afforded that opportunity to the greatest extent that our resources and charter allow.

Willamette Valley Babe Ruth Competition/Sportsmanship Committee Guidelines

Umpires: In order for the Competition/Sportsmanship Committee to uphold suspensions for ejections or other unsportsmanlike actions, it is necessary that the expectations of our umpire's ability to handle the situation are met.

It is assumed that for normal situations of minor unsportsmanlike actions, that umpires will follow a standard set of guidelines:

1. 1st time: Ignore the action.
2. 2nd time: Warn the offender appropriately of the consequences of their actions.
3. 3rd time: Eject the individual.

When a major offense of unsportsmanlike behavior occurs (i.e. charging an umpire over a judgment call, throwing a bat, malicious contact, etc...) it is understood that all umpires have the authority to immediately eject the appropriate individual(s). It is important that any coach, player or spectator, not be allowed to continue with unsportsmanlike behavior.

Umpires must remember to not take the game into their own hands and strong hand a coach/player/spectator. Coaches have been instructed that they may ask for clarification of a call so long as it pertains to rule interpretations. If a coach politely asks an umpire "how they saw a specific call", that is also appropriate. However, should a coach come to argue a judgment call, the umpire will not acknowledge the argument and ask the Head Coach to return to the dugout.

Note: The Head Coach is the only coach allowed to speak with the umpires. Should an Assistant Coach come out to dispute any call during a game, the umpire shall take the following actions:

- 1. 1st time: The umpire will ask the Head Coach to restrain his Assistant Coach immediately and advise the Head Coach of the consequence should the Assistant Coach refuse to do so immediately.**
- 2. 2nd time: The umpire will restrict the Head Coach and the affected Assistant Coach to the dugout for the duration of the game.**

Should a Head Coach decide to call for a protest based on an interpretation of a rule, this shall not be considered unsportsmanlike provided that the coach handles him/herself appropriately.

If an umpire decides to eject an individual, it needs to be a solid ejection. No one is asking for the officials to take any abuse. Just be professional, and if the coach/player/spectator is not, handle it appropriately. Do not give the Competition/Sportsmanship Committee any reason not to support the umpires call.

If an ejection occurs, the umpire responsible for the ejection will contact the Umpire Commissioner upon the conclusion of the game. The umpire will provide the Commissioner with a detailed report of what led to the ejection. Should the ejected member decide to appeal any potential league suspension, the Umpire Commissioner will provide the

Competition/Sportsmanship Committee Chairman with the written ejection report and any amplifying information immediately.

The following is the Competition/Sportsmanship Committee guidelines for ejections:

Player Ejections

If any player is ejected from a game, and the ejection is upheld by the Umpire Commissioner, the said player will serve (at minimum) an additional one (1) game suspension to be served at the next scheduled (regular or makeup) game. **In the case of any ejection of a player that is upheld by the Umpire Commissioner, the minimum one (1) game suspension will take effect automatically without review by the Competition/Sportsmanship Committee.**

Coach/Parent/Adult Ejection

If any coach/parent or other adult not participating as a player is ejected from a game, and the ejection is upheld by the Umpire Commissioner, the said adult will serve (at minimum) an additional two (2) game suspension to be served at the next scheduled (regular or makeup) game. **In the case of any ejection of a coach/parent or other non-participating adult that is upheld by the Umpire Commissioner, the minimum two (2) game suspensions will take effect automatically without review by the Competition/Sportsmanship Committee. Note: This means that the affected person cannot be present at the game site at any time during pregame or during the game.**

Additional Suspensions for Ejections

If any player/adult is ejected, and the ejection is upheld by the Umpire Commissioner, and there are excessive circumstances, the individual may receive an additional suspension. The additional suspension, as determined by the Competition/Sportsmanship Committee and upheld by the Babe Ruth Board of Directors, should be determined in a timely manner and preferably during the time of the minimum suspension.

Other Suspensions for Unsportsmanlike Actions

Other actions by Babe Ruth associated individuals that fall outside the accepted guidelines for Babe Ruth activity will be reviewed and investigated by the Competition/Sportsmanship Committee and recommendations will be made to the Babe Ruth Board of Directors for corrective action, if any. Corrective action could include probation, limited participation, suspensions, and up to a life time ban from Babe Ruth.

Competition/Sportsmanship Committee Quorum

It is understood that if the Competition/Sportsmanship Committee must need to determine anything other than a minimum suspension for an ejection, that a minimum of five (5) committee members must take place in the decision process. An individual being looked at for additional

suspensions, other than minimum suspensions for ejection, should be given the opportunity to speak before the Competition/Sportsmanship Committee prior to any decision of corrective action. All decision handed out by the Competition/Sportsmanship Committee and upheld by the Babe Ruth Board of Directors shall be final.

Willamette Valley Babe Ruth Rules for Area of Eligibility

Player participation is based on one of four criteria's:

1. Area based on residence.
2. Area based on school attended.
3. Area based on where a player will attend high school.
4. Area based on shared parental custody

Policy

Area based on residence: All players MUST reside within the boundaries of WVBR and each player MUST play for the area team in which his/her primary residence is located. **There shall be no waiver or releases from this rule for any reason except those expressly mentioned in this section or the Babe Ruth League National Rules.**

Area based on school attended (Grades K – 7): Players may participate within an area based on the school for which they attend. If the physical location of the school where a player attends classes during a traditional academic year is within the boundaries of an established league, the player is permitted to participate in the established league. (Note: This excludes home schools, cyber schools, sports related schools, sports academies, or an after school situation where a student participates outside of the primary school in which he is enrolled.) Under the school boundary rule, once a player selects to participate in an area where the player is eligible, the player must finish the current season in that area. **Note: If a player is on a waiting list to attend a school in an area other than their physical place of residence, and has a letter from a recognized school district acknowledging a request for transfer, a player is eligible for transfer to the area for where they have applied to attend, with the approval of the Executive Board.**

Area based on where a player will attend high school (8th Grade): Players requesting to participate in an area outside of their home area must meet the following criteria in order to be considered for participation in a different area.

1. In District Transfer: Players can make an In District Transfer request from their local school district between the first week of January and the final week of February each calendar year. 8th graders who have requested an In District Transfer must provide a copy of their application requesting transfer, and deliver it to their current Area Director for Area consideration prior to the first annual player evaluations of each year. If the current Area Board approves the request for transfer, the current Area Director will inform both the new Area Director and the League President of the transfer. The player must participate in all required evaluations. Should a player fail to participate in all required evaluations, they will be released to the League Pool for the National Division. The player will not be allowed to return to their home area. **Note: The home area reserves the right to deny any transfer request if it inhibits the home areas ability to field a team.**
2. Out of District Transfers: For players who are requesting an Out of District Transfer from one school district to another, the Out of District Transfer request must be made to the incoming school district during the month of March. For 8th graders who will be requesting an Out of District Transfer, they must make a written request to their current Area Director

for Area consideration prior to the evaluation date of the area for which they are requesting transfer. If approved, the current Area Director will notify the new Area Director and the League President of the approved request. The player must participate in all required evaluations. **Additionally, the player will be required to show a copy of their Out of District Transfer application to their current Area Director, and new Area Director no later than March 5th of the calendar year.** Should a player fail to participate in all required evaluations, or fail to provide a copy of their Out of District Transfer application to their current or new Area Directors by March 5th of the current calendar year, they will be released to the League Pool for the National Division. The player will not be allowed to return to their home area. **Note:** The home area reserves the right to deny any transfer request if it inhibits the home areas ability to field a team.

Area based on shared parental custody: In the event a player is involved in a shared custody arrangement between parents, the player MUST play in the area team for which they go to school. In other words, if the player is residing with parent (a) in one area, and going to school in the area where parent (b) resides, they MUST play for the school where parent (b) resides since this is where initial residence was established. Should the player enroll in school where parent (a) resides, then the player will have the option of playing in the area where parent (a) lives. No exceptions to this rule will be given (Babe Ruth Rule 0.01, Paragraph 5, exception, would apply).

Penalty

If a parent is guilty of intentionally filing a false address, or falsifying documents so that their child would be eligible to play in an area other than the one that their real address, or school of record dictates, the player would be immediately suspended for the remainder of the season, and all games the player participated in would be forfeited. (Note: The ineligible player would be eligible to return to the area for which they are designated the following season). In addition to any suspension/forfeits, a team may be subject to additional sanctions based on the recommendation of the Sportsmanship Committee.

If a parent truthfully files an address to play for a specific area and it is found out later that the player should be playing for a different area, there shall be no penalty and the player will be allowed to play out the remainder of the current season with the team for which he is participating with. Upon conclusion of that season, the player will return to the area for which he should actually be playing for.

Willamette Valley Babe Ruth League Officers and Area Representatives

League Officers

Position	Officers	Email
President	Mike Nichol森	wvbrpresident@oregonbaberuth.com
Vice President	Bryan Richardson	vicepresident@oregonbaberuth.com
Treasurer	Ruth Warwick	treasurer@oregonbaberuth.com
Secretary	Soni Harrison	secretary@oregonbaberuth.com

Area Representatives

Area	Representative	Email
Churchill	Chris Arbogast	churchill@oregonbaberuth.com
Cottage Grove	Shawn Teague	cottagegrove@oregonbaberuth.com
Creswell	Justin Clark	creswell@oregonbaberuth.com
Elmira	Duane Bennett	elmira@oregonbaberuth.com
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Pleasant Hill	Bryan Richardson	pleasanthill@oregonbaberuth.com
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Thurston	Jason Saunders	thurston@oregonbaberuth.com
Willamette	Nate Bushnell	willamette@oregonbaberuth.com

Liaisons/Committee Chair's/Directors/Commissioners

Position	Representative	Email
Babe Ruth Liaison	Mike Nichol森	liaison@oregonbaberuth.com
Sportsmanship Committee	Mike Nichol森	sc@oregonbaberuth.com
Insurance Coordinator	Soni Harrison	insurance@oregonbaberuth.com
Umpire Commissioner	Todd Wagner	umpire@oregonbaberuth.com