

# **Dorchester Babe Ruth (DBR)**

## **DEFAULT RULES AND QUESTIONS**

Any game situation not covered by the rules outlined below shall be covered by Bath Ruth Baseball's gameplay rules in the Babe Ruth League Rulebook. All questions concerning the rules shall be directed to the DBR Board.

Coaches should keep a copy of these rules in their scorebook so that they are readily available.

## **PLAYING TIME REQUIREMENTS**

1. All players who attend the game shall bat in a continuous batting order all the way through. Players arriving after the start of the game should be placed at the bottom of the order.
2. Free substitution of players in the field, except for pitcher. Once a pitcher has been removed, they may not return as pitcher but may play other positions.
3. All players who attend a game must play at least 2 defensive innings in the field. The innings do not need to be consecutive. If a player arrives after the completion of the second defensive inning, that player must play at least 1 defensive innings in the field. If a team fails to meet the minimum defensive play rule, that team shall forfeit the game and the official score shall be 6-0. The minimum defensive play rule shall not apply to a game that ends in less than five innings, to a player who is injured during the game, or to a player who leaves a game early.

## **GAME PLAY**

4. For insurance purposes, all players participating in a game must be a registered player with either Dorchester Little League or Dorchester Babe Ruth. Teams found in violation will receive a forfeit, the official score of the game shall be 6-0, and further disciplinary action may occur subject to the discretion on the DBR Board.
5. All metal bats must contain the BBCOR or USA label on the bat.
  - a. If any coach (including the opposing coach) or an umpire identifies a non-compliant bat in play, the game shall be stopped, and the bat must be immediately removed from play.
  - b. The first time a player uses a non-compliant bat in play that player shall not be penalized. If the bat is identified during an at bat, the player should continue the at bat with a compliant bat. If the bat is identified immediately after a batted ball in play, the at bat shall continue with a compliant bat as if the batted ball were a foul ball, unless the batted ball resulted in an out, or multiple outs. The out(s) will stand, and all other baserunners must return to the base(s) they were on before the batted ball.
  - c. If a player uses a non-compliant bat more than once, that player shall be called out each time after the first use.

- d. If a team continuously uses non-compliant bats, the coach of the team may be subject to suspension or dismissal based on the discretion of the DBR Board.
  - e. Any and all questions concerning appropriate bats should be directed to the DBR Board.
6. A team must have at least eight (8) players in order to play an official game. If a team cannot field eight (8) players within 15 minutes of the official start time for the game, then the game shall be a forfeit. The official score of the game shall be 6-0. The coaches should try to play a scrimmage game with either no pitcher pitching more than 1 inning or with coach pitch or with players who would not ordinarily pitch.
- a. To reach 8 or 9 players, a coach may elect to use a player(s) not on the roster but registered within Dorchester Little League (Mayors only) or Dorchester Babe Ruth (i.e. someone from another team).
    - i. Coaches cannot take a player from their opponent's team. This would result in a forfeit
    - ii. Any players used from other Dorchester Babe Ruth teams must play Right Field (first player) followed by Left Field (second player).
    - iii. Any players used from Dorchester Little League (Mayors Only) may play any position.
    - iv. A team may use no more than 2 substitute players to reach 8 or 9 players.
    - v. Substitute players must bat at the end of the line-up. If using 1 DLL player and 1 DBR player, the DBR player must bat last.
    - vi. Substitute players may only be used to reach 8 or 9 players. A team may not use a substitute player to reach a number greater than 9.
  - b. If a player misses two consecutive games without notifying the coach, then the coach should inform the DBR Board.
7. There shall be no pinch runners unless a runner becomes injured.
- a. Exception: When the catcher is on base with two outs, a pinch runner may be used to allow the catcher to begin getting ready. The runner must be the player who made the last out.

## **SPEED OF PLAY RULES**

- 8. At the conclusion of an inning players should jog on/off the field in a manner that will move the game along quickly. Failure to do so may lead to the elimination of warm-up pitches and warm-up fielding. This rule will be enforced at the umpire's discretion.
- 9. Teams electing to not pitch run their catcher with two outs must be prepared to have someone warm-up the pitcher in between innings, either a coach or bench player. Bench players must wear a catcher's helmet when fielding the pitcher's warm-up throws
- 10. Pitchers warming-up on the mound should be given no more than 8 warm-up throws for their first appearance on the mound, and no more than 5 warm-up throws for subsequent innings thereafter.

## **LENGTH OF GAMES**

- 11. Umpires must call the game when the conditions become potentially dangerous to the players. The safety of the players must be the first consideration of game officials.

12. In accordance with Babe Ruth book, games shall be seven innings and a game shall be official after 5 innings are complete. Leads of 10 or more at the conclusion of the 5<sup>th</sup> or 6<sup>th</sup> inning will end the game.
13. In a game shortened by curfew or weather that has become an official game, if the home team has not the opportunity to get final "at bat" then game shall revert back to previous inning score and game declared final.
14. If 5 full innings have not been played, the game shall not be official and shall be rescheduled by the DBR Board based on field availability.
15. If a regular season game is tied after 7 innings and time permits, an 8<sup>th</sup> inning can be played, if still tied after 8 innings the game shall end in a tie.
16. Games played on league doubleheader nights (Friday & Sunday) are subject to the 2-hour play rule.
  - a. For the early game, no new inning can start after 2 hours from the original scheduled start time.
    - i. A game scheduled to start at 6:00PM on a Friday cannot have a new inning start after 8:00PM. The current inning must be completed and that will be deemed the final score. If the game has a delayed start-time the teams must still adhere to the 8:00PM rule
    - ii. A Game scheduled to start at 5:00PM on a Sunday cannot have a new inning start after 7:00PM. The current inning must be completed and that will be deemed the final score. If the game has a delayed start-time the teams must still adhere to the 7:00PM rule
  - b. The 2<sup>nd</sup> game of league doubleheaders shall have their 2-hour play rule go into effect based on the time at first pitch.

## **PITCH COUNTS AND CATCHER RULES**

17. The following pitch count/days rest rules shall be **strictly enforced**. If a team violates the days rest rules, the team shall forfeit the game in which the days rest rule was violated. The official score shall be 6-0, and the head coach may be subject to suspension, and or dismissal for intentional and/or repeat violations.
18. In accordance with Babe Ruth book, no pitcher can pitch more than 7 innings in a calendar week (Monday thru Sunday).
19. If a pitcher delivers one (1) pitch in an inning, that pitcher will be charged for one (1) inning pitched. There is no 1/3 or 2/3 innings pitched in the Babe Ruth Rulebook
20. To protect our players arms as we move from one week to the next, any pitcher who pitches greater than 3 innings on Sunday cannot pitch on Monday or Tuesday the following week.
21. Once a pitcher has been removed from pitching, he cannot return to pitch in that game. Pitcher, when removed, may be moved to a different fielding position.

## **COACH CONDUCT**

22. Coaches shall **not** yell at, argue with, or intimidate the umpires. Coaches may ask the umpire questions for clarification.
23. Any coach who is ejected from a game must immediately leave the field entirely. Such coach is subject to discipline by the DBR Board, including but not limited suspension or dismissal.

## **PLAYER CONDUCT**

24. No negative chanting.
25. Any player who is ejected from any game by an umpire for any reason is automatically suspended for the next game and is subject to further discipline by the DBR Board.

## **PARENT/SPECTATOR CONDUCT**

26. Parents/spectators shall not argue, question, or even discuss calls with the umpire or coaches.
27. The coach of each team is responsible for communicating expectations to the parents and should do his or her best to address parents who violate the conduct expectations. If the coach is having issues with parents, he or she should immediately contact the DBR Board
28. If a parent/spectator violates any conduct rule, the umpire may, in his or her discretion, assess an out to the parent's player's team and/or ask the parent to leave the playing area. The umpire's decision shall be final. In the event an umpire asks a parent/spectator to leave the playing area, the coaches should assist in having that parent/spectator relocate to an area out of ear shot from the playing field and the umpire. The coaches are responsible for reporting any instance of a parent/spectator ejection to the DBR Board.

## **REPORTING SCORES AND PITCHING**

29. After each game, each coach must communicate the game score and player pitch innings on the a member of the DBR board.