

# Winter Springs Babe Ruth Rules

## Advanced TBall Division

### Home Team & Visiting Team Responsibilities

The home team is responsible for the following:

- Provide 1 new game ball.
- Provide an official scorekeeper for recordkeeping purposes. Gamechanger will be used for the official score.

The visiting team is responsible for:

- Providing an adult scoreboard operator for the duration of the game

### Game Time

To facilitate the consistent start and stop of games, and to provide equitable playing time for all players, the following time limits will be observed:

- Official start time occurs when the defensive team takes the field.
- No new inning will start after 1 hour and 30 minutes has elapsed from the official start time.
- Games will be 6 innings, time permitting. The offensive side is retired after 3 outs or after 4 runs have been scored each ½ inning.
- Tie Games: If both teams have the same number of runs at the end of an official game, the game is declared a tie. Time Limits will define an official game regardless of the number of innings played. If a game is tied after 6 innings and there is still time left on the clock, then a Texas Tie Breaker will be started to finish the game.
  - Texas Tie Breaker: Last player out starts on 2<sup>nd</sup> base, next batter up starts with a fresh count, team has no outs. Both teams will play their half inning and there will be a 4-run limit.

### Offense (Batting)

- All players are required to wear approved batting helmets while batting. All players shall be in the batting line-up.
- A strike shall be called if the batter:
  - Completely misses the ball and tee
  - Misses the ball but hits the tee
  - Hits the ball foul and has less than 2 strikes
- A foul shall be called if the ball:
  - Is hit into foul territory
  - **Is fair, not touched by a defensive player, and does not reach the 25' line**
- No bunting or fake bunting. No walks or intentional walks. No in-field fly rule. No "batter hit by pitcher" rule.
- All bats in-use during play must be stamped with the USA bat symbol. Any bat without a USA stamp is an illegal bat.
  - If an illegal bat is found on the field, it will immediately be removed from play.
  - If a ball is hit with an illegal bat, the batter is out. The batter and manager will both receive a warning.
  - A bat challenge must be made before the next pitch. Umpires are not responsible to police bats. A manager or player that has a second incident in the same game will be suspended from that game.

### Base Runners

- No leading off or base stealing.
- A player may advance only one base on an overthrow. Only one overthrow can occur on a play.
- A play ends when the lead runner is stopped.
- The advancing runner may be tagged out as he/she is approaching the base or if he/she overruns the base to which he/she is advancing. If a player advances to an additional base, time will be called and the player returned to the previous base.

### Defense (Fielding)

- **Defensive players will remain in standard defensive positioning until the bat makes contact with the ball.**

- **At contact defensive players can charge the baseball.**
- All players shall play defense on the field. The infield shall have the normal 6 positions. All additional players will be placed in the outfield. One of the infield positions is a catcher (batting helmet required).
- A coach is not to touch the ball until the play is over.
- Coaches are encouraged to rotate their players within fielding positions so that the players can learn various positions. Every player will be given the opportunity to play infield at least one inning per game. If, due to safety concerns, a manager feels it is unsafe for a player to play infield, please inform the other manager at the start of the game.

### Pitchers/Pitching

Pitcher is one of the infield positions for the purpose of defense/fielding in Tball.

### Coach Placement

- A maximum of 3 coaches are allowed on the field for Offense (Batting). 1<sup>st</sup> base coach, 3<sup>rd</sup> base coach, and a coach to help with the tee at homeplate. There should also be a coach or non-coach volunteer in the dugout. Any non-coach volunteers must complete Volunteer Registration to be on the field or in the dugout.
- A maximum of 3 coaches are allowed on the field for Defense (Fielding). Defensive coaches should be stationed in the outfield area behind the outfielders.

### Playing Time

N/A

### Player Requirements to Start the Game & Players Arriving After the Start of the Game

#### Player Requirements to Start a Game

- Each team must have a minimum of 9 players at the “official start time” for a game to begin. In the event the minimum cannot be met, the game is considered a forfeit and the win goes to the team that has the required number of players. In the event both teams cannot field the minimum number of players, the game shall be declared a double forfeit.
- If a forfeit occurs, both managers may petition their respective league presidents, reverse the forfeit and reschedule the game. Upon unanimous consent of ALL parties the game may be rescheduled, played, and counted in the standings.
- Once the game is started, a team may continue to play if the number of players falls below 9 but the minimum to continue to play is 8. If a team cannot field at least 8 players, that team shall forfeit the game. A player who leaves a game due to injury or illness is skipped over in the batting order and is NOT considered an out when his or her turn at bat arrives.
- If a team cannot field the minimum number of players for a scheduled game because it was scheduled on a recognized religious or school function, the game may be canceled and re-scheduled without penalty, provided notification is submitted to the respective league presidents at least 48 hours prior to the game date. Games cannot be rescheduled for any other reason.

#### Players Arriving after the Start of the Game:

- If a player arrives after the start of the game, the player must be added to the bottom of the batting order.

### Scorebook/Gamechanger

- The home team is responsible for keeping the official scorebook via Gamechanger. The scorebook is kept to document scores for standings, for insurance purposes, and to document players' participation for All Stars.

### Fall vs. Spring Rule Differences

#### Spring Rule:

- If a batted ball does not leave the infield, the batter and other base runners can only move a **maximum of two bases**.
  - Example: Ball hit to shortstop and he throws to 1<sup>st</sup> and overthrows. The runner may go to 2<sup>nd</sup> at his own risk, but can go no farther. If there is a throw to 2<sup>nd</sup> and the runner is tagged out, then he's out. If there's a throw to 2<sup>nd</sup> and it's overthrown, then he still stays at 2<sup>nd</sup>. If the runner tries to advance to 3<sup>rd</sup> and is tagged out, then he's out. Otherwise, the runner goes back to 2<sup>nd</sup> on his infield hit and overthrow at first being the primary play.

- If a batted ball is hit to the outfield, base runners may continue to run **until the lead runner is stopped.**
  - Example: Ball in outfield and runner is approaching 3<sup>rd</sup> when the 2<sup>nd</sup> baseman received the ball from the outfield. The runner can tag 3<sup>rd</sup> and go home. The defense must run him down or make a play at the plate.

### Playoff Rule Differences

- Game Time:
  - Game time is 1 hour and 30 minutes. **Championship game has no time limit.**
  - If the game is tied at the end of 1 hour and 30 minutes, game play moves to a Texas Tie Breaker at the conclusion of the currently in-process full inning. If the game is tied after 6 innings, game play moves to a Tie Breaker. No playoff or championship game will end in a tie.
    - Tie Breaker: Next batter up starts with a fresh count, team has 1 out to start the at bat. Both teams will play their half inning and there will be a 4-run limit.