



**Willamette Valley Babe Ruth
Local Playing Rules**

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 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 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

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.