

DAVIDSON COUNTY BABE RUTH LEAGUE, INC.

Established 2003



2018 LOCAL LEAGUE RULES

Baseball AND Softball



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Local League Playing Rules were designed keeping the phrase in mind - “It’s All about the Kids”. These rules supersede the Babe Ruth League Rule Book. If you don’t find what you’re looking for here – go to the 2018 Babe Ruth League Rule Book and follow the rules.

Each year Fall Baseball/Softball will use the following year’s Age Chart – same current 2018 Local League rules per this document. Please remember that Fall Ball is time to be used for “instructional” purposes!

2018 ROOKIE LEAGUE SPECIFIC RULES

BASEBALL AND SOFTBALL

If “BASEBALL” or “SOFTBALL” is not specifically indicated below – then the rule applies to both baseball and softball.

Where “BASEBALL” is specifically stated – the rule only applies to baseball. Where “SOFTBALL” is specifically stated – the rule only applies to softball.

These “2018 Rookie League Specific Rules” supersede the “Local League Rules” contained on pages 4 through 9 below. If you can’t find what you need under the “2018 Rookie League Specific Rules”, then you would refer to pages 4 through 9 below which supersede the Babe Ruth League Rule Book.

1. A team will play ten (10) players on defense. Must play four (4) players in the outfield and these players must be at least twenty (20) feet behind the baseline, and four (4) players in the infield. All players in attendance must bat before going back to the top of the order. A coach who only has nine (9) players when the other team has ten (10) players will not be penalized an out for only having nine (9) players. If a team starts a game or due to injury has to finish a game with only eight (8) players, only at this point will a team be charged an out at the ninth (9th) spot or at the injured players spot. In order to eliminate forfeits, a Rookie team may begin a game with eight (8) players; however, the ninth (9th) position in the batting order will be recorded as an out in each batting rotation until the ninth (9th) player arrives and is inserted into the lineup. A game may also end with nine (9) players.
** All Teams must field a player in the Pitcher and Catcher positions. Catchers must wear a protective cup, it will be a forfeit if a Team cannot provide a Catcher properly and legally equipped.**
2. Each game will consist of six (6) innings **OR** 1 hour and 30 minutes with the following exceptions:
 - a. If a team is ahead of the other by **10** runs or more, the game will continue until the end of the fourth (4th) inning, unless the home team is ahead, in which case the game will end at three and a half (3 ½) innings. **(Losing Team must have 4 at Bats for Run Rule to apply)**
 - b. A game called due to weather conditions, the losing team must have had at least three (3) at bats (innings). If the losing team has not had three at bats, the game will be suspended, to be resumed at a later date. Umpire must sign both scorebooks.
 - c. **A game can end in a tie.** The international tie breaker is only to be used **IF** you have played the regulation innings for your game **AND** there is more than 10 minutes left on the game clock.
 - d. If a game is stopped due to a power outage (lights only), a mutual agreement between coaches and game officials shall be determined regarding when to finish the game.
3. No player can sit on the bench more than one consecutive inning per game, except for the following reasons:
 - a. Disciplinary action being taken against the player. The opposing team and umpire must be notified either before or during the game
 - b. A player becomes ill or injured during a game.
 - c. If a player misses his turn in the batting order, he cannot reenter the game.
4. **BASEBALL:** Ball will pitched by the pitching machine, operated by Coach. If a batted pitch hits the Coach OR machine before the ball hits an infielder, the play will be ruled “dead ball” and the batter/runner will receive 1 base. No other Runners advance unless forced. If the pitching Coach is hit by a thrown ball while located within the pitching circle, the play will continue until the lead runner is stopped.
****Coach Pitch is now allowed from the 40' line. Coach Pitcher must have one foot on the line when releasing the ball.** Teams must declare at the plate if they are going to coach/machine pitch and will remain that way throughout the game. Teams can change coach pitchers during game but cannot go from machine to coach and vice versa. **5 total pitches or 3 strikes, whichever comes first, will be received by the batter.** There will be no "no pitch" calls from the coach pitcher. A plate appearance cannot end on a foul ball, so player will receive another pitch if they foul off the last pitch. If the coach is hit by a batted ball, the ruling is a dead ball and re-pitch.**

SOFTBALL: Ball will be pitched by the hitting team’s coach. Player will receive 5 pitches OR 3 strikes, whichever comes first. If a hit ball hits the pitching coach in the circle, dead ball and a re-pitch. If the coach is out of the circle, it’s an out.

5. The player pitcher may play on either side of the pitching machine. He/She must keep one foot inside the 10' diameter circle until the ball is hit. **The player pitcher must wear a helmet with a protective mask in Softball and Baseball.**

BASEBALL: The ball will be pitched from the 46' pitching rubber. The circle will be centered on the 46' pitching rubber. Pitching machine speed setting will be labeled on the machine. Any changes to speed settings must be agreed upon by both coaches before the start of the game. If coaches cannot agree, then the umpire(s) have the final decision.

****Any pitch from a pitching machine that hits a player, regardless if the player swings or not, does not count as a pitch. (It is not a strike and does not count toward the five-pitch count). Rule does not apply if a coach pitcher hits a player.****

SOFTBALL: The ball will be pitched from the 35' pitching rubber. The circle will be centered on the 35' pitching rubber. Coach pitching must have both feet within the circle when releasing the pitch; coach is not required to have one foot on the pitching rubber when releasing the ball.

Rookie Softball

- Batters must wear batting helmet with face guard when on deck, batting and as a runner. All divisions.
 - Players playing in the infield and outfield are not required to wear a face guard. It is optional except for Pitcher.
 - No coaches are allowed in the outfield or behind the catcher.
 - Pitchers position, player must have at least one foot in circle and wear helmet with mask.
 - A 11" ***Babe Ruth Softball*** is to be used.
6. All batters will receive either five (5) pitches or three (3) swings, whichever comes first. If the fifth (5th) pitch is fouled, he shall get another pitch. This will continue until a strike out or the ball is put into play. No foul outs. A player's at-bat cannot end on a foul ball. No batter shall advance to first base on base on balls.
7. A team will continue to bat in an inning until **seven (7)** runs or three **(3) outs** are recorded, whichever comes first.
8. Timeout is called by the umpire when the lead runner is stopped by the defense **OR** when the lead runner stops "on" or "off" the base on his own account **AND an infielder has possession of the ball**. Once a player rounds a base, then goes back to that base, that is the same as stopping. All subsequent runners positioned halfway or more towards the next base when time is called will be awarded such base, otherwise, they shall return to the base last touched. This is a judgment call by the umpire.
9. All batters, batters on deck, base runners and pitchers must wear protective helmets. Catchers must wear protective helmet, throat guard, mask, shin guards, chest protector and cup.
10. Base runner must be in contact with the base until the ball is hit. If the base runner is ruled leaving the base early on a batted ball, he will only be permitted to advance one base if forced, regardless of location the ball is hit. Base runner unforced will return to the base that runner previously occupied. **There will be NO STEALING – Penalty: The runner will be called out.**
11. No infield fly rule will be called.
12. The home team will be the official scorekeeper.
13. There will be **NO** coaching from the pitching circle. **Penalty – Batter/Runner will be called out.**
14. **Thrown bat:** The first time a bat is thrown, both teams will be warned. After that, it will be a judgment call by the umpire. **Penalty:** Batter will be out and runners will go back to bases occupied at time of pitch.

ARTICLE 2 – ALCOHOL AND TOBACCO PRODUCTS

- A. Use of alcohol and tobacco products is prohibited in both Local League and Tournament competition.

ARTICLE 3 – ALL-STAR COACH SELECTION

- A. All All-Star coaches to be voted and approved by the DCBRL EXECUTIVE BOARD OF DIRECTORS AND DCBRL BOARD OF DIRECTORS.

ARTICLE 4 – BASE STEALING BASEBALL

- A. Minor League – The runner(s) must maintain contact with the base until the ball has been delivered and reached the batter.
 - When a base runner leaves the base before the pitched ball has reached the batter, and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which he is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results. (See other rules concerning base stealing on page 11 of the Cal Ripken-Babe Ruth / Official Playing Rules.)
- B. Major / 13 Prep / Junior / Senior League – The runner(s) are permitted to play off the bag and may advance to the next base at any time.

ARTICLE 5 – BASE STEALING SOFTBALL

- A. Minor girls – stealing is allowed after the ball crosses the plate. Players cannot steal when the coach is pitching
- B. Major / Junior / Senior League – The runner(s) must maintain contact with the base until the ball leaves the pitcher's hand. When a base runner leaves the base before the ball leaves the pitcher's hand the runner will be called out.

ARTICLE 6 – BASEBALLS

- A. RAWLINGS is the official Babe Ruth Baseball and All DAVIDSON COUNTY BABE RUTH LEAGUE teams must use RAWLINGS baseballs **ONLY** with the Babe Ruth Logo on the baseball. Each team must provide a NEW baseball to the umpire at the beginning of each game, thereafter the home team is responsible for providing baseballs to finish the game. Umpires must approve all baseballs.
- B. Each Booster Club must provide each of their teams with an ample supply of balls to complete regular season and tournament play.

ARTICLE 7 – SOFTBALLS

- A. RAWLINGS is the official Babe Ruth Softball and All DAVIDSON COUNTY BABE RUTH LEAGUE teams must use RAWLINGS softballs **ONLY** with the "Official Babe Ruth League Softball" logo on the softball. Each team must provide a NEW softball to the umpire at the beginning of each game, thereafter the home team is responsible for providing softballs to finish the game. Umpires must approve all softballs.
- B. ROOKIE / MINOR shall use the 11 inch softball.
- C. ALL OTHER DIVISION shall use the 12 inch softball.
- D. Each Booster Club must provide each of their teams with an ample supply of balls to complete regular season and tournament play.

ARTICLE 8 – DRAFTING TEAM POLICY

- A. Each Booster Club is responsible to set up their drafts in as fair a way as possible. The Booster Club will choose a draft policy based on these two choices, and the DCBRL EXECUTIVE BOARD OF DIRECTORS must approve all teams:
 - 1. An established team may stay together until they move to the next division. Once players move up to the next division, all players are once again put into the draft for that division.
 - 2. A complete draft where all players are drafted individually in their respective division.
- B. A player may not play out of his age bracket - "up" or "down" - unless first approved by the DAVIDSON COUNTY BABE RUTH LEAGUE EXECUTIVE COMMITTEE. PENALTY: forfeit of games and trophy eligibility.
- C. A Pool Player is one that does not live within a HOME AREA of DAVIDSON COUNTY BABE RUTH LEAGUE. All Davidson County residents are welcome to play and the board will make every effort to place them in the HOME AREA nearest their residence; however, this is not always a possibility. Pool Players will not be placed into the HOME AREA regular draft – they will be chosen by team managers after all other HOME AREA players are drafted.

ARTICLE 9 – END OF SEASON TOURNAMENT

- A. The Babe Ruth League Rule Book for TOURNAMENT play will be used for our regular season end-of-year tournament. Baseball and Girls Softball will use Tournament pitching rules.

ARTICLE 10 – EQUIPMENT – BASEBALL

- A. All offensive players, when out of the dugout area, MUST wear protective helmets.
- B. All players EXCEPT Junior / Senior League must wear molded rubber spikes or sneakers. Junior / Senior may wear metal spikes.
- C. BATS:
 - a) Rookie / Minor/ Major League - a bat cannot be more than 33 inches in length and the barrel cannot exceed 2-5/8 inches in diameter.
 - b) 13 Prep / Junior / Senior League – a bat cannot be more than 34 inches in length and the barrel cannot exceed 2 5/8 inches in diameter.
 - c) All Bats must be marked with USABAT label. No Bats marked BBCOR or BFP 1.15 will be permitted.
 - d) Wood Bats conforming to OBR 1.10 specifications are allowed. Any bat that cannot be clearly identified for make and model to determine barrel composition shall be removed from the game.
- D. All catchers must wear protective gear and helmet to catch. The helmet must have a throat protector.

ARTICLE 11 – EQUIPMENT - SOFTBALL

- A. Only SOFTBALL bats are allowed.
- B. All offensive players when out of the dugout area MUST wear protective helmets.
- C. All players must wear molded rubber spikes or sneakers.
- D. **All Divisions – The use of face guards are required on all batting helmets. This applies to all divisions and ALL levels of play!**
 - a) Chrome batting helmets; Chrome Catcher's Mask/Helmet are not permitted. The batting helmet; catcher's mask/helmet shall not have a chrome or mirror-like surface. The chrome or mirror-like surface is illegal due to its distracting nature which may be dangerous to other players.
- E. BATS: Shall not be more than 34 inches long, and not more than 2 1/4 inches in diameter at its largest part. The bat, in its entirety, shall not exceed 38 ounces in weight. The bat shall have a safety grip of cork tape (not smooth plastic type), or composition material. The safety grip shall not be less than 10 inches long and shall not extend more than 15 inches from the small end of the bat. The bat shall be marked "OFFICIAL SOFTBALL" by the manufacturer.

- F. All catchers must wear a protective gear and mask to catch. The mask must have a throat protector.

ARTICLE 12 – FORFEITS

A. In order to eliminate forfeits a team may begin a game with eight (8) players; however, the ninth (9th) position in the batting order will be recorded as an out in each batting rotation until the ninth (9th) player arrives and is inserted in the lineup. A game may also end with eight (8) players. EXCEPTION: Teams that start with ten (10) players may end a game with nine (9) players; however, the tenth (10th) position in the batting order will be recorded as an out in each batting rotation. All infield positions must be filled. If a team only has 8 or 9 players to start a game all infield positions still must be filled.

Booster Clubs will be charged for any games that are forfeited. Clubs must contact Baseball Rep. (Mark Simerson) or Softball Rep. (Jimmy Hamblin) **72 hours** before Game Day if a team will not be able to play. Umpires **will be paid onsite** for that game when a team doesn't show or violated the Cancellation policy. If there is only one game scheduled on the field, the umpire fee will be paid 1-1/2 times the rate for a single umpire in that respective Division. The Club requiring reimbursement for umpire fees must let the Baseball or Softball Rep. know so DCBRL can invoice the forfeiting Club. Only Club Representatives are authorized to notify Baseball/Softball Representatives. Coaches are not permitted to call DCBRL Reps or Scheduler on Forfeits.

ARTICLE 13 - FREE SUBSTITUTION

- A. In order to help managers play all their players every game, a player may be taken out of the game and reinserted provided he maintains his proper place in the batting order. This includes substitutes also.

ARTICLE 14 – INELIGIBLE PLAYER

- A. The penalty for using an ineligible pitcher will be forfeiture of game.

ARTICLE 15 – LENGTH OF GAMES. TIE BREAKING. & SCHOOL AFTER NIGHT GAMES

- A. **Rookie / Minor / Major Leagues** – 6 innings or 1 hr. 30 minutes. Legal game if rain, etc. occurs (3 ½ innings of completed play IF the home team is ahead).
13 Prep / Junior / Senior Leagues – 7 innings or 2 hours. Legal game if rain, etc. occurs (4 ½ innings of completed play IF the home team is ahead).
- B. **NO NEW INNING WILL START WITH LESS THAN TEN (10) MINUTES LEFT TO PLAY. UMPIRES CALL AND NO PROTEST WILL BE ALLOWED.**
- C. FOR ALL DIVISIONS: A game will end in a tie if the game has played to its full completion and there is less than 10 minutes on the game clock. International tie breaker will only be played IF the entire game has been played AND there is more than 10 minutes left on the clock
- D. International Tie Breaker Rule: Last batter in previous inning is placed at second base with no outs and full inning is played. Play continues until one team wins.
- E. PURPOSE OF SCHOOL AFTER NIGHT GAMES RULE: The purpose of this rule is to insure that player will not be kept at the ball park after 10 p.m. on nights before school.

ARTICLE 16 – MANAGERS AND COACHES

A. Managers and coaches must be on the roster and in uniform. **Maximum of 4 coaches/scorekeeper allowed in dugout.** (Uniform consists of Team Shirt and Hat. Manager and Coaches must match the players' uniform.)

B. Disciplinary Action:

1. **ZERO TOLERANCE** will be in forced for all managers or coaches action(s) before, during or after a game.
 - a. Managers and coaches are not allowed to charge an umpire. First violation is a two (2) game suspension. Second violation gone for the season. **ONLY THE MANAGER** is allowed to call time after the ball is declared dead by the umpire and ask to approach the umpire.
 - b. **TOUCHING UMPIRES – GONE FOR THE SEASON** (could include further suspension beyond the rest of the current season)
 - c. Breaking playing rules – First violation is a two (2) game suspension and loss of game. Second violation gone for the season and loss of game.
 - d. Managers who refuse to play a game – First violation two (2) games suspension and loss of game. Second violation gone for the season and loss of a game.
 - e. Coaches, Parents or Players may not badger, mock, or taunt the umpire or the players, coaches, or parents of the opposing team in any manner during the course of the game. Parents, coaches, and players who are disruptive to the progress and/or purpose of the game (or games will forfeit the privilege of participation in the game (or future games). At the discretion of the umpire and/or Board. Under no circumstances are the coaches, players and/or parents to argue with umpires, coaches or parents of the opposing team. Any one doing so shall be reported to the Board and will be subject to forfeiture of the privilege of participation in future games. ADD; under Zero Tolerance
 - f. Managers and Coaches are responsible for their players and fans. If a player or fan is asked to leave and they refuse to do so, the manager or coach has the opportunity to get the player or fan to leave. Thereafter, If the player or fan refuses to leave then the game will end in a forfeit for the team violating the conduct code.
 - g. **The Manager is the only person allowed to approach the umpire.** If the manager has been removed from the game for whatever reason, then a coach will be named temporary manager. Only after a Coach is named temporary Manager may they approach the umpire.
 - h. Managers and coaches are not allowed to question judgment calls (Ex. Balls/strikes or outs) only **RULES**.
 - i. A manager only may appeal a rule. He must call time and ask if he can approach the umpire. He has 5 minutes to state his case. Umpires have final decision. If the manager doesn't agree, then the manager has the opportunity to appeal the decision.

Further suspension beyond the rest of the season will be reviewed by the DCBRL Executive Committee and handled on a case-by-case basis.

ARTICLE 17 – MANDATORY PLAYING RULES

A. For every game in attendance, EVERY child must play 1 inning (3 outs) in the field. If a child fails to play in the field for 3 consecutive outs, that child must start and play the entire next game he/she is at. Also Half way through the first half of regular season scheduled games, each player must have had an average of 1 plate appearance per game in attendance. However, if the player has not been in attendance at games or has been under disciplinary action, this rule will not apply and there will be no penalty assessed to the manager, coaches, or team. The umpire in charge and head coach from the opposing team must be notified BEFORE the game starts. If the game starts and both are not notified the rule stands. The same is in effect for the second half of the season. Baseball commissioner will check the team score book half way through the first half of regular season, and again at the end of regular season, and sign your score book to ensure this policy is adhered to. If mandatory playing rules are broken- see Article 16 section B, sub section c.

ARTICLE 18 – PITCHING DISTANCE FOR BASEBALL

<u>LEAGUE</u>	<u>PITCHING DISTANCE BASES DISTANCE</u>	
Rookie League	46' Machine Pitch	60'
Minor League	46'	60'
Major League	50'	70'
13 Prep/Junior League	60'6"	90'
Senior League	60'6"	90'

Pitching machine for Rookie League can vary based on the machine. If this is the case, both Coaches must agree on the speed of the pitch. The suggested setting for the speed is 9. If coaches can't agree then the umpires have the final decision.

ARTICLE 19 – PITCHING DISTANCE FOR SOFTBALL

<u>LEAGUE</u>	<u>PITCHING DISTANCE BASES DISTANCE</u>	
Rookie League	35'	60'
Minor League	35'	60'
Major League	40'	60'
Junior League	40'	60'
Senior League	40'	60'

ARTICLE 20 – PITCHING REGULATION BASEBALL

Minor / Major League	6 innings in a week
13 Prep/Junior League	7 innings in a week
Senior League	12 innings in a week

- A. FOR ALL Leagues: If a pitcher delivers one (1) pitch in an inning he shall be charged for one (1) complete inning pitched.
- B. MINOR / MAJOR: A Cal Ripken Baseball pitcher must have two (2) calendar days rest between pitching assignments if he pitches in more than two (2) innings in any one game.
- C. 13 PREP/JUNIOR: A Babe Ruth pitcher must have two (2) calendar days rest between pitching assignments if he pitches in more than three (3) innings in any one game.
- D. SENIOR: A Babe Ruth pitcher must have two (2) calendar days rest between pitching assignments if he pitches in more than four (4) innings in any one game.
- E. Each game in which a pitcher pitches is considered one (1) "assignment". Therefore, a pitcher in the same game may start out as a pitcher, play another position, and return to the mound and this would still be considered as one (1) assignment. Starting pitchers may return to the mound; relief pitchers may not. F. The calendar week of Cal Ripken / Babe Ruth Baseball is Monday through and including Sunday.
- G. Definition of a calendar day. Each calendar day starts at 12:01 a.m.
- H. If a game is called before it has become a regulation game it will become a suspended game.
- I. Major: **BALKS – BALKS WILL BE CALLED BEGINNING WITH THE 1ST REGULAR SEASON GAMES**

Quick glance at pitching eligibility

**Minor and Major League if throws more than two (2) innings in a game:
 13 Prep/Junior League if throws more than three (3) innings in a game:
 Senior League if throws more than four (4) innings in a game:**

Game day: Monday can't throw again until Thursday
 Tuesday can't throw again until Friday
 Wednesday can't throw again until Saturday
 Thursday can't throw again until Sunday
 Friday can't throw again until Monday
 Saturday can't throw again until Tuesday
 Sunday can't throw again until Wednesday

- 1. All pitching starts back at ZERO innings on Monday.
- 2. Pitching more than innings still applies. See quick glance at pitching eligibility.

DCBRL has a League option to keep the pitching rule that we have in place for now. We may look into adopting the new rule sometime in the future. **The new pitching rule for 2017 will be used in Allstar Baseball Tournaments only.**

ARTICLE 21 – PITCHING REGULATION SOFTBALL

Minor / Major Leagues 10 innings in a week

Junior / Senior Leagues Unlimited innings in a week

- A. FOR ALL Divisions: If a pitcher delivers one (1) pitch in an inning she shall be charged for one (1) inning pitched.
- B. The calendar week of Babe Ruth Softball is Monday through and including Sunday.
- C. If a game is called before it has become a regulation game and the umpire declares it “no game”, the pitching eligibility is the same as it was prior to the beginning of the “no game” situation. D. All pitching starts back at ZERO innings on Monday.
- E. Minor Division: **The player pitcher must walk at least 2 batters before the coach pitcher will enter the game (per inning). Once 2 batters have walked, the coach pitcher will enter the game after 4 balls and the coach will throw 3 pitches.** If the player fouls the 3rd pitch she will continue to receive pitches until put into fair play. Coach must be in contact with the rubber when pitch is delivered. Coaches CANNOT coach from the pitching circle. **Penalty-batter or runner will be called out.**
- F. Minor Division: If a “batted” pitch hits the pitching coach, the play will be ruled “no pitch” and the batter will receive another pitch. If the pitching coach is hit by a batted or thrown ball outside of the pitching circle, the lead runner will be ruled out with no advancement of remaining base runners. If the pitching coach is hit by a thrown ball while located within the pitching circle (both feet inside circle) the play will continue until the lead runner is stopped. **No bunting when coach is pitching.**

ARTICLE 22 – PLAYER HOME AREA & POOL PLAYERS

- A. Each Booster Club must be a member of DAVIDSON COUNTY BABE RUTH LEAGUE INC. Fee to join DCBRL is \$150.00 and an equal amount on hand in the treasury. Once a Booster Club becomes a member of DAVIDSON COUNTY BABE RUTH LEAGUE INC., they are considered a HOME AREA.
- B. The HOME AREA for each player shall be the school district where the player attended school this year. EXCEPTION: High and Middle school students must play on teams in the area of the last feeder school attended, barring a residence change.
- C. If your community is not a member of the DAVIDSON COUNTY BABE RUTH LEAGUE INC., and a player wants to play in the DAVIDSON COUNTY BABE RUTH LEAGUE, we will not deprive any player living in Davidson County a chance to participate in the DAVIDSON COUNTY BABE RUTH LEAGUE. However, the President and/or DCBRL EXECUTIVE BOARD OF DIRECTORS must approve each player not in a HOME AREA.

ARTICLE 23 – PLAYER ILL OR INJURED

A. If a player becomes ill or injured, a manager may insert a previously used substitute – NOT A STARTER – who may be moved in the batting order to replace the ill or injured player when no legal substitutes are available. However, this rule exception does not apply to ejections or disqualifications of any kind. The ill or injured player, who is replaced under this rule, CANNOT re-enter that ball game. If there are no substitutes of any kind available, and the team has at least eight (8) players in a nine (9) player line up, or nine (9) players in a ten (10) player line up. The team will take an out every time the injured player was to come to bat. MINOR LEAGUE ONLY – BOYS – If there are no substitutes of any kind available, and the team has at least eight (8) players in a nine (9) player line up, or nine (9) players in a ten (10) player line up, or ten (10) players in a eleven (11) player line up, etc., the team will take an out every time the injured player was to come to bat.

ARTICLE 24 – POTENTIAL COLLISION PLAYS AT HOME PLATE

- A. The runner must slide on all POTENTIAL collision plays at home plate when defensive player possesses ball.
- B. PENALTY: the runner is out. It is in the umpire’s judgment if slide is necessary and is legal or malicious.

ARTICLE 25 – PROTESTS

- A. Protesting coach must notify the umpire of the protest and submit a protest in writing to the BOOSTER CLUB that the team protesting belongs to within 48 Hours, accompanied by a protest fee of \$100.00. (Only cash or

- money order will be accepted.)
- B. All protest must be presented before the DCBRL EXECUTIVE BOARD OF DIRECTORS.
 - C. If the protest is upheld, the fee will be refunded.

ARTICLE 26 – RAIN OUT GAMES, POSTPONED GAMES & SCHOOL ACTIVITIES (COMBINED)

- A. It is the responsibility of the BOOSTER CLUB where games are scheduled to provide a contact and phone number to call regarding rain out information.
- B. Each BOOSTER CLUB is to provide a “Field Supervisor” (or someone in similar capacity), to assess field conditions and advise umpires if their fields are still playable should rain interrupt a game. The umpire is in charge of calling a game due to rain, but in order to make the correct call to resume a delayed game, this person is necessary.
- C. When players of any team are involved with SCHOOL OR SCHOOL ACTIVITIES (for a grade, NOT DANCES, must be a mandatory function) at the time of a scheduled game, the game must be re-scheduled at the request of the affected manager(s).
- D. All school activities, postponed games and rained out games should be made up the same week, if possible.
- E. Schedule for postponed and rain out games are as follows:
 1. Monday &/or Tuesday games to be played on Wednesday of the same week. The schedule would be the same times and the same fields. Only exception would be if both Monday and Tuesday games are rained out then Monday games would be moved to Wednesday, and Tuesday games would be moved to Saturday or Sunday (time/field TBD).
 2. Thursday & Friday games to be played on Saturday of the same week, times/fields TBD. Sunday will be used if necessary.
- F. All Local League games will be played if possible.
- G. **Any and ALL DCBR games that are rained out or stopped for any reason WILL BE PLAYED AS A SUSPENDED GAME. This rule supersedes the National Babe Ruth rule,**

ARTICLE 27 – RUN RULE

- A. **Maximum runs allowed per inning:** All divisions Rookies – Majors for both boys and girls will have a 7 run rule per inning, or 3 outs, whichever comes first.
- B. **10 RUN RULE:** Any Cal Ripken, 13-15 or 16-18 local league game may be terminated once becoming regulation if one team is ahead by 10 runs or more and have had equal times at bat or the home team is leading. (See **BABE RUTH LEAGUE RULE BOOK, page 21**).

ARTICLE 28 – SCHEDULING POLICY

- A. Once the schedule is approved by the SCHEDULING COMMITTEE AND DAVIDSON COUNTY BABE RUTH LEAGUE EXECUTIVE COMMITTEE – THERE WILL BE **NO** CHANGES! Changes will not be made to accommodate manager’s schedules, school dances, etc.

ARTICLE 29 – SPEED UP RULE

- A. Mandatory with two (2) outs for the catcher. Player making last out will be used as a courtesy runner.

ARTICLE 30 – TEAM COMPOSITION

- A. Team Composition:
 1. Each team shall consist of no less than twelve (12) players and no more than fifteen (15) players. The League President must approve any exceptions and submit to the District Commissioner for approval.
- B. Order of Rule Observance:
 1. DCBRL Local League Playing Rules.
 2. Cal Ripken/Babe Ruth Rule Book (current year).
 3. Official Baseball Rules.
- C. **SOFTBALL – Minor Division:** An eleventh (11th) hitter may be added to the teams batting order, IF you play ten (10) players in the field, in League play and will be indicated in the line-up as the “EH”. The “EH” will be treated as any other starter.

ARTICLE 31 – TEAM ROSTERS

A. Team rosters must be turned into the League President after the draft is completed but no later than one week after the draft.