

BRUNSWICK YOUTH SPORTS

Boys 15-18 Years Old

BYS Senior Babe Ruth League Rules & Miscellaneous Items

Important Items for Players and Coaches

High School Rules: Will be observed, except where noted in the BYS Senior Babe Ruth League Playing Rules as Adopted 8/24/2000 and as Modified 5/13/2002 and 5/03/2012.

Number of Games: In any given season, minimum number of scheduled regular season games is 15 and maximum number is 18.

Dugout/Bench Area: No one except players, substitutes, managers and coaches shall occupy a bench during a game. Both teams are responsible for clearing their dugout/bench areas. HIGH SCHOOL FIELD: Maintain with extreme care.

Player Availability: Coaches should suggest to all players on their team that they be available if at all possible through July 31 of the given season, to allow for scheduled regular season games, make-up games and post season games.

Weather: Rain is not a problem until the umpire declares it a problem. Upon sighting lightning, umpire will order players to stop playing, leave the field and take cover – must wait at least 30 minutes after lightning sighting in order to resume play.

Injury: If sustaining an open wound, player must leave field. If blood on uniform, uniform cannot be used until cleaned (blood removed); another players' uniform can be used.

Unsportsmanlike Behavior: Will not be tolerated – applies to managers, coaches, players and fans. Commissioner and/or BYS Board may take disciplinary action. Coaches are to have control of not just their players, but also their fans. Failure to control players and/or fans could result in forfeiture of a game.

Fighting: Will not be tolerated under any circumstances. If a fight occurs, no one can leave the bench. Umpire cannot break up a fight. Coaches must restore order.

Ejection: 1st time ejection of a player or coach – suspended for the next scheduled game. 2nd time ejection of player or coach – ineligible to return to the league until appearing before the BYS Board and/or Executive Board; penalty is at the discretion of league Commissioner and/or BYS Board. When someone is ejected, they shall leave the field and the park immediately. If a player or coach is under suspension, they may not be in the dugout, on the field, or at any BYS facility during the term of the suspension. Penalty: The person shall be permanently barred from any BYS activity.

Playing Time Per Player: Every player must play at least 3 innings, and bat at least once in each game they play.

BYS Waive Rule: Where the 3 inning playing rule is waived for any of the following:

- Late arrival (a player arriving later than 15 minutes before a game or than a time specified by his head coach.
- Unsportsmanlike conduct.
- Non-attendance at scheduled practice(s) without a legitimate excuse and/or prior notice.
- Any other reason acceptable to the BYS Board.

Any head coach utilizing the BYS Waive Rule must instruct the scorekeepers prior to the game. Score books should indicate use of the Rule along with the reason why. Head coach utilizing this Rule must include this information along with the game report submitted to the league Commissioner.

Items Not Covered in BYS Rules: Commissioner may become involved. Commissioner decisions are final.

Game Reports: All game reports are to be turned in by both teams on same day as game if possible, but within 24 hours of the game. E-mailing reports is preferred. FULL NAMES of players must be used. Format as follows:

- Visiting Team and Score
- Home Team and Score
- Total Innings Played
- All visiting team pitchers used, and innings pitched per pitcher
- All home team pitchers used, and innings pitched per pitcher
- Visiting team Extra Hitters used
- Home team Extra Hitters used
- Either coach may file a game report with the Commissioner on the performance of the umpire. The coach filing the game report may choose to file a joint report with the opposing coach. Coaches are encouraged to be factual in their report, sticking to events that occurred during the game. The Commissioner may at his discretion forward the report to the head umpire.

Equipment

Player Uniforms: No metal cleats, shirts tucked in, no sleeve cut-offs, no sleeve roll-ups, wear caps forward, nothing visible that is not part of the uniform (jewelry, etc.) A player must go out onto the field in full uniform even if coaching a base. Catchers must wear all proper equipment including protective cup.

Helmets: When on the field, never remove helmet, unless first asking permission. Batters and catchers must wear two-flap helmets. If a player is utilized as a base coach, that player must wear a two-flap helmet.

Bats: -3 for length (inches) versus weight (ounces); maximum 2 5/8" diameter; BESR engraved. Penalty: If it is discovered that a bat does not comply with these specifications during use or after which bat has been used in play, the bat shall be removed from the game. It shall not be grounds for declaring batter out, ejecting the batter from the game, or grounds for any manager to protest the game. PLEASE NOTE: BYS will not be enforcing the new OHSSA 2012 HS bat rule changes. Although the bats that adhere to this rule change will be considered to comply with the leagues bat rules and therefore may be used.

Bat Donuts/Attachments: Not permitted for batter warm-ups.

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Miscellaneous Game Rules

Pitchers: 10 innings maximum in any week, defined as Monday through Sunday. Pitcher cannot pitch on consecutive days and cannot pitch in more than one game in one day. 60 seconds to being warmup after 3rd out recorded, 8 warmups first time on mound and 5 thereafter. Players must be in full uniform to warm up pitchers. Pitcher must have pivot foot on, or touching, pitcher's plate (rubber) when taking a sign. Visits to the mound – Managers are allowed 2 visits to the mound per inning. Pitcher must be removed upon manager's third visit to the mound occurring in the same inning.

Catcher's Speed-up Rule: On Saturdays or at impending darkness, rule used. Rule is optional at other times. Catcher on base with two outs – any bench player can be used as a pinch runner.

Runners: Never have to slide, but must slide legally. Feet first, or head first, toward the base and avoid contact. Can leap over a defensive player only if that player is on the ground. If out, must get out of the way. At the plate: If malicious contact before scoring, run does not count. If malicious contact after scoring, run does count. In both instances, runner is ejected from the game. Malicious contact is at the discretion of the umpire.

Batters: One foot in the batter's box at all times – Exceptions: foul ball, ball coming at the batter, momentum after swing. Ump will not allow pitch until the batter is ready. Batters stepping into the batter's box without a helmet will be called "out".

Time Limit: On Saturdays and Sundays, no inning can start two hours and fifteen minutes after the first pitch of the game. On weekdays, there is no time limit for games. It is the umpire's discretion on weekdays whether to start another inning when faced with sunset, weather, or other factors limiting play.

Pre-Game Meeting with Umpire: This is the time when any game rules should be reviewed between the coaches and umpire(s). Only team manager or a designated coach shall be at the plate meeting. Only one (1) coach per team will be allowed at the plate meeting.

Innings: All games shall be scheduled for 7 innings at the outset of each game. Games may be shortened if the mercy rule goes into effect during a game. Games may also be shortened at the discretion of the umpire, due to such reasons as weather conditions, impending darkness, or time limitation (see below).

Time Limitation: Games are scheduled for 2 ½ hours. No new inning can begin after 2 ¼ hours of play.

Complete Games: Due to the time schedule of Saturday games, the umpire could call a complete game prior to 7 innings. It is solely the umpire's decision on whether to start another inning; it is best for coaches to keep their teams hustling on and off the field. A game is considered complete if the losing team has batted a minimum of 5 times.

Tie Game: When a game has to be stopped due to darkness or weather, is even in score, and each team has batted at least 5 times, each team is credited with ½ win and ½ loss in the league standings. Records for the game count toward league statistics.

Suspended Game: A game that is not completed. Games that have completed at least 3 innings will be suspended at the point of stoppage and resumed from that point at a later date. Playoff/World Series games may have different rules that will be defined prior to the beginning of the playoffs if differing from the above.

Rainouts: Will be rescheduled for the first available time slot – no exceptions. If your team is rescheduled and your team cannot make the rescheduled date and/or time, then the game will be declared a forfeit. If neither team can make the game, it will be considered a double forfeit. Most rescheduled games will take place on Sundays, but may take place on another day depending on the schedule.

Game Balls: Home team supplies 1 new ball. Visiting team supplies 1 good used ball.

Extra Hitter: Each team will utilize an extra hitter each game when they have 10 or more players at the beginning of a game. This player is in the lineup for the first 3 innings only to bat. The second half of the game, he replaces a player in the field and that person becomes the Extra Hitter for the rest of the game.

Minimum Number of Players: A team may start the game with 8 players. Any less than 8 players and the game is a forfeit. If a 9th player shows up, he must be inserted in the last spot in the batting order. A team that starts with 9 may end with 8 provided there are no eligible players left. If a player is ejected from a game, or leaves the game for any purpose other than injury or illness, and his spot cannot be filled with an eligible player, and out will be recorded for every time that spot is due to bat in the order. A spot vacated due to injury or illness that cannot be filled with an eligible player will be skipped when that spot is due to bat. If a team starts with 8 players, they shall bat 8 players where the ninth position in the batting order shall be skipped.

Player Re-Entry into a Game: A starting player may re-enter the game one time, but only in his original spot in the batting order. A sub withdrawn from the game may not re-enter. A pitcher may re-enter the game in his original batting position, but must re-enter in another fielding position.

Mercy Rule: Winning team ahead by 10 or more runs after the losing team has batted at least 5 times.

Balks: Balks will be called throughout the entire season.

Appeals During a Game: If live ball, only a player on the field may appeal, remembering that the play is still in effect (runner(s) may advance). If dead ball, only a manager may appeal.

Protests: Protests will not be permitted. The league commissioner could review any situation that would cause one or both coaches to consider a protest, with rulings handed down from the commissioner based on the situation.

Batting Out of Turn

1. A batter shall be called out, on appeal, when the batter fails to bat in the proper turn, and another batter completes a time at bat in his/her place.

(a) The proper batter may take his/her place in the batter's box at any time **before** the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the batter's time at bat.

2. When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire **before** the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall:

(a) Declare the proper batter out; and

(b) Nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or

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otherwise.

NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, a balk, a wild pitch or a passed ball, such advance is legal. (This pertains only to baseball or fast pitch softball and does not apply to slow pitch softball.)

3. In the girls and boys instructional leagues; if a batter is found to be out of order and has completed his/her time at bat, the order will resume as it should have been by skipping the out of order batter(s) should they need to bat in that inning.

4. When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team **before** an appeal is made, the improper batter thereby becomes the proper batter, and the results of his/her time at bat become legal.

(a) When the proper batter is called out because of failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out.

(b) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

NOTE 1: The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams. (Appeal play)

NOTE 2: There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out **and** no appeal is made **before** a pitch to the next batter, **or before** any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

EXAMPLE: To illustrate various situations arising from batting out of turn, assume a first inning batting order as follows:

Andy-Brian-Charles-Daniel-Edward-Frank-George-Hank-Irwin.

Play 1 - Brian bats. With the count 2 balls and 1 strike, (a) the offensive team discovers the error or (b) the defensive team appeals. **RULING:** In either case, Andy replaces Brian, with the count on him 2 balls and 1 strike.

Play 2 - Brian bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles.

RULING: (a) Andy is called out and Brian is the proper batter; (b) Brian stays on second and Charles is the proper batter.

Play 3 - Andy walks. Brian walks. Charles forces Brian. Edward bats in Daniel's turn. While Edward is at bat, Andy scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third. The defensive team appeals

(a) immediately or (b) after a pitch to Daniel. **RULING:** (a) Andy's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first. Charles must return to second base because his advance to third resulted from the improper batter batting a ball. Daniel is called out and Edward is the proper batter; (b) Andy's run counts and Charles stays on third. Frank is the proper batter.

Play 4 - With the bases full and two outs. Hank bats in Frank's turn, triples, scoring three runs. The defensive team appeals (a) immediately, or (b) after a pitch to George. **RULING:** (a) Frank is called out and no runs score. George is the proper batter to lead off the second inning; (b) Hank stays on third and three runs score. Irwin is the proper batter.

Play 5 - After play (4) (b) above, George continues to bat. (a) Hank is picked off third base for the third out., or

(b) George

flies out, no appeal is made. Who is the proper lead off batter in the second inning? **RULING:** **(a)** Irwin. He became the proper batter as soon as the first pitch to George legalized Hank's triple; **(b)** Hooker. When no appeal was made, the first pitch to the lead off batter of the opposing team legalized George's time at bat.

Play 6 - Daniel walks and Andy comes to bat. Daniel was an improper batter, and if an appeal is made before the first pitch to Andy, Andy is out, Daniel is removed from base, and Brian is the proper batter. If there is no appeal, and a pitch is made to Andy. Daniel's walk is now legalized, and Edward thereby becomes the proper batter. Edward can replace Andy at any time before Andy is put out or becomes a runner. He does not do so. Andy flies out, and Brian comes to bat. Andy was an improper batter, and if an appeal is made before the first pitch to Brian, Edward is out, and the proper batter is Frank. If there is no appeal, and a pitch was made to Brian, Andy's out is now legalized, and the proper batter is Brian. Brian walks. Charles is now the proper batter. Charles flies out. Now Daniel is the proper batter, but he is on second. Who is the proper batter?

RULING: The proper batter is Edward. When the proper batter is on base, he is passed over, and the following batter becomes the proper batter.