

WINTER PARK BABE RUTH
Minor Division Local Rules
Approved: January 11, 2023

GAME PRELIMINARIES

- MI.1.** The Babe Ruth calendar week is Monday through Sunday.
- MI.2.** Games may not be rescheduled without prior consent from the division commissioner.
- MI.3.** The home team is responsible for the following:
1. Supplying 2 new baseballs to the head umpire
 2. Providing an Official Scorekeeper
- MI.4.** The visiting team is responsible for the following:
1. Mound and batters' box repair at the end of the game
 2. Covering the batter's' box and mound with the tarp if last game of the day
 3. Removing the bases, and replacing with base plugs if last game of the day
- MI.5.** Each team must have a minimum of 8 players at the official start time of the game. A team without the required number of players to start the game will forfeit. If both teams do not have the required number of players, the game will be a double forfeit. **(NOTE)** – It is permissible after a forfeit has been declared to play the scheduled game as a scrimmage. Player's may be shared as necessary, but player's playing for the opposing team should play the outfield.
- MI.6.** Once the game has started, a team may continue to play as long as they can field 8 players. If at any point, a team cannot field the minimum number of players, the game shall be declared a forfeit.
- MI.7.** All participating players must be in matching uniforms. This includes:
- A jersey with matching artwork and color, and a number on the back
 - A hat with matching artwork and color
 - Teams should strive to wear the same color pants (grey or white), socks, and belt, but exceptions should be made on a case by case basis.
- MI.8.** Shirts should be tucked in, and hats worn with the brim forward when on the field.
- MI.9.** Exposed jewelry or any other item judged dangerous by the umpire, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry, but if worn must be taped to the body.
- MI.10.** No music will be allowed during warm-ups or games, including "walk-up" songs.

TIME LIMITS OF GAMES

- MI.11.** Games will be scheduled for five (5) innings, and will be considered official
- At the completion of 3 innings if the visiting team is winning, or
 - The completion of 2.5 innings if the home team is winning

- MI.12.** If a game is tied at the end of 5 innings, extra innings may be played; time permitting. There are no special rules for extra innings.
- MI.13.** The umpire will keep the official time for the game.
- MI.14.** Games delayed due to rain may not start after 7:00 PM
- MI.15.** No new inning may begin 1 hour and 45 minutes after the start of the game.
- MI.16.** If the start of a game is delayed due to rain, no new inning may start 1 hour and 45 minutes after the start time of the game.
- MI.17.** A drop-dead limit of 2 hours will be observed for all games. When the drop-dead limit is enforced, the game score reverts to the last completed inning.
- MI.18.** The game timer will stop during weather delays, or lighting issues, and restart with the resumption of play. The game will be suspended if stopped, and not restarted within 30 minutes.
- MI.19.** A game stopped due to the time limit will be considered a regulation game regardless of the number of innings played.
- MI.20.** Games that end in a tie due to the time limit will be final.

DURING THE GAME

- MI.21.** Each team will be allowed three outs or not more than four (4) runs in each of the first four (4) innings. The fifth inning, or later innings will play until three outs are made
- MI.22.** Four (4) coaches are allowed are permitted on the field or in the dugout during the game (manager and three assistants), one (1) of which must remain in the dugout. No other adults should be on the field, or in the dugout.
- MI.23.** Coaches are permitted outside of the dugout while their team is on defense, but must remain on the warning track in front of their own dugout. While on offense coaches must remain in the coaches' boxes at 1st and 3rd base.
- MI.24.** An adult must remain in the dugout to supervise the players at all times, even if this means players have to coach the bases.
- MI.25.** Individuals outside the field/dugout are not permitted to give signs, call plays, call pitches, etc. All coaching is to come from the on-field personnel.
- MI.26.** Players arriving after the start of the game may be used, but must be placed at the bottom of the batting order.
- MI.27.** A courtesy runner may be used for the pitcher or catcher when there are 2 outs. The courtesy runner will be the last recorded out.

MI.28. A 10-run rule will be observed. The run rule will be in effect once 3 innings have been completed or 2.5 innings if the home team is ahead. The game may be continued after declaring a winner by run rule at the option of both managers. The scoreboard must be turned off in such instances.

CATCHING

MI.29. In the Minors division, the catcher is permitted to use a fielder's glove in lieu of a catcher's mitt.

PITCHING

MI.30. Innings pitched are determined by appearances, and not based on outs (as in standard scorekeeping). Delivering a single pitch in an inning constitutes an inning pitched. This is a National Babe Ruth rule (0.06-1b).

MI.31. The maximum number of pitches per day is 60 [FALL: 40]. If the pitch limit is reached in the middle of an at bat, the pitcher may continue to pitch until the at-bat is completed, or the 3rd out of the inning is recorded, whichever comes first.

MI.32. A pitcher must have 2 full calendar days' rest between pitching assignments if he or she pitches more than two innings in any one game. This is a National Babe Ruth rule (0.06-3).

MI.33. A pitcher may pitch 6 innings per calendar week. This is a National Babe Ruth rule (0.06-1). [FALL: A pitcher may pitch maximum of 2 innings per game].

MI.34. The following rest requirements will be observed:

- 1 – 20 pitches -- one full day calendar rest regardless of number of innings pitched;
- 21 – 40 pitches -- two full calendar days' rest regardless of number of innings pitched;
- 41+ pitches -- three full calendar days' rest regardless of number of innings pitched.

Approved Ruling – A pitcher that throws 40 pitches on Tuesday is not permitted to pitch again until Friday

(NOTE) – The rest requirement does not apply to doubleheaders, however the maximum pitch count for the day must still be observed. For example, if a pitcher throws 35 pitches in Game 1, he is permitted to throw in game 2 (does not need 2 days' rest), but can only throw a maximum of 25 pitches (and can finish the hitter if the maximum daily pitch count is reached in the middle of an at bat)

MI.35. Pitches thrown in an inning that is not completed due to the drop-dead time limit are counted.

MI.36. If a pitcher throws more than 50 pitches in a game, that player is ineligible to catch for the remainder of the game.

MI.37. Pitchers who are removed during a game, regardless of whether it is between innings or on a first visit to the mound during an inning, will not be able to return to pitch in that game.

MI.38. Intentional walks are not permitted in the Minors division.

MINIMUM PLAY RULES

- MI.39.** A continuous batting order will be used. As such, if a player is unable to take his turn at bat, there is no penalty.
- MI.40.** If a player is unable to finish an at-bat due to illness or injury, then the last-recorded-out will complete the at-bat and inherit the count of the player that is unable to continue. The vacated spot in the batting order will be skipped on subsequent turns through the lineup.
- MI.41.** Each player will play a minimum of three defensive innings (9 outs). For games ending in less than five innings, each player will play a minimum of two defensive innings (6 outs). Additionally, in the **FALL**, every player must be given the opportunity to play infield at least one inning per game (catcher counts as an infield position for this rule). Failure to comply with the rule is grounds for a protest and forfeit of the game. Players who arrived after the first defensive inning of the game are exempted from this rule.

PROTESTS

- MI.42.** Protests can only be submitted in reference to rule interpretations.
- MI.43.** The rules for protesting are as follows:
1. The protesting manager must register the protest immediately (before the next pitch is thrown) by calling time-out and notifying the home plate umpire, the opposing manager, and the official scorekeeper, who should record the protest in the scorebook.
 2. The game will be completed under protest.
 3. The protesting manager will submit, in writing, the conditions of the protest to the division commissioner within 48 hours of the games' completion.
 4. The division commissioner will rule on the merits of the protest within 48 hours, with board assistance if necessary.
- MI.44.** If a protest is upheld, the game will be replayed from the point of the protest. If the protest is overturned, the game stands as played.

PLAYERS CALLED TO ANOTHER DIVISION

- MI.45.** If it is determined that a Major (12U) League team needs to obtain a player from the Minor League (10U), the following guidelines will be used:
1. The Major team manager is to contact the Commissioner or director for that season and indicate the need for a player and the reason.
 2. The major league manager is not to contact any minor league managers, players or parents.
 3. The Commissioner, the major team manager and Commissioner for the minor league will determine a suitable player to be moved from the minor division to the major division.

4. Players may only be brought up on a permanent basis and will remain with that major league team for the remainder of the season.
5. Any player selected for the major league (league age 10 or older) that elects not to be moved up will be automatically placed onto the team which loses a player in their place.
6. The minor team that loses a player now selects a player from the rookie program, IF THEY SO DESIRE, assisted by the vice president of the league and the Commissioner for the rookies. Note: Sons/Daughters of Mangers may decline.

END OF SEASON TOURNAMENT

- MI.46.** At the end of the regular season, an end of season tournament will be held.
- MI.47.** The format of the tournament will be determined by the division commissioner, and approved by the Board of Directors.
- MI.48.** Seeding method will be determined by the commissioner with the approval of the Vice-President before the start of the regular season. In the event a record-based seeding method is used, the first tie-breaker is head-to-head. 'Runs scored-against' in the head-to-head matchup will be the next tie breaker.
- MI.49.** Tournament pitching rules will be used:
1. Pitching Limitations
 - 49.1.1. Daily Maximum pitches in a Game or Day – 75
 - 49.1.2. 1-40 pitches – no rest required
 - 49.1.3. 41-65 pitches – 1 full calendar day rest
 - 49.1.4. 66+ pitches – 2 full calendar days' rest
- MI.50.** There is no time-limit for tournament games. All games will be played to completion.
- MI.51.** The run-rule will still be observed for tournament games, except in the championship game.

Document History

Version	Approval Date
V1	08/18/2016
V2	01/11/2023