

## ALL LEVELS

All games are to be played in accordance with the Babe Ruth Rule Book and the Babe Ruth Tournament Rules (Rule 11.00). Local League Rules DO NOT APPLY during the Babe Ruth Tournament Trail.

The World Series and National Invitational tournaments will also follow these rules; however, there may be special or additional rules at these tournaments. Participating teams will be notified of these special rules before they compete in those tournaments.

### SAFETY AND SPORTSMANSHIP

The safety of players, managers, coaches, umpires, tournament staff, & fans is always a priority. Use common sense in all situations involving safety.

Sportsmanship is expected and required from everyone. No manager, coach, nor player shall 1) incite by word or sign a demonstration by spectators, 2) use language which will negatively refer to or reflect upon opposing players, umpires, tournament staff or spectators, 3) make intentional contact with the umpire in any manner. Each umpire has authority to eject any person, manager, coach, or player. Cheering, chanting, and chatter (including “hey batter”) are allowed as long as they are done in a sporting fashion and within the spirit of the game (umpire and tournament official’s judgment).

The use of all tobacco products (including smokeless) is prohibited by ALL field personnel during tournament competition.

All team members (including coaches) must remain in their dugout areas when not actively participating in the game.

Dugout areas are for managers, coaches, and players only. If the team’s scorekeeper is not a coach on the team (on the roster), then they may sit by the dugout, but not in the dugout area.

### PROTEST COMMITTEE AND PROTESTS

Prior to each game, a protest committee shall be made known to the umpires and coaches. This committee will consist of the Regional Commissioner and Regional Umpire and Chief and a member of the Ohio Valley Task Force. The Committee will be presented during coaches meeting. Should a protest be lodged, it must happen immediately (before the next pitch or before the defense leaves fair territory after the third out). A protest can be made on misapplication or violation of the rules. Play must stop until the protest committee has made a decision and that decision IS FINAL. NO PROTEST can be made on an umpire’s judgment.

Each tournament site will provide an official scorekeeper and scorebook for each game. The official scorebooks will be used to track the game outcomes and innings pitched (10U and 12U – to be verified by managers after the game). The scorebooks will also be used if a batting, pitching, or scoring

discrepancy occurs during a game. The scorekeeper WILL NOT point out appeal plays to the umpire (such as batting out of order) as it is the opposing team's responsibility to catch appeal plays.

## COACHES AND UMPIRES

Tournament Managers and Coaches must complete coaching education and certification prior to the start of their first level of tournament competition. Certifications must be given to the tournament director prior to start of tournament with team documentation.

Team manager and coaches are required to wear identical uniforms consisting of the following: 1) a collared shirt in the same colors as the team's uniform, 2) dress shorts or pants of the same style and in the same colors as the team's uniform, 3) athletic footwear including running shoes, sneakers, and cleats. NO open toed foot (including crocs). NO phones or pagers (put in pocket and do not use while on the field). Don't forget your Babe Ruth patches for coaches and players.

Proper attire is also expected of umpires. Black shoes, black socks, navy or black hat with no endorsements, heather grey pants (no shorts), matching shirts (navy or powder blue are preferred), and Babe Ruth Umpire patch on shirt and/or hat.

## MISCELLANEOUS

There are no "mandatory slide rules". Players should attempt to avoid contact. There is a "malicious contact" rule for deliberate and unsportsman like action of the runner in "crashing" the defensive player (the runner is out and can be ejected). The use of face guards on all batting helmets is required for all divisions and levels of play. Chin straps are recommended.

The orange 'safety' base at first base is optional. If it is being used, then it treated as one 15" x 30" base. When an ordinary play is made on the batter-runner, the defense should use the white base and the batter-runner should use the orange base.

No hit sticks, bat rings or bat donuts are to be used during the game. Only game bats or approved warm-up bats are allowed.

Third Base dugout will be the home team dugout once Eliminations begin. Pool Play games will be first come first serve.

## GAME PLAY

Seeding from pool play will be determined by a POINTS SYSTEM as follows

3 PTS for WIN

1 PT for TIE

0 PTS for LOSS

If weather shortens or cancels pool play and or Eliminations the following will be used

Pool Play will be either shortened to the nearest round completed or go to a blind draw format

Eliminations if weather interrupted will be changed to single elimination tournament at which time all loser bracket games will be eliminated. ( this will be a last ditch effort to finish the tournament in time for trail advancement for teams )

## 14U & 16U

### GAME PLAY

Time limits may be in effect for pool play. There will be no time limit in bracket play and each game must be played to completion. If a game is suspended due to weather, darkness, etc., it will continue from the point of suspension.

No tournament team can play more than three games in a day (NO EXCEPTIONS). Each team shall have a minimum 30 minute rest between games.

14U & 16U games shall be 7 complete innings, unless the home team is ahead at the end of 6½ innings. The ten-run rule will be in effect for a regulation game (after 4½ or 5 innings) and both teams have had equal times at bat, unless the home team is leading. If time limit rules are in effect for pool play games, they will be completed after fulfilling time limit rules.

## *LINEUPS, SUBSTITUTIONS & COURTESY RUNNERS*

Before the game, each team will provide a batting order (lineup) to the official scorekeeper, opposing team, and the umpire during the pre-game meeting. Once given to the umpire during the meeting, the batting order becomes official.

The starting lineup will consist of 9 players and teams may elect to add an Extra Hitter (EH) to the batting order. If a team elects to use the EH, it cannot be eliminated during the game.

When entered, a substitute will bat in the replaced player's position in the lineup. Starters may re-enter once and must occupy the same position in the batting order. Substitutes withdrawn may not re-enter. EXCEPTION: A player may reenter to replace an injured or ejected player providing no other substitutes are available. The re-entered player must be selected by the opposing manager. The player who was injured or ejected cannot re-enter the game.

Courtesy Runner – The pitcher and/or catcher last used defensively may have a courtesy runner run for them every time they reach base safely. Each courtesy runner used must be a player who is not in the game at the time. Each courtesy runner may only pinch run once per inning.

## *PITCHING LIMITATIONS*

Pitcher's plate distance will be 43 feet. 12" ball will be used.

Pitchers in 14U & 16U tournaments will have no innings pitched limitation.

A pitcher may be removed from pitching and reenter as a pitcher providing 2 trips to the mound have not been made to the same pitcher in the same inning and the pitcher is legally in the game under substitution rules.

## *MISCELLANEOUS*

Runners may leave  
base on the  
pitcher's release of  
the pitch. Metal  
cleats are allowed in  
14u and 16u

## 12U

### GAME PLAY

Time limits may be in effect for pool play. There will be no time limit in bracket play and each game must be played to completion. If a game is suspended due to weather, darkness, etc., it will continue from the point of suspension.

No tournament team can play more than three games in a day (NO EXCEPTIONS). Each team shall have a minimum 30minuterest between games.

Games shall be 6 complete innings, unless the home team is ahead at the end of 5½ innings. The ten-run rule will be in effect for a regulation game (after 3½ or 4 innings) and both teams have had equal times at bat, unless the home team is leading. If time limit rules are in effect for pool play games, they will be completed after fulfilling time limit rules.

### LINEUPS, SUBSTITUTIONS, & COURTESY RUNNERS

Before the game, each team will provide a batting order (lineup) to the official scorekeeper, opposing

team, and the umpire during the pre-game meeting. Once given to the umpire during the meeting, the batting order becomes official.

The starting lineup will consist of 9 players and teams may elect to add an Extra Hitter (EH) to the batting order. If a team elects to use the EH, it cannot be eliminated during the game.

When entered, a substitute will bat in the replaced player's position in the lineup. Starters may re-enter once and must occupy the same position in the batting order. Substitutes withdrawn may not re-enter. EXCEPTION: A player may reenter to replace an injured or ejected player providing no other substitutes are available. The re-entered player must be selected by the opposing manager. The player who was injured or ejected cannot re-enter the game.

Courtesy Runner – The pitcher and/or catcher last used defensively may have a courtesy runner run for them every time they reach base safely. Each courtesy runner used must be a player who is not in the game at the time. Each courtesy runner may only pinch run once per inning.

## *PITCHING LIMITATIONS*

Pitcher's plate distance will be 40 feet. 12" ball will be used.

Pitchers will not be allowed to pitch more than 9 innings in any 2 consecutive games within the same tournament level (district, state, regional). One pitch in an inning is counted as one inning pitched. Example: Pamela pitches 6 innings in game one. Pamela will have 3 innings available to pitch in the next game played. Forfeits do not count towards consecutive games played. Games in which an ineligible pitcher has been used shall be declared a forfeit. It is the opposing coach's responsibility to protest an illegal pitcher before the game is completed.

A pitcher may be removed from pitching and reenter as a pitcher providing 2 trips to the mound have not been made to the same pitcher in the same inning and the pitcher is legally in the game under substitution rules.

## MISCELLANEOUS

Runners may leave base on the pitcher's release of the pitch.

## 10U

### GAME PLAY

Time limits may be in effect for pool play. There will be no time limit in bracket play and each game must be played to completion. If a game is suspended due to weather, darkness, etc., it will continue from the point of suspension. If time limit rules are in effect for pool play games, they will be completed after fulfilling time limit rules.

No tournament team can play more than three games in a day (NO EXCEPTIONS). Each team shall have a minimum 30minuterest between games.

Games shall be 6 complete innings, unless the home team is ahead at the end of 5½ innings. The ten-run rule will be in effect for a regulation game (after 3½ or 4 innings) and both teams have had equal times at bat, unless the home team is leading.

### LINEUPS, SUBSTITUTIONS & COURTESY RUNNERS

Before the game, each team will provide a batting order (lineup) to the official scorekeeper, opposing team, and the umpire during the pre-game meeting. Once given to the umpire during the meeting, the batting order becomes official.

The starting lineup will consist of 9 players and teams may elect to add an Extra Hitter (EH) to the batting order. If a team elects to use the EH, it cannot be eliminated during the game.

When entered, a substitute will bat in the replaced player's position in the lineup. Starters may re-enter once and must occupy the same position in the batting order. Substitutes withdrawn may not re-enter. EXCEPTION: A player may reenter to replace an injured or ejected player providing no other substitutes are available. The re-entered player must be selected by the opposing manager. The player who was injured or ejected cannot re-enter the game.

Courtesy Runner – The pitcher and/or catcher last used defensively may have a courtesy runner run for them every time they reach base safely. Each courtesy runner used must be a player who is not in the game at the time. Each courtesy runner may only pinch run once per inning.

## *PITCHING LIMITATIONS*

Pitcher's plate distance will be 35 feet. 11" ball will be used.

Pitchers will not be allowed to pitch more than 9 innings in any 2 consecutive games within the same tournament level (district, state, regional). One pitch in an inning is counted as one inning pitched. Example: Pamela pitches 4 innings in game one. Pamela will have 5 innings available to pitch in the next game played. Forfeits do not count towards consecutive games played. Games in which an ineligible pitcher has been used shall be declared a forfeit. It is the opposing coach's responsibility to protest an illegal pitcher before game is completed.

A pitcher may be removed from pitching and reenter as a pitcher providing 2 trips to the mound have not been made to the same pitcher in the same inning and the pitcher is legally in the game under substitution rules.

## MISCELLANEOUS

Stealing is permitted (follow 12U rules).

Runners may leave base on the pitcher's release of the pitch.

Batter may not advance on dropped third strike. Ball is live and runners may advance at their own risk.  
Infield Fly Rule is in effect.

## 8U

### A. THE PLAYING FIELD / EQUIPMENT

1. 60' between bases
2. 35' to pitcher's plate with 9' radius pitching circle.
3. 38' defensive arc from first base line to third base line.
4. Foul lines, batter's box, and base coach boxes per Babe Ruth Rule Book.
5. An eleven-inch optic yellow ball with red stitching is required.
6. Batting helmet faceguards are required and chin straps are strongly suggested.

### B. The Game / Playing Rules

1. A game shall consist of 6 innings or 90 minutes (no new inning starts after 90 min.). NOT on Championship game.
2. The game will end if a team has been mathematically eliminated.
3. There will be a 15-run mercy rule after 3 ½ or 4 innings.
4. Teams may use ten players defensively by using a 4<sup>th</sup> outfielder.
5. Infielders (including pitcher-helper) must be positioned behind the 38' arc until the ball is hit.
6. Outfielders must be positioned 3 feet outside the baselines until the ball is hit.
7. Offensive coaches in coach's box. **No defensive coaches on field.**
8. A total of five pitches or three swinging strikes shall count as an out unless the fifth pitch is batted foul. No walks.
9. There will be no infield fly rule, no stealing, and no batter advance on "dropped" third strike.
10. No bunting. Slap-hitting is allowed. However, batter must clearly strike at the ball to put the ball into play (umpire's judgment). Penalty for bunting: Dead ball, strike on the batter. (If it is 3<sup>rd</sup> strike or 5<sup>th</sup> pitch, batter is out).
11. Dead ball will be called when the ball is held by any defensive player stopping the forward motion of the lead runner or no further play is being made. **Time being called by Umpires only not Fielders.**
  
12. Pool Play Standings will be determined same other division covered in Game Play

### C. Sling Pitching Regulations

**Pitching Machine:** A spring-loaded pitching machine will be placed at 35 feet or just behind pitcher's plate if both options are used. Speed will be set at 35 mph. If pitching machine malfunctions, no pitch will be declared. Any batted or thrown ball hitting the pitching machine will be declared a dead ball and

batter and runners that would be forced will be awarded one base.

1. Umpire pitch on sling only.
  - Positioning seams same way every time.
2. The pitcher-helper (defensive player) must take a position behind the defensive arc and can have either or both feet in the circle at the time of the ball being hit. *delayed dead ball if* player makes play on *batted ball* umpire may enforce illegal pitch rule with batter being *allowed* another *pitch* instead of ball being charged since there are no wa

The pitcher-helper (defensive player) must take a position behind the defensive arc and can have either or both feet in the circle but may not be any farther than both feet within the player's step from the circle at the time of the ball being hit. *PENALTY: Delayed dead ball if* player makes play on *batted ball...umpire* may enforce illegal pitch rule with batter being *allowed* another *pitch* instead of ball being charged since there are no walks *NOTE: Umpire's judgement*

#### D. Batting and Running

1. Teams will bat no more than 10 batters in any inning if less than 3 outs.
2. All players on the roster will be in the batting order with free defensive substitutions.
3. Runners may leave the base when the pitch reaches the batter (anticipating a hit ball) but must return if the ball is not put into play. Runners may be called out for leaving the base early.
4. If a batter-runner or runner is injured and safely on base, the first player preceding her in the batting order (not on base) may finish her running responsibilities without penalty. Note: If there are only 9 players on the team and there is an injury with a player being removed, the Babe Ruth Rule Book will govern and a forfeit ruled upon appeal (after not being able to produce a 9<sup>th</sup> player).
5. A player removed from the game due to injury will not be allowed to return to the game. The injured player will be skipped in the batting order without penalty. (unless 9 players left on the batting order, see D-4 Note)
6. Courtesy Runner – The pitcher-helper and/or catcher may have a courtesy runner run for them every time they reach base safely. Each courtesy runner used must be the player preceding them in the batting order and not already on base. Each courtesy runner may only pinch run once per inning