

Tri-Town Babe Ruth Baseball

Local Rules & By Laws

Updated: March 2011

1. The League:

The League boundaries are the towns of Avon, Holbrook, and Randolph.
The League will attempt to support two (2) divisions, based on player enrollment:
Babe Ruth Division (13-15 yr), Senior Babe Ruth Division (16-18 yrs).

2. Player Eligibility:

Babe Ruth (13-15):

Any youth (ages 13-15 yrs) having turned thirteen (13) on/before April 30th, and not having turned fifteen (15) on / prior to April 30th of the current years, shall be eligible for to participate in a Babe Ruth Division.

Babe Ruth (16-18):

Any youth (ages 16-18 yrs) having turned sixteen (16) before April 30th, and not having turned eighteen (18) prior to April 30th of the current years, shall be eligible.

Note: 12 year old players need the permission of their League President to play in TTBR.

The League President of the 12 year old player will determine which tournament team the player is eligible to play on.

Any eligible player who is drafted and moves out of the league boundaries may still participate in the regular season.

To be eligible to play in District games, the player must have lived in the area prior to being drafted.

Players who live outside the playing area may request to play in TTBR. The Board will review the request.

District Participation:

Participation in Babe Ruth District games will be subject to the approval of the Tri-Town Babe Ruth Baseball League, the Babe Ruth District and/or Eastern Mass State Commissioner.

Player Guidelines:

1. Protection:

All players must wear a protective cup.

All players warming up a pitcher must wear a protective helmet, mask, and throat guard.

All players, as batters, on deck batters, and player base coaches must wear a protective helmet.

No player may wear casts of any kind, constructed of any kind of material, on any body part.

No player may wear jewelry, bracelets, necklaces, anklets, body piercings of any kind.

No player may wear body piercings and ear rings, of any kind, on any body part.

2. Injuries:

Player Injuries involving open wounds require that the player be removed from the game.

The injured player will be unable to return to the game until the problem has been corrected.

Exception: Bloody noses may be treated on the field if it is possible.

After a reasonable amount of time, if the problem remains, then the player must be removed from the game until the problem has been corrected.

Injuries that require a player to leave the game must be reported to the Board.

Blank Injury Reports will be supplied to each team.

Anyone involved with the injured player should exercise common sense in caring for the player and should contact parents/guardians, and/or paramedics if the injury warrants it.

3. Local "Slide or Avoid" Rule:

Runners must avoid collisions with a defensive player attempting to field a batted or thrown ball.

If the collision is avoidable, and takes place, the runner will be declared out.

If the collision is deliberate, the runner will be ejected.

If the defensive player is within the base path without the baseball, and by doing so, causes a collision to occur, the defensive player will be called for OBSTRUCTION. If a defensive player purposely causes a collision to occur, the defensive player will be called for OBSTRUCTION, and may be ejected.

4. Head First Slides

Head first slides are allowed into, and back to, a base.

Playing Seasons:

The League will attempt to offer three (3) seasons: Spring, Summer, and Fall.
Each season may require a player fee, to be determined prior to the start of the season.

Spring Season: (Babe Ruth 13-15)

1. Teams:

Teams will be comprised of a minimum of thirteen (13) and as many as fifteen (15) players.
If the number of active players falls below thirteen (13), the team must notify the Registrar prior to their next game to begin a player replacement process, if such replacements exist.
If the number of game available players drops below nine (9), the Registrar will have the option to assign game Pool Player(s). Replacements and Pool Players will not be assigned for League Playoffs.

2. Managers/Coaches:

Regular season Managers shall be approved by the Board.
After each draft period, Managers must nominate their Coaches to the Board, to be approved by the Board.

3. Regulation Games:

A game week is Monday through Sunday.
All games shall be played according to the Official Baseball Rules (OBR), in conjunction with official Babe Ruth rules, with the noted exceptions of Local League rules.
All players must have a signed Registration by a legal guardian, prior to their participation in league practice or games.
Each team will be scheduled to play 13 games. Each team must play a minimum of 12 games.
The remaining game not played will be considered a Tie for both teams.
The Scheduler will award a Tie for a game not played during the season.
IF the awarding of a tie game 13 will adversely affect the standings of either team involved, then Game 13 must be played, or forfeited.

4. Mercy Rule:

NO automatic 10 run "mercy rule". Only the Losing Manager may invoke the 10 run "mercy" rule.
The game is still "live" until the last out, or 120 minutes, which ever comes first.
The Losing Manager may invoke "mercy" at anytime during or after 4 1/2 innings.
Otherwise we play for 120 minutes.
If you invoke the "mercy" rule and you may NOT continue to play.

5. Game Time Substitutes:

A team with (8) players must request a ninth (9) player from the opposing team, if the opposing team has (10) or more players.
The substitute player(s) must bat and play a complete game for the opposing team.

6. Game Guidelines:

There is a two (2) hour time limit from the start of the game. The game clock begins when the game starts.
A game may be delayed up to fifteen (15) minutes, and will be shortened to 1 hour 45 minutes.
The "End of Day" game will not go beyond the 2 hour time limit or delay-shortened time limit.
Weeknight games are scheduled to start on or after 5:30PM.
Weekend games start approximately: every 2.5 hours, from 9:00AM until 5:30PM as necessary.
Maximum delay between games should be 30 minutes.
Double-headers are allowed on weekends only, and only one (1) double header, per team, per week.

Home team will occupy the third base dugout.
Home team will prepare the field, put out bases, and put away all field equipment.
Throw down bases are available in the RCMS equipment box.

A game called for any reason, other than available players, is a regulation game if 4 1/2 innings have been completed, and the Home team has the higher score. Otherwise, the game is regulation after 5 innings.
If a Tied Game is suspended after 5 innings, it will be considered a Tie Game.
If a Tied Game is suspended before completing (4 1/2 - 5) innings, it is a Suspended Game, and it will resume at the point of suspension. If a team does not comply, then a forfeit will be applied to that team.
A different line-up may be used in the completion of the Suspended Game.
Innings pitched by the pitcher(s) will still be added to their weekly pitching total.

When a team can not bat or field a 9th player, a "game time substitute player" will be assigned to complete the game, regardless of the inning, or the reason.

Tie games will play as many innings as possible within the allotted regulation time. At the end of regulation time, the score will revert to the last completed inning, and a Win or a Tie will be awarded according to the score at that time.

7. **Delayed Game:**

If player (9) is expected late, and has not arrived, the team with (8) players becomes the Visitor Team.

The game may begin with the Visitor Team now batting in the 1st inning.

Missing player (9) MUST be placed at the end of the batting order when the game begins.

In the 1st inning, the Visitor Team batting order reaches the missing 9th batter, a "game time substitute player" must be assigned from the opposing team for the remainder of the game.

If, after batting in the 1st inning, the Visitor Team can not field (9) players, a "game time substitute player" must be assigned from the opposing team. If a substitute player (9) cannot be assigned from the opposing team, the game is forfeited.

Otherwise, the substitute rules will be in effect. The delayed game will be no longer than (1) hour (45) minutes.

8. **Forfeited Game:**

A (15) minute grace period will be allowed before a game is considered a forfeit.

Game time player substitutes must be assigned when possible.

A team with less than (8) players must forfeit after (15) minutes.

If BOTH teams have (8) or less players after the (15) minute grace period, both teams will forfeit the game.

9. **Playing Guidelines:**

Minimum play:

There will be free substitution in the field.

Each player shall play a minimum of (1) inning (in a four inning game), (2) innings in a five inning game.

Each player shall have at least one (1) at bat.

Substitute players must have been inserted at a defensive position, as of the beginning of inning three (3).

Each player must play at least one (1) full and complete games per season.

Exception: Teams who have two (2) or more players than the opposing team may elect to bat the same number of players as the opposing team. Each player shall have at least one (1) at bat. Minimum play of (1) - (2) defensive innings still applies.

Open substitution on the field and in the batting order is allowed to meet this requirement.

Penalty:

Any Manager not playing players correctly will receive: (1) a warning; (2) a one game suspension;

(3) review and sanctions, deemed appropriate by the Board.

10. **Pitching Guidelines:**

Refer to official Babe Ruth rules.

A pitcher may pitch seven (7) innings in one week, Monday through Sunday.

Once a player pitches during the season for a school or club team, the player will be limited to pitching only three (3) innings per week for Babe Ruth, until the end of the playoff season of the school or club team.

One pitch constitutes one inning.

A pitcher pitching more than three (3) innings in one game must have one (1) calendar days rest.

Any pitcher removed from the position on the first (1) trip to the mound in any inning, and stays in the game at another position, may return to the game as a pitcher. The pitcher can not have reached his weekly maximum inning pitching availability.

Pitching rules during playoffs will follow Babe Ruth Tournament Rules of consecutive innings pitched.

11. **Ejections:**

Regular season game suspensions extend into the Playoffs.

Any team member (including manager/coach) that throws equipment may be ejected from the game by either the umpire or manager.

Any team member, manager, or coach that directs abusive language, or gestures, to anyone in the ball field area will be ejected from the game by either the umpire or manager.

Any team member, ejected by a manager, is subject to a one (1) game suspension, at the manager's discretion.

Any team member, ejected by an umpire, must serve an automatic one (1) game suspension.

Repeated ejections/suspensions of any team member will be subject to review by the Members.

Review may result with additional penalties or expulsion from the League.

12. **Game Protests:**

A Protest Committee will be formed as needed, and shall consist of three (3) Board Members.

No one on the Protest Committee shall be involved with the game in protest.

Members of the Protest Committee will be notified within twenty-four (24) hours.

Protest will be presented to the Protest Committee in writing (email is acceptable) within forty-eight (48) hours.

The Protest Committee shall come to a decision within forty-eight (48) hours of receiving the protest.

No protest is allowed on an Umpires judgment decision; only with the interpretation of OBR, Babe Ruth, or Local rules.

13. Pool Players

A Pool Player will wear their regular Team uniform. A Pool Player may play no more than two (2) games a day. Teams can request Pool Players only when their game roster will be below nine (9) players. Teams may request Pool Players up to a maximum of a nine (9) player roster. Pool Players must play the whole game. Pool Players may not play the position of pitcher or catcher. Pool players must bat in the last spot in the batting order. The Manager must inform the Team/Schedule Coordinator of the pool player that is used. That player may not play as a Pool Player for that team again, unless placed by the Team/Schedule Coordinator.

14. Playoffs:

Babe Ruth Tournament Rules apply, with exceptions.

Minimum Games:

Teams must have played a minimum of 12 of 13 games. The Scheduler will determine that a Tie could be awarded for games not played, or the game must be played.

Playoff Games:

The American & National Division Teams will play single elimination, based on their overall number of wins:
G1: Team4 v Team1 G2: Team2 v Team3 G3: WinG1 v WinG2
In the Division Playoffs, the team with the best Division record will be home team. The League Championship games will be a "best of 3" series. The Division Champion with the best overall season record will be Home Team for Championship Game1 and 3. Championship Home Team tie breaker is best Division record, then coin flip.

Pitching:

The Regular season weekly pitch count is nullified. Pitchers may pitch no more than seven (7) innings in any two (2) consecutive games. When applicable, school and club team innings pitched within the same consecutive games are included in the inning count.

Game Rosters:

Teams may play a nine (9) player rotation. Regular baseball substitution and re-entry rules will apply. League Substitution rules apply: each player plays a minimum two (2) innings and one (1) at bat. Both Teams must agree to the nine (9) player rotation. Otherwise, teams may bat their roster and allow free substitution

District All Stars:

1. All Star Selection:

The TTBR Members will vote on the All Star selection by nomination. The TTBR Members will approve the Manager for each team after determining the nominated players. The Manager/Coach must have completed the Babe Ruth Coaches Certification.

Player Nomination:

The regular season Managers may nominate players except from their team. Managers nominate: 13s for the 13 yr old team, 14s for the 14 yr old team, and 15s for the 15 yr old team. Players must play within their age group. Players on the list must have played the minimum number of season games (6.5) to be eligible for the Districts. From that list, regular season Managers will vote for no less than (10) players, per team. Players with highest number votes will be the first to be named to each of the All Star teams. The All Star Manager may name the remaining (3-5) players after holding at least one (1) tryout.

2. District Team Rosters:

Team roster must be a minimum of thirteen (13) and no more than fifteen (15) players

3. Play Rules:

District All Star playing rules are issued by Babe Ruth, Inc, State Commissioner, or District Commissioner.

Summer Season:

1. TTBR will attempt to field as many Summer teams as there is interest and registrations warrant it.

Players must be registered with TTBR to play on a TTBR sponsored team. TTBR will attempt to field Summer teams in the order: 15A, 14A, 13A, 15B, 14B, 13B

2. Summer Team Rosters:

Team Roster must be a minimum of thirteen (13) players. Summer team rosters may contain All Star and Summer players.

3. Game Rules:

Game regulations are determined by the Summer League Organizer.

Pre-Season Draft:

1. Draft Procedures: (Please refer to Babe Ruth Rule).

Pre-Draft:

Managers may request the removal of unqualified players from the draft.
Managers must declare the Child and Sibling option(s) at the beginning of the draft.
Players not evaluated at a draft tryout must be approved to be draft-eligible by the Members.
Coaches may not be nominated for Board approval until AFTER the draft.
Players who were previously drafted and did not appear in a single game, for any reason, may remain the property of the team, or may be entered back into this years player draft.
Previously drafted players, placed back into the draft, remain the property of the team if not taken in the draft.

Draft:

Teams will draft in reverse order of the prior season's finish (8,7,6,5,4,3,2,1) for (2) rounds.
Team will draft in the order of season finish (1,2,3,4,5,6,7,8) for (2) rounds., and then revert again for (2) rounds.
Each team will draft in each round in sequence until all qualified players are drafted.

The Manager Child option must be started by the end of the third (3rd) round.
The Sibling option(s) must be started by the end of the third (3rd) round.
If the Sibling/Child obligations are greater than two (2), the President may evaluate and re-set the Draft Round Requirement.
The Team Coach/Child option is only available after Coach has been with a Team for one (1) year.

2. Player Transfers:

At a scheduled Member meeting, as determined by the Members present, a team that asks, or is asked, to move a player to another team shall be compensated with an equivalent

- 1) Draft Choice
- 2) Appropriately Rated Player in motion

TTBR League Disclaimer:

The TTBR Local Rules and By-Laws are subject to change at any time with TTBR Board approval. The President may rule on situations that are not explicitly covered by Official Baseball Rules, Official Babe Ruth Rules, or approved TTBR Local Rules, By-Laws, or Constitution. All rulings approved by the TTBR Board or, expressed by the President, are binding.