HELENA BABE RUTH BASEBALL ASSOCIATION

LEAGUE RULES

2026

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Article 1. *RULES-APPLICABILITY*

Section 1.01 Rules

These rules are adopted by the Helena Babe Ruth Baseball Association and are to be used in all league play, play-offs, and League tournaments conducted by the Helena Babe Ruth Baseball Association.

Section 1.02 Priority of Rules

Rules shall be applied in the following order of priority:

(a) Helena Babe Ruth Baseball League Rules

(b) National Babe Ruth League, Inc., Rules

(c) Official Baseball Rules

Article 2. *ELIGIBILITY, REGISTRATION & TRYOUTS*

Section 2.01 Age Eligibility

(a) Regular league: Any child ages 8 (eight) through 18 (eighteen) prior to May 1st (i.e. age on April 30th) of the current season is eligible to participate in the Helena Babe Ruth Baseball Association's program.

(b) Rookie league: Any child ages 4 (four) through 8 (eight) years of age prior to May 1st (i.e. age on April 30th) of the current season is eligible to participate in the Rookie League.

(c) Proof of age must be shown at registration upon request.

Section 2.02 Tryouts

(a) Cal Ripken (9-12). All players ages 9 – 12 must attend tryouts to be drafted. Players who do not attend tryouts will be assigned to a team alphabetically, in draft order, after the final eligible player is drafted.

(b) Babe Ruth (13-15). All players age 13-15 must attend tryouts to be drafted. Players who do not attend tryouts will be assigned to a team alphabetically, in draft order, after the final eligible player is drafted.

(c) Senior Babe Ruth (16-18). Tryouts for players age 16-18 will not likely be necessary because of the few number of players at this age group. Senior Babe Ruth team(s) will be formed with interested players.

(d) A selected coach must attend or have a designated representative at team League try outs. Failure to do this will negate selection as a coach.

(e) Rookie league (8). All 8-year-old players will participate in a basic "skill evaluation" tryout process and will be drafted on a team. Players registering after the draft will be assigned to the next team in the draft order. The purpose of tryouts is to estimate player skill levels and ultimately balance team assignments.

Section 2.03 Late Registration Acceptance Policy

All leagues: A player who registers after the draft for his/her league will be placed on the next team in the draft order until all teams reach the maximum number of 12 players. In the event a manager/coach notifies the League President of the loss of a player that was either drafted or assigned on draft night the next registration received in that league will be assigned as a replacement for the lost player. No late registrations will be accepted after League games start which is typically 2-3 weeks after the draft.

Article 3. *LEAGUE ORGANIZATION & TEAMS*

Section 3.01 Regular League

There are five (5) divisions within the regular season League. Players must play in their designated age group. The league they play in is determined by their age prior to May 1st of the current playing year.

(a) Cal Ripken 9 (ages 8 - 9)

(b) Cal Ripken 10 (age 10)

(c) Cal Ripken 11/12 (ages 11 - 12)

(d) Babe Ruth (ages 13 through 15)

(e) Senior Babe Ruth (ages 16 through 18)

Section 3.02 Rookie League

There are three (3) divisions within the Rookie League. Players must play in their designated age group. The league they play in is determined by their age prior to May 1st of the current playing year.

(a) T-Ball (ages 4 and 5)

(b) Rookie 6/7 (ages 6 and 7)

(c) Rookie 8 (age 8)

Section 3.03 Number of coaches

(a) A manager and up to three coaches can appear on the official roster and only those coaches on the official roster are allowed to be in the dugout or on the field. A coach or manager appearing on the official roster must have filled out the coach/manager application form, completed the Babe Ruth Coaching Certification program, completed the Background Screening and Abuse Prevention Training offered by SportsEngine, and have been accepted by League officials. Regardless of the number of coaches and managers appearing on the roster, each team is limited to two (2) freezes during the draft.

(b) Managers will ensure that any adult routinely instructing players during practices and games must have completed the minimum coaching requirements outlined above**.**

Section 3.04 Split Season for Cal Ripken 9 and Cal Ripken 10

(a) CAL RIPKEN 9 - The season will be split into two sections. The first 6 games of the season will not be applied toward League Tournament seeding. Scorecards will be kept and turned in for all games.

(b) CAL RIPKEN 10 - The season will be split into two sections. The first 4 games of the season will not be applied toward League Tournament seeding. Scorecards will be kept and turned in for all games.

(c) The intent of this provision is to afford maximum opportunity for player development. Managers should use these first games of the season to provide many different players an opportunity at skill positions.

Article 4. *DRAFT & FREEZE RULES*

Section 4.01 Draft Order for Regular League

(a) CAL RIPKEN 9, 10, 11/12 & BABE RUTH: League draft order is determined by a random draw. The draft will commence with the team seeded first in the random draw. The draft follows a serpentine pattern**.**

Section 4.02 Player Freeze Guidelines

The maximum number of freezes per team is two (2). Freezes shall come from immediate family members from any combination of manager or assistant coach. Freezes shall be allowed subject to the following limitations:

(a) All Leagues: the manager/assistant coach freeze(s) will result in forfeiture of the second draft choice (1 freeze) or second and third draft choices (2 freezes).

Section 4.03 Exceptions to Freeze Rule

Exceptions to the freeze rule may be considered by the Board by filing a written appeal as provided in Section 11 of these rules. Exceptions must be approved by the Board. The Board will consider exceptions based on such family situations as brothers and/or sisters on the same team, step-siblings living together, twins, and other similar circumstances.

Article 5. *PLAYER PARTICIPATION*

Section 5.01 Purpose

The purpose of the mandatory innings rule is to guarantee participation by all players regardless of ability. Coaches and managers are urged to make early substitutions if it is anticipated that the game will end early due to the mercy rule. For example, if a team is leading 13-0 after one inning, begin substituting in the second inning. Managers are also encouraged to remove the more skilled players from the game in these situations and let the players with less-developed skills get more playing time

Section 5.02 Minimum Number of Players to Field a Team

Teams may play with a minimum of eight (8) players but must record an out in the ninth position of the batting order. A team with fewer than eight (8) players must forfeit. This rule applies to all leagues. *It is the Board's direction to coaches to not look upon the vacant position in the batting order as a reason to intentionally walk players.*

(a) During the regular League season, a team may pick up a substitute player(s) within the same age division to field 9 players. This player(s) must play in the outfield during the game and must bat last in the batting order. If the team's missing player(s) shows up late, the added player may be taken out.

(b) During the League Tournament, teams will not be allowed to pick up more than one substitute player and that player must be approved ahead of time by the League President. If a substitute player is not approved, teams must meet the minimum player requirements.

Section 5.03 Mandatory Participation and Re-Entry Rules for Cal Ripken 9-12 and Babe Ruth

Cal Ripken 9-12 and Babe Ruth players must play the following innings and complete games during the regular season:

(a) All players in attendance must be inserted in the batting order and allowed to bat. The batting order will be established before the game begins and players must bat in the same order throughout the game.

(b) A player who is removed from the batting order for any reason may only be reinserted in the same batting position. A player may be removed because of injury, illness or at the request of a parent or guardian with the approval of the umpire and an out will not be recorded in the batting order occupied by the injured, ill, or excused player. A player may be removed for disciplinary reasons with the approval of the umpire but an out will be recorded in the batting position occupied by the disciplined player.

(c) Players who arrive after the game begins must be inserted at the end of the batting order. For example, if ten players are in attendance when the game begins and an eleventh player arrives after the game begins, the late arriving player must be inserted in the last position on the scorecard.

(d) No Player can sit consecutive defensive innings. Refer to section 5.03 (b) for injury or disciplinary exceptions.

(e) Violations of this rule will result in forfeiture of the game after following the usual process for appeals.

(f) In applying part d of this rule, the Board recognizes that it may not be possible to have every player play three (3) defensive innings in the field if a game is shortened because of the ten (10) run rule, bad weather, or darkness. However, the purpose of part d of this rule is to ensure that all players, especially the players with less-developed skills, get a chance to substantial play in the field.

Section 5.04 Mandatory Participation and Re-Entry Rules for Senior Babe Ruth

Senior Babe Ruth players must play the following innings and complete games during the regular season which includes League tournament games.

(a) Players must appear in the offensive lineup for 3 at-bats and play at least three (3) complete defensive sides of the inning per game and have four (4) complete games per season.

(b) Consideration may be given on this rule if a player's attendance has been minimal due to other obligations, sickness, or injury. Players arriving late must check in with the official scorekeepers who will note the time of arrival on the official record.

(c) Violation of this rule will result in forfeiture of the game as prescribed by the Appeals committee. This ruling may be appealed.

(d) A complete game is one in which a player plays each and every inning, both offensively and defensively.

In applying parts a and b of this rule, it may not be possible to have every player play three (3) defensive innings in the field if a game ends prematurely. However, the purpose of this rule is to ensure that all players, especially the players with less-developed skills, get a chance to play in the field.

Section 5.05 Optional Courtesy Runner for Babe Ruth

(a) A team at bat may, at the discretion of the manager/coach, use courtesy runners for the pitcher and/or catcher as soon as they reach base. Neither the pitcher nor the catcher will be required to leave the game under these circumstances.

(b) The Player who made the last out will be the courtesy runner.

Section 5.06 Optional Courtesy Runner for Senior Babe Ruth

(a) A team at bat may, at the discretion of the manager/coach, use courtesy runners for the pitcher and/or catcher as soon as they reach base. Neither the pitcher nor the catcher will be required to leave the game under these circumstances.

(b) Players who are in the line-up may not serve as courtesy runners.

(c) A player may not be used as a courtesy runner and then be used as a substitute in that half-inning.

(d) Once a courtesy runner is designated, for that half-inning, no other courtesy runner or the pitcher or catcher may replace the courtesy runner, unless an injury occurs. If an injury occurs, the pitcher or catcher or another courtesy runner may be inserted.

(e) If a courtesy runner fails to report, he/she shall be considered a substitute.

(f) Play: A pitcher/catcher is the batter/runner, leads off an inning and reaches base. He/she is replaced by a courtesy runner. If the team bats around, the pitcher/catcher would bat the second time, and either the pitcher/catcher or the same courtesy runner may run.

Article 6. *PITCHING & RE-ENTRY OF STARTERS*

Section 6.01 Pitching Limits and Innings Per Game and Per Week

A pitcher may not exceed the following pitching limitations:

(a) Cal Ripken 9 and 10: Two (2) innings maximum per game, six (6) innings maximum per calendar week throughout the season.

(b) Cal Ripken 11/12: Three (3) innings maximum per game, six (6) innings maximum per calendar week.

(c) Babe Ruth: Four (4) innings maximum per game, seven (7) innings maximum per calendar week.

(d) Senior Babe Ruth will follow the National Babe Ruth Baseball Rules and Regulations, part 12.06, for pitching effective during the entire season.

(e) The term "calendar week" means the seven (7) day period beginning at 12:01 a.m. on Monday of each week ending at 11:59 p.m. on Sunday of that week.

(f) Throwing one pitch to a batter during an official game constitutes an inning pitched.

(g) League Tournament: Refer to Section 7.03.

Section 6.02 Pitching Limits – Mandatory Days of Rest. League Play Only

(a) A pitcher must have two complete calendar days rest between pitching assignments when a pitcher pitches more than two (2) innings in Cal Ripken 11/12, or more than three (3) innings in Babe Ruth. Each game in which a pitcher appears is considered an assignment. A player must be given the mandatory days of rest even if the two assignments do not occur during the same "calendar week".

(1) Example 1: A player who pitches more than two (2) innings in Cal Ripken 11/12 or more than three (3) innings in Babe Ruth on Monday cannot pitch again until Thursday.

(2) Example 2: A Cal Ripken 11/12 pitcher cannot pitch on Wednesday if he/she pitched more than two innings on Monday.

(3) Example 3: A Cal Ripken 11/12 pitcher throws two innings on Monday. The pitcher may pitch up to three innings on Tuesday, Wednesday, or Thursday.

(b) Violation of this rule will result in forfeiture of the game after following the usual process for appeals.

(c) Senior Babe Ruth always plays under National Babe Ruth League pitching rules.

NOTE: The Board urges managers and coaches limit the number of pitches thrown by each pitcher. The Board recommends that a pitcher be limited to no more than 60 pitches in a game for Babe Ruth Leagues and above, 45 pitches for Cal Ripken leagues. If a pitcher is pitching in bad weather, or in a week when the team will play three (3) games, a lower pitch limit should be imposed. The Board recommends that players not pitch and catch in the same game.

Section 6.03 Re-entry Rule for Senior Babe Ruth

Any of the nine (9) or ten (10) starting players may withdraw and re-enter once provided the player occupies the same batting position. A substitute who is withdrawn may not re-enter the game. The starting pitcher is subject to the provision of Official Baseball Rule 3.05 if withdrawn while on the mound pitching. If the starting pitcher is removed from the game because of a second trip to the mound in the same inning, he may re-enter the game, but not as a pitcher.

NOTE: If a player re-enters a game illegally as pitcher, fielder, or runner, the penalty is immediate removal from the game. If the player re-enters illegally as a batter, the penalty is in accordance with Official Baseball Rule 6.07, "Batting Out of Order".

Section 6.04 Re-entry Due to Injury or Disqualification for Senior Babe Ruth

Players who have already been removed from a game may re-enter the game if all substitutions have been used and an injury or disqualification occurs. The opposing manager must select the

substitute player. An injured player, once removed from the game, cannot re-enter.

Section 6.05 Pitcher Re-entry Rule for Cal Ripken 11/12 and Babe Ruth

The starting pitcher is subject to the provision of Official Baseball Rule 3.05 if withdrawn while on the mound pitching. If the starting pitcher is removed from the game because of a second trip to the mound in the same inning, he may re-enter the game, but not as a pitcher. Only the starting pitcher may re-enter the game as a pitcher.

NOTE: If a player re-enters a game illegally as pitcher, fielder, or runner, the penalty is immediate removal from the game. If the player re-enters illegally as a batter, the penalty is in accordance with Official Baseball Rule 6.07, "Batting Out of Order".

Article 7. *LEAGUE STANDINGS & LEAGUE TOURNAMENT*

Section 7.01 Calculation and Use of League Standings

Regular season league win/loss records will be used to determine seeds in the League Tournament as follows:

(a) League Tournament seeds will be based on win/loss percentage (tie games will be excluded in calculating win/loss percentage) for each league. Should a league be split into two divisions, seeding is based upon the division record. For the Cal Ripken 9 division, only records from the last eight games of the season will be used to determine seeding. For example, the Cal Ripken team with the best win/loss percentage will receive the #1 seed in the League Tournament. If the calculation of win/loss percentage results in a tie between two or more teams, the following tie-breakers will be applied:

(1) The best record in head-to-head competition,

(2) Defensive runs allowed in head-to-head competition; or in the event a league is split into two divisions, the second tiebreaker is overall record then defensive runs allowed in head-to-head competition.

(3) In applying a) above involving three or more teams, a pool-play framework will be in effect. Tied teams will be evaluated for their records against the tied teams. If the number of common games is balanced, determine the outcome based upon the record from head-to-head games between the tied times. Should this result in a tie (e.g. all teams are 1-1 in the case of a 3-way tie, and each team split in their head-to-head match ups), then total defensive runs allowed are computed as in b) above to determine the seeding. If the games are not balanced between the tied teams, use the win-loss percentage irrespective of number of games played among the tied teams (i.e., 4-way tie, team A is 2-1, teams B & C are 1-1, team D is 1-2; A is the first seed, D is the fourth seed, teams B & C are evaluated in their head-to head match ups; if this fails to break a tie, then runs allowed in head-to-head of B vs. C only are evaluated).

(4) If (a) and (b) above do not break the tie, the League Tournament seeds will be determined by flip of a coin by representatives of the board.

Section 7.02 League Tournament Format

The preferred bracketing will be regular bracketing, unless there are less than 6 teams in a league then pool play may be used. The board may also institute a modified single elimination or double elimination format.

Section 7.03 League Tournament Rules

League Tournament rules will follow league rules, except as noted below. The Board of Directors will set pairings.

(a) Highest seed is the home team through pool play and semifinal games. A coin toss determines the home team in the championship game.

(b) Pitching rules in effect for the League Tournament will be as follows:

(1) Cal Ripken 9 and 10 Divisions: 2 innings max per game, no max innings pitched for the tournament;

(2) Cal Ripken 11/12 Division: Rolling 6 for the tournament, no max innings pitched for the tournament;

(3) Babe Ruth 13-15: Rolling 7 for the tournament, no max innings pitched for the tournament;

(4) One pitch constitutes one inning;

(5) Only the starter can return to pitch, provided he/she was not removed by a 2nd visit from the Coach.

"Rolling" – subtract the number of innings pitched in the previous game from 6 or 7, respectively, and that is how many innings the pitcher can pitch in the next game. All inning limits from League play are reset once the tournament starts.

(c) No new inning will begin after 8:15 pm for all divisions. The umpire is responsible for stopping the game at the appropriate time.

Article 8. *THE GAME*

Section 8.01 Suspension of Games due to Weather, Time Limits, or Darkness

A stopped game is one that has not completed the minimum innings to be considered a complete game, according to Section C, except for Cal Ripken regular season games that have reached the time limit. Games may be stopped under the following circumstances:

(a) Weather conditions, at the discretion of Umpire-in-Chief of HBRBA, that make continued play unsafe or unreasonable. All fields will stop play at the same time.

(b) No new inning will begin after 8:15 p.m. The umpire is responsible for stopping the game at the appropriate time.

(c) Games may be stopped for darkness as determined by the Umpire-in-Chief and the game umpire. All fields will stop play at the same time on a signal from the Umpire-in-Chief.

(d) The 9u and 10u divisions will have a time limit during the regular season. No new inning will begin after 1:45 from the first pitch for 9u games. No new inning will begin after 2:00 from the first pitch for 10u games.

(e) **League Tournament:** Refer to Section 7.03.

Section 8.02 Games Stopped Due to Weather, Time Limits, or Darkness – Requirements to Constitute a Complete Game

A game stopped due to weather, time limits or darkness shall be considered a complete game under the following circumstances:

(a) **Cal Ripken divisions:** If the home team is leading, the game shall be considered a complete game provided 3 ½ innings have been completed at the time the game is stopped. If the visiting team is leading, the game shall be considered a complete game provided 4 innings have been completed at the time the game is stopped.

(b) **Babe Ruth and Senior Babe Ruth**: If the home team is leading, the game shall be considered a complete game provided 4 ½ innings have been completed at the time the game is stopped. If the visiting team is leading, the game shall be considered a complete game provided 5 innings have been completed at the time the game is stopped.

Section 8.03 Continuation of Games Suspended Due to Weather, Time Limits, or Darkness

A game which has been suspended due to weather, time limits or darkness shall be rescheduled and continue from the point of suspension. The line-up in place at the time the game was suspended shall be the line-up used at the beginning of the rescheduled game. Substitutions, innings per game pitching limits, and maximum innings pitched per week shall continue from the suspended to the rescheduled game. However, a team shall not be required to use less than nine players if players from the line-up of the suspended game are not available for the rescheduled game. A manager may substitute available players if players from the suspended game are unavailable for the rescheduled game. Rescheduling of games is subject to availability of dates and fields. The Board cannot assure that all incomplete suspended games will be rescheduled.

In applying the rule above, a player who was ineligible to pitch in the original game due to the weekly limit on innings is not eligible to pitch in the rescheduled game. Whatever limitation applied to innings available to pitch for each player in the original lineup applies to the rescheduled game.

Section 8.04 Scheduling of Cancelled or Suspended Games

(a) Make-up games will be scheduled, as fields are available. The Umpire-in-Chief is responsible for rescheduling games. Coaches are responsible to check with the Umpire-in-Chief for game rescheduling. As games are cancelled and/or suspended, they will be scheduled in priority order in the following time periods:1st cancelled or suspended game – Sunday at 6:00 P.M

(b) 2nd cancelled or suspended game – Sunday at 3:00 P.M.

(c) 3rd cancelled or suspended game – Sunday at 12:00 P.M.

(d) 4th cancelled or suspended game – As announced by Umpire-in-Chief.

Section 8.05 Scheduling Priority for Cancelled or Suspended Games

Make-up games will be scheduled with the following priority:

(a) Cancelled Games: The first cancelled game of any calendar week. Then the next cancelled game of any calendar week.

(b) Suspended Games: The first suspended game of any calendar week. Then the next suspended game of any calendar week.

Section 8.06 Deadline for Rescheduled Games

The deadlines for any games not completed will be the start of the League Tournament. It is the manager/coach responsibility to be sure that all games are played and rescheduled as needed through the Umpire-in-Chief. A team failing to show results in the game being recorded as a loss of 6-0 in Cal Ripken and 7-0 in Babe Ruth. *If both teams fail to show, each team is credited with a forfeit.*

Section 8.07 Run Rules

A team leading by fifteen (15) or more runs shall be declared the winner and the game terminated upon completion of the following number of innings.

(a) Cal Ripken 9, 10, 11/12: After 2-1/2 innings if the home team leads and after 3 innings if the visiting team leads. In applying this rule, the intent is that the losing team has the opportunity to bat at least 3 times. In Cal Ripken 9 and 10, the losing team must bat in their half of the inning, even if the winning team is ahead by more than 8 runs.

(b) Babe Ruth, and Senior Babe Ruth: After 3-1/2 innings if the home team leads and after 4 innings if the visiting team leads. In applying this rule, the intent is that the losing team has the opportunity to bat at least 4 times.

A team leading by ten (10) or more runs shall be declared the winner and the game terminated upon completion of the following number of innings.

(c) Cal Ripken 9, 10, 11/12: After 3-1/2 innings if the home team leads and after 4 innings if the visiting team leads. In applying this rule, the intent is that the losing team has the opportunity to bat at least 4 times. In Cal Ripken 9 and 10, the losing team must bat in their half of the inning, even if the winning team is ahead by more than 8 runs.

(d) Babe Ruth, and Senior Babe Ruth: After 4-1/2 innings if the home team leads and after 5 innings if the visiting team leads. In applying this rule, the intent is that the losing team has the opportunity to bat at least 5 times.

Section 8.08 Maximum Runs per Inning - CAL RIPKEN 9 AND 10

a) CAL RIPKEN 9 - No team may score more than 6 runs during any inning. At the completion of the play when 6 or more runs have scored during that inning, the umpire will end the at bat regardless of the number of outs and six (6) runs will be recorded on the scorecard for that inning. The ten run mercy rule still applies.

b) CAL RIPKEN 10 - No team may score more than 8 runs during any inning. At the completion of the play when 8 or more runs have scored during that inning, the umpire will end the at bat regardless of the number of outs and eight (8) runs will be recorded on the scorecard for that inning. The ten run mercy rule still applies.

Section 8.09 Passed Ball Rule for Cal Ripken 9 and 10

(a) Advancing to home on a passed ball is not permitted. A runner that occupies third base at the time the pitch is thrown may only advance to home when the result of the pitch is:

(1) a walk when the bases are loaded,

(2) hit into fair territory,

(3) a fair or foul fly ball caught by a fielder,

(4) not hit but the catcher makes a play by throwing to a base in an attempt to put out a runner.

(b) In the 9's a runner may not score from any base on a throw or overthrow from the catcher to the pitcher.

(c) In the 10's a runner may score from first or second base in one continuous play. Example: R2 advances to third on a passed ball and, without stopping at third, advances to home and scores.

(d) A walked batter may advance beyond first base at their own risk.

Section 8.10 Dead Ball Rule

(a) A ball going over the log or concrete barrier, bouncing over or getting stuck in the backstop, hitting a car or spectator beyond the field of play, or going into dugouts shall be ruled a dead ball.

(b) A ball passing into an area of spectators on the field of play, including the area between or near portable chairs or benches, shall be ruled a dead ball. *This rule recognizes seating limitations and prevents players from contacting portable furniture. Spectators need to be reminded to remain off the field of play as much as practicable.*

Section 8.11 Balls Hit into Other Diamonds

Umpires will immediately call time-out when a ball enters the playing field from another field.

Section 8.12 Official Scorecard and Scorekeepers

(a) OFFICIAL SCORE CARDS:

Proper completion of scorecards is essential to determining eligibility of players and compliance with participation and pitching rules. Umpires and managers are responsible for making sure that scorecards are properly completed. No game will begin until the umpire has determined that the last name and jersey number of each player appears on the official scorecard. The official scorer must note who has pitched in a game and the innings pitched.

(1) Failure to record names of pitchers and number of innings pitched on the official scorecard results in a presumption that any pitcher making an appearance during the game pitched the maximum number of innings allowed.

(2) At the completion of the game the umpire and a representative (coach or manager) of each team will meet at home plate and sign the official scorecard.

(3) Failure of a manager or coach to sign the scorecard results in a presumption that any pitchers making an appearance pitched the maximum number of innings allowed.

(b) OFFICIAL SCOREKEEPER

(1) It is the responsibility of each home team to provide a certified official scorekeeper. Should the home team manager be unable to provide a certified scorekeeper, the scorekeeping duties will shift to the opposing team, and they will be designated as home team for that game.

(2) Certified scorekeepers must have attended at least one score keeping clinic to be eligible to be the "official" scorekeeper for your team. HBRBA will provide one or two clinics prior to start of the current playing year.

Section 8.13 Slug Bunt

No slug bunts are allowed. First offense: batter is called out and runner(s) return to base occupied at time of the pitch. Second offense: player ejection.

Section 8.14 Runners leaving early: 9U and 10U

Base runners in 9U and 10U must remain on the base until the ball is hit or reaches home plate. If a runner(s) is deemed to have left early by the umpire, the team is given a warning and the umpire will follow the Babe Ruth Baseball **Cal Ripken 60 FT. Baseball Special Base Running Rule** to determine the placement of the base runner(s). Any subsequent offense of leaving the base early by the team that has been warned will result in the base runner(s) being called out.

Section 8.14 Intentional Walks

Intentional walks will not be allowed in all Cal Ripken age groups during the regular season and League Tournament.

Article 9. *PARK RULES*

Section 9.01 Dogs

Dogs are permitted within the park, on a leash only and must be under control at all times. Everyone using the park with their dogs is required to clean up after them.

Section 9.02 Communicable Disease Procedures

While the risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing the potential for transmission of these infectious agents should include, but not be limited to, the following:

(a) The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.

(b) A reasonable amount of time (10 minutes) will be given to treat wounds. If treatment cannot be completed in a reasonable time frame, the player must be removed from the game and a substitute made.

(c) After treatment has been administered, the player may reenter the game under existing substitution/reentry rules.

Article 10. *PLAYER, COACH, & FAN CONDUCT*

Section 10.01 Rules of Conduct

(a) All managers, coaches and spectators must be understanding and keep the game going without incident. Players are not allowed to challenge a call. Only the manager or coach will be the spokesperson to the umpire. Displays of temper, profanity, or other actions of this nature by adults or players will be considered unsportsmanlike behavior and will be subject to punishment determined by the appeals committee,

(b) Cheering from the dugout is generally acceptable except when done in a disparaging manner that is directed toward one or more of the opposing players. This will be left to the discretion of the base umpire and could be subject to forfeiture if not controlled by the manager/coach upon one (1) warning from the umpire(s)

(c) Players, managers and coaches are expected to adhere to the Babe Ruth League, Inc. Sportsmanship Code and the Helena Babe Ruth Baseball Association's Code of Conduct. Registration in any HBRBA leagues, implies consent to adhere to the Code of Conduct, which will be presented to each player at registration. Players, Managers and Coaches found in violation of the Code of Conduct, may be subject to sanctions, which may include removal from current league, post-season teams, and tournaments. In addition, Players, Managers and Coaches may be placed on probation for the next season.

(d) While positive cheering is part of the game, and is encouraged, the use of amplified noise devices can be disruptive to the game, especially the play in progress. The use of such devices is prohibited in the area directly behind the backstop and dugouts.

Section 10.02 Ejection by Umpire

The umpire, Umpire-in-Chief, or Deputy Umpire-in-Chief may eject any spectator, manager, coach or player who violates the rules of conduct set forth in these rules. The umpire, Umpire-in-Chief, or Deputy Umpire-in-Chief may first warn an individual of unsportsmanlike behavior, except charging the mound or physical violence, before ejecting an individual.

(a) Players ejected from a game, may remain in the dugout, under the supervision of the manager, so long as their behavior does not disrupt the game. Should their behavior continue to disrupt the game, they may be directed to leave the area.

(b) Coaches ejected from a game must leave the immediate area (200 yards), for the duration of the game (till the officials have left the area). The intent is to keep the coach from directly participating in the duration of the game.

(c) Fans ejected from the game must leave the complex. ANY individual ejected for acts of violence, or making threats of violence, must leave the complex.

(d) Individuals ejected may be called to appear before the Executive Committee and will be considered on probation until the Executive Committee completes an investigation of the incident.

(e) When emergency services personnel have been called to assist in restoring order, or where a player is seriously injured and must leave the game, the offending individual(s) will be suspended until the Executive Committee completes its review, and the individual(s) is (are) not permitted within the complex. The League President will notify individuals about suspensions.

(f) Ejection from a regular season game may be grounds for disqualification as an all-star manager or coach. The ejection is subject to review by the Executive Committee.

Any manager or assistant coach who is removed from coaching duties for cause during a prior season, as determined by the HBRBA Board, shall be ineligible to serve in any coaching capacity (manager, assistant coach, All-Star coach, or volunteer coach) during the immediately following season.

An individual deemed ineligible under this provision may submit a written appeal to the HBRBA Board requesting reinstatement. Appeals must be submitted within the timeframe established by HBRBA and shall include a statement addressing the circumstances of the removal, acknowledgment of responsibility where applicable, and steps taken to ensure

future compliance with Babe Ruth/Cal Ripken Baseball rules, policies, and codes of conduct. In reviewing an appeal, the HBRBA Board may consider the individual's overall coaching record, conduct, and adherence to Babe Ruth/Cal Ripken Baseball principles, including documented coaching performance and leadership in other sports or youth organizations. The HBRBA Board retains sole discretion in granting or denying reinstatement, and its decision shall be final.

Section 10.03 Alcohol, Tobacco and Marijuana Use, and Illegal Drugs Prohibited

(a) Consumption of alcoholic beverages or illegal drugs is prohibited at the baseball complex.

(b) Use of tobacco (including vaping) or marijuana products is prohibited on all fields of play, in and around the dugouts or bleachers and in the immediate area surrounding the clubhouse.

(c) The penalty will be ejection from the complex**.**

Section 10.04 Jewelry

No jewelry shall be visible on any player. If a player refuses to remove the jewelry as directed by the umpire, the player shall be ejected. Medical emblems are exempted from this rule.

Section 10.05 On Deck

One player, with a batting helmet, may be in the on-deck area while an opposing pitcher is warming up. The on-deck batter shall remain in the on-deck circle until the warm-ups are concluded. On fields where the on-deck circle is not marked, the on-deck area shall extend no closer to home plate than the end of the team bench nearer to home plate. Penalty: 1st offense, warning to the team. 2nd offense, ejection of the player(s) involved.

Section 10.06 Defensive Coaches and Managers Location

(a) Coaches may not be on the field of play except in the area of the coaching box for first and third base. A warning will be issued to the team of an offending coach, and play will not resume until the offending coach is off of the field of play. Refusing to stay off of the field of play subjects the coach to ejection by the umpire (Section 10.02).

(b) Manager(s)/coach(s) must remain in the dugout when not on the field coaching. They may not mingle with the spectators until after the game's completion. Manager(s)/coach(s) are reminded they are in charge of their players and need to remain focused on the game.

Section 10.07 Charging the Mound

No manager, coach or player shall charge the mound at any time. "Charging the mound" shall be defined as any intentional and provocative movement by a player or manager/coach toward the mound or the opposing pitcher. Penalty: Ejection

Section 10.08 Contact Rule

If a runner attempting to reach a base intentionally and maliciously runs into a defensive player, the base runner will be called out on the play and ejected from the game. *Defensive players are reminded that unless a play is being attempted, the batter/runner has the right to the base path and any attempt to impede the batter/runner or drawing unnecessary contact will be deemed obstruction*. Repeated violations by the defense will be deemed unsportsmanlike behavior and the player is subject to ejection. *The objective of this rule is to penalize the team for crashing into any player. This is a judgment call by the umpire.*

Section 10.09 Physical Violence

Physical violence will not be tolerated, and the umpire will eject the individual from the complex immediately. In any case where claimed conduct involves physical violence such as assault as defined under applicable Montana statutory law, it will be the policy to refer the matter to the appropriate criminal authorities for investigation and possible criminal prosecution.

Section 10.10 Coach and Manager Participation in Meetings

(a) All coaches and managers will attend the annual coach and manager meeting.

(b) Coach attendance at various HBRBA-sponsored workshops or clinics is a consideration in awarding teams to managers or coaches.

Section 10.11 Return of Uniforms and Equipment

Players, managers and coaches are responsible for returning all equipment in as good condition as when received, normal wear and tear excepted. A player, manager or coach who fails to return

equipment in as good condition as when received, normal wear and tear excepted, at the end of the current season may not be allowed to participate in any League activity for one year unless the player, manager or coach pays for the lost or damaged equipment.

Article 11. *APPEALS, PROTESTS AND COMPLAINTS*

Section 11.01 Appeals to Board

Any manager, coach or participant may file an appeal with the Board of Directors regarding any Board policy, rule or requirement. The appeal must be in writing and submitted to the Executive Committee.

Section 11.02 Protests of Rules, Regulations, or Conduct

(a) Rulings by the umpire on the field may be protested if the ruling is not a judgment call. The coach may stop the game for up to 15 minutes to have the Umpire-in-Chief review the ruling and administer a decision.
A manager, coach, or assistant may direct a written appeal concerning the application of a rule, regulation, or conduct that is contrary to these Rules. A notation of the protest must be made on the official scorecard immediately following the event leading to the protest.

(b) Procedure for appeals.

(1) All appeals must be in written form.

(2) The Umpire-in-Chief must be notified of the appeal. Manager/Coach must file a written appeal at the end of the game. This must be returned to the Umpire-in-Chief within 48 hours of the end of the game. Forms are obtained from the Umpire-in-Chief.

(3) Umpire-in-Chief will make a recommendation on the appeal.

(4) The Umpire-in-Chief will give appeals to the Executive Committee for ruling within 24 hours. Playing Rule questions should remain with the Umpire-in-Chief for final decision. The Executive Committee decides other rule complaints, conduct complaints, and policy-related matters.

(5) The Executive Committee will consider the appeal and decide the matter under the provisions of Section 11.04.

(6) The League President will inform the respective coaches of the decision.

Section 11.03 Complaints

In any instance where the conduct of a manager, coach, player, player's parent or spectator is in question:

(a) The matter will be directed to the League President or Board designee. The League President or Board Designee will make a written report to the Executive Committee or Board of Directors. The report will include a recommendation for corrective action, if any, and to avoid similar future occurrences.

(b) The League President or Board Designee will meet with the person(s) who raised the conduct issue and will look into the matter to the extent necessary to satisfy the League President or Board Designee that sufficient facts are known to decide.

Section 11.04 Executive Committee

The Executive Committee shall be comprised of the League President, Vice President, Treasurer, and Secretary. The Executive Committee shall handle appeals in accordance with the following:

(a) In the case of the application of a rule or regulation, shall consider governing Babe Ruth Rules and make a final decision as to the application of rules or regulations except as provided for in section 11.02 above. A report will be provided to the Board of Directors.

(b) In the case of conduct, will consider the report provided by the League President or Board designee and, if necessary, may choose to permit the parties to either personally appear or present written statements to assist in reviewing the matter.

(c) Will prepare a report that recommends: accepting the League President's or board designee's report or, makes a different recommendation. A decision by the Executive Committee will be based upon a majority vote and need not be unanimous. Three members of the Executive Committee are considered a quorum.

(d) In those cases where discipline involves anything more than a two-game suspension, the Executive Committee report will be referred to the Board of Directors for approval. In those cases where the matter does not involve anything more than a two-game suspension, then the Executive Committee will have the authority to impose the corrective action.

(e) Final appeal decisions will be returned to the League President who shall, in turn, notify the interested parties.

(f) The Executive Committee will meet, as necessary, when there is an appeal to be considered. All parties involved will be notified prior to an appeal hearing. See subparagraph (h) below for additional rules regarding meetings.

(g) Coach behavior will be considered when awarding teams in the following season.

(h) The Executive Committee will meet, as necessary, when there is an appeal to be considered. All parties involved shall be notified prior to an appeal hearing. Each party, at their discretion, may send one representative so that a fair and equitable decision can be made. Each party's representative must provide a phone number that the Executive Committee can use to promptly notify each party's representative of the Executive Committee decision. At the appeals hearing, each party's representative has not more than 15 minutes to present a position without interruption from the other party. After both parties positions are presented, each representative will have not more than 5 minutes to rebut and conclude. The Executive Committee may question each representative. At this point, the representatives will leave and the Executive Committee will discuss the appeal. In a timely manner, the Executive Committee must put a decision in writing, date it, sign it, post it outside of the clubhouse and phone the parties' representatives. An appeal can only be heard one time and cannot be reversed, modified, or reconsidered in any way. This process applies to league play, tournament play, and post season play.

(i) Any and all rules different from those in the Helena Babe Ruth Baseball Association "League Rules" shall be made available in writing to all coaches and the general public at the clubhouse.

Article 12. *ROOKIE RULES*

Section 12.01 Team Formation

(a) The 4/5 and 6/7 teams will be assembled by player assignment by the Rookie League Coordinator. The 8s teams will be formed by means of a player draft.

(b) When assigning players, the Rookie League Coordinator will attempt to group players by schools. The grouping by schools, will definitely be impacted by the number of players that signup per school. The Rookie League Coordinator will assign players to the teams. The Rookie League Coordinator will consider coach and parent preferences but will not be bound by those preferences. The coach and assistant coach's players will be assigned to the coach's team.

(c) For the 8's, players will be selected by the coaches utilizing the draft rules as adopted by Helena Babe Ruth Baseball. Please refer to the **Article 4. DRAFT AND FREZZE RULES** for the detailed explanation of the draft. The key points regarding the draft are:

(1) Each team is allowed two (2) freezes; one for the coach and one for the assistant coach.

(2) Siblings are placed on the same team, if requested.

(3) The players are drafted in a serpentine order based on a random draw.

(4) Players who do not attend tryouts will be assigned to a team alphabetically, in draft order, after the final eligible player is drafted.

Section 12.02 Minimum Number of Players to Field a Team

(a) Teams may start a game with any numbers of players. There is no minimum number of players required to start the game.

Section 12.03 Player Participation

(a) The purpose of the player participation rule is to ensure that developing players have the opportunity to experience and develop basic skills at all positions. Rotating players among all of the outfield and infield positions will help maintain the excitement and enthusiasm of young players who otherwise could become unchallenged by playing the same positions, especially the outfield positions. For safety reasons, the ability of a player to catch a thrown ball should be evaluated before placing a player at first base or catcher.

(b) For 4/5, all players are allowed to be in the infield. No player will play more than one inning at any position.

(c) For 6/7, all players must be assigned a defensive position each inning with a maximum of five players in the infield, a catcher in proper gear, and the remaining players placed in the outfield. No player will play two consecutive innings in the outfield. No player will play more than one inning at any position.

(d) For 8s, only nine players can play on defense per inning. Exception, if only ten players are in attendance then all ten may play defense with four players in the outfield. No player will play two consecutive innings in the outfield. No player will play more than two (2) consecutive innings at any position.

(e) All players in attendance must be inserted in the batting order and allowed to bat. From game to game, the batting order should be rotated to allow all players to have the opportunity to bat in the top part of the batting order.

Section 12.04 Innings

(a) The purpose of this section is to define what constitutes one inning. Generally, a game will consist of three innings but the game is limited by the time allotted to each game. The definition of one inning is important in order to strike a balance between providing a player a quality at bat and the need to expedite the game such that all players can enjoy a full and relatively fast moving game.

(b) For 4/5 and 6/7, the full inning is achieved when all players bat one time; one time through the batting order.

(c) For 8s, one inning is completed when three outs are recorded but limited to one time through the batting order.

(d) For 6/7, an at bat consists of five hittable pitches. After the five pitches, the batter will hit soft toss pitches from the coach.

(e) For 8s, an at bat consist of five hittable pitches. After the five pitches, the batter will hit soft toss pitches from the coach.

(f) For 4/5, outs may be announced but the base runner will not be removed from the base.

(g) For 6/7, outs will be announced and the base runner will be removed from the base. There are no strikeouts.

(h) For 4/5, 6/7 and 8s, base runners may advance on hits until the ball is returned to the infield. Base runners may not advance on any type of overthrow or missed throw.

Section 12.05 Rescheduled Games

(a) Cancelled games will be scheduled, as fields are available. The coaches can coordinate with the other coaches to reschedule cancelled games.

Section 12.06 Return of Equipment

(a) Players, parents, managers and coaches are responsible for returning all equipment in as good condition as when received, normal wear and tear excepted. The equipment should be returned after the team's last game.

(b) The equipment is to be returned to the Ryan Field clubhouse unless other arrangements are made with the Rookie League Coordinator.

Helena Babe Ruth Baseball Association Board

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