

East Orange Babe Ruth:

General League Rules

Updated & Approved 1/20/19

1	The official rules of playing shall be found in the current Babe Ruth Baseball and Softball Official Regulations and Playing Rules book. These rules are amended by the following local Ground Rules and By-Laws in accordance with Rule 3:13. Interleague softball division games will follow District 7 interleague rules; should any conflict with the following local ground rules occur during interleague games District 7 interleague rules will prevail.
2	Due to park regulations no inning shall begin after 9:30 pm. This applies to all divisions. Park closes at 10pm. Any game still in progress at 9:45 must be immediately ended to permit the parking lot to clear by 10:00 PM.
3	Game Time Limits: <ul style="list-style-type: none">o 15u / 18u – no new inning after 2:00 of start timeo 12u Majors - no new inning after 2:00 of start timeo 10u Minors – no new inning after 1:50 of start timeo 8u Rookies(machine pitch) no new inning after 1:15 of start time; Game end immediately at 1:30o 6u T Ball– 1:00 game time. The game will end immediately one hour after start time. Note: Max duration time limits are from the later of scheduled start or first pitch. Managers, Umpires and/or Official Scorekeeper should note the start time and agree on the no new inning / cutoff time at the plate meeting.
4	APPROVED PRACTICE LOCATIONS: Orange County Schools and Parks; Waterford, Eastwood, Avalon Park, and Wedgefield Homeowners
5	10U Baseball Division and below: All players, while batting, are required to wear batting helmets with full-face guards throughout the season and post season play. All Softball Divisions: All players, while batting, are required to wear batting helmets with full-face guards throughout the season and post season play.
6	All games are scheduled and approved by the Board of Directors (BOD). All schedule changes must be authorized by the Director of Baseball / Director of Softball. If a manager requests for a game to be rescheduled because of the potential for not having enough eligible players the manager will submit to their Player Agent a list of players who will not be able to attend the game and the reason for their anticipated absence. Note: Managers and/or coaches that knowingly provide false or misleading information to the league or a league official shall be subject to removal from their position by the BOD. A player may be expelled from the league if it is determined that they or their parents have knowingly provided false or misleading information to the league or a league official.
7	8u, 10u, 12u and 15u BASEBALL: there will be no forfeits or game cancellations. Pool play will be utilized to fill any player shortages for 10u and older. For 10u, 12u and 15u , should the batting lineup fall to 8 batters, an out will be recorded in the place of the missing batter. For 8u , the penalty will apply if the lineup falls to 7 batters. If the game begins with only 8 players(or 7 players in 8u), the out will be recorded in place of where the #9 batter would be(#8 batter in 8u). If the lineup returns to normal, then the penalty is removed. A team will not be penalized for more than one out, regardless of the deficiency in the lineup.
8	One drink is available for every coach and manager after each scheduled game, when the concession is open. Drinks consist of a fountain beverage.
9	All Divisions: One roster coach or approved volunteer must remain in the dugout while players are present in the dugout. 8u and older in both Baseball and Softball Divisions: While on defense two coaches (Maximum) may be outside the dugout (in the immediate area) and in foul territory. The only equipment that may be outside the dugout with the coaches during this time can be a covered bucket for each.

<p>10</p>	<p>EOBR Baseball division assignments by player league age:</p> <table border="0"> <tr> <td>4, 5 and 6 year old:</td> <td>6u T-Ball</td> </tr> <tr> <td>7 and 8</td> <td>8U/Rookie</td> </tr> <tr> <td>9 through 10</td> <td>10U/Minor</td> </tr> <tr> <td>11 through 12</td> <td>12U/Majors</td> </tr> <tr> <td>13, 14 and 15</td> <td>15U/Junior</td> </tr> <tr> <td>16, 17 and 18</td> <td>18U/Senior</td> </tr> </table> <p>EOBR Softball division assignments by player league age:</p> <table border="0"> <tr> <td>4, 5 and 6 year old</td> <td>6U T Ball</td> </tr> <tr> <td>7 and 8</td> <td>8U/Rookie</td> </tr> <tr> <td>9 and 10</td> <td>10U/Minor</td> </tr> <tr> <td>11 and 12</td> <td>12U/Majors</td> </tr> <tr> <td>13-18</td> <td>14/16/18u</td> </tr> </table> <p>As a standard, player waivers to divisions outside of their league age will not be considered. Players may choose to go to evaluations for the division one age older but must be drafted by a team <i>no later than the end of the 6th round.</i> Players must attend their correct age evaluation as well to be considered to play at the older division. Special considerations (ex. Special needs, safety concerns, etc) may be considered by the Director of Baseball or Director of Softball upon request. A player's eligibility to play in post season tournaments may be effected if they play out of their division.</p>	4, 5 and 6 year old:	6u T-Ball	7 and 8	8U/Rookie	9 through 10	10U/Minor	11 through 12	12U/Majors	13, 14 and 15	15U/Junior	16, 17 and 18	18U/Senior	4, 5 and 6 year old	6U T Ball	7 and 8	8U/Rookie	9 and 10	10U/Minor	11 and 12	12U/Majors	13-18	14/16/18u
4, 5 and 6 year old:	6u T-Ball																						
7 and 8	8U/Rookie																						
9 through 10	10U/Minor																						
11 through 12	12U/Majors																						
13, 14 and 15	15U/Junior																						
16, 17 and 18	18U/Senior																						
4, 5 and 6 year old	6U T Ball																						
7 and 8	8U/Rookie																						
9 and 10	10U/Minor																						
11 and 12	12U/Majors																						
13-18	14/16/18u																						
<p>11</p>	<p>Each player is issued a hat and shirt.</p> <p>Baseball: parents provide solid gray pants (no piping or pin stripes), socks, belts and athletic supporter with cup (male players) and mitt. A team may choose to wear different color pants if agreed upon by entire team and everyone matches.</p> <p>Softball: parents provide solid black pants (no piping or pin stripes), socks and mitt. The entire team must be uniformed the same. A team may choose to wear different color pants if agreed upon by entire team and everyone matches.</p>																						
<p>12</p>	<p>6U and above: Official EOBR scorebook must be kept by the home team for each game. This includes the use of electronic scoring. 6U just needs to record the lineup for all star eligibility.</p>																						
<p>13</p>	<p>All divisions play by Babe Ruth rules with the addition of local playing rules for those divisions.</p>																						
<p>14</p>	<p>Inter-league will be considered when a division cannot field 4 teams within the league or at the request of the district. All inter-league play will follow Baseball: District 12 inter-league rules, Softball: District 7 inter-league rules.</p>																						
<p>15</p>	<p>Skills Assessment: EOBR Divisions 8U and above: All 8U and above players MUST attend one day of player evaluations. Two evaluation dates per division will be announced during the open registration period. Any player missing evaluations risks losing eligibility to play at EOBR that season. If a player misses the evaluations, and there are open spots for players at the time of team formation, the players will be selected to the teams by random/blind draw. This process is governed by the division's Player Agent and/or the Director of Baseball/Softball.</p> <p>Skills Assessment: shall consist of activities necessary to evaluate players in an effort to have equal competition throughout the division.</p>																						

16	<p>EOBR Draft Procedures 8U and above: All teams are formed new each season. Players that participated in the evaluations will comprise the player pool eligible to be selected to a team during the draft. Draft style will be a serpentine style draft. (Example for a 6 team Draft: Round 1, teams will select Team 1 thru Team 6; Round 2 would then select Team 6 thru Team 1; Round 3 would mirror Round 1; Round 4 would mirror Round 2 and so on...) The draft order will be determined by blind draw prior to the player evaluations each season.</p> <p>Managers for all divisions will be nominated by the League President and voted on by the BOD.</p> <p>Draft Protection: A manager may declare, to their Player Agent, one roster coach. For the purposes of player draft protection this coach must be named PRIOR to the start of the evaluations. If a manager selection is made within 24 hours of the beginning of the evaluation, they will have 24 hours from being notified to declare their protected coach. Manager's children as well as the ONE roster coach's child will be protected through the 4th round of the draft. If there is only one protected player, they need to be picked by round 4 or they become available to other teams.</p> <p>15U and Below. A sibling of any selected player, eligible to play in the same division by virtue of league age only, will automatically be placed on the same team in the next available round if the parents request children to be on the same team. If the parents do not require children to be on the same team, the sibling will be protected from being drafted by another team for ONE CONSECUTIVE ROUND. If a younger sibling evaluated to be in an older division they would be protected for once consecutive round up to the 6th round of the draft. If not selected by the 6th round they will be placed back in their appropriate league age division.</p> <p>Please note this rule does not guarantee players who evaluate for older divisions selection to a team just because they have a sibling in that division. They must still be drafted.</p> <p>All Trades must be submitted to the Player Agent for approval within the 48 hours after the start time of the draft.</p>
17	All local Babe Ruth volunteers must complete a volunteer application and complete/pass screening process.
18	<p>ALL DIVISIONS: A maximum of three (4) approved adults, manager and three roster coaches (or approved volunteer), are allowed to be in the dugout / field with the team during the game.</p> <p>One roster coach MUST remain in the dugout when players are present in the dugout. There are no exceptions to this provision.</p>
19	Both teams are responsible for field preparation prior to the game. Players and coaches are not permitted to practice or warmup in the infield during field prep, while the fields are being dragged, or after prep/dragging has been completed in preparation of the next game. Each team is responsible to clean out the dugout area, and parents are responsible for removing all trash from under their bleachers after each game.
20	Each team is responsible for their assigned concession stand duty. The manager is responsible for scheduling his team for filling the slots. Each team is required to have 4 volunteers for the entire shift including one to operate the BBQ grill (over 18 years old). Due to insurance regulations, no one under the age of 13 may work in the concession stand, one volunteer must be 18 or older, and no one under 18 may work the cash register. Any manager who doesn't follow this will be addressed by the BOD for disciplinary action and will be rescheduled for another concession time.

21	<p>Spring Mandatory play:</p> <p>12U and above: Every Player must play in the field for 2 consecutive innings (6 defensive outs) and bat at least once per game. Any player who does not meet minimum play in a game must start the next game and complete his or her minimum play missed and then complete the minimum for that game before being removed. Players who arrive to the ball field after the start of the game are not subject to the minimum play requirements.</p> <p>12U and above: Prior to the beginning of each game, the manager may elect to add a tenth hitter to the batting order. The player will be indicated in the line-up as the "EH". The "EH" cannot be added to the line-up once the game begins. The "EH" will be treated as any other starter, and cannot be eliminated during the course of the game. If the teams lineup drops below 10 (for illness, injury, etc), an automatic out will be assessed in the position of the missing player. If the "EH" needs to leave the game for injury, illness, etc, a substitution may be made in his place if the roster size will allow it.</p> <p>10u: Each team will bat the entire roster and will have free substitutions during the spring season. Every Player must play 2 innings (6 defensive outs) per game. Any player who does not meet minimum play must start the next game and complete the remaining minimum play missed plus the current game's minimum play. Players are exempt from the 2 inning mandatory play if they show up after 1 completed inning.</p> <p>Second half of the spring season: Each 10u player must play a minimum of 1 inning in the infield.</p>
22	<p>The use of noisemakers is not permitted in the stands or dugouts. This includes, but is not limited to horns, drums, bells, boom boxes, and whistles.</p>
23	<p><i>5 Run Rule is in effect for 8u and 10u divisions during spring regular season play. A half inning will end when there is three recorded outs or when the offense scores 5 runs in their half inning.</i></p>
24	<p>Regarding substitutions for 12u and 15u Divisions - a starter once removed from the game may re-enter the game once provided that the player that replaced him has reached his minimum play and the player he is replacing has also had his minimum play.</p> <p>RE-ENTRY RULE (12u and above) – Any of the nine starting players may withdraw and re-enter once provided such player occupies the same batting position whenever he is in the line-up. A substitute who is withdrawn may not re-enter. The pitcher withdrawn while a batter or base runner may re-enter the game immediately. If the pitcher is removed from the game because of a second trip in the same inning he may re-enter the game in any position with the exception of pitcher.</p> <p>RE-ENTRY OF USED PLAYER (12u and above) – Babe Ruth will allow reentry of already used players if all substitutes have been used and injury occurs, or a player is ejected. Selection of this substitute must be made by the opposing manager. This type of re-entry can only take place when an injury prevents a player from continuing in the game or a player is ejected. The injured or ejected player, once removed from the game, cannot re-enter. All other re-entry requirements, not addressed above, pertaining to pitchers, starters and substitutes are in effect as stated in Babe Ruth rules.</p>
25	<p>10u and above: All on deck batters will position themselves behind the batter against the fence in foul territory near the dugout. With a right handed batter up they will be on the 3rd base side and with a left handed batter up they will be on the 1st base side. Players will NOT cross over while the batter is in the box and the battery is assembled. In order to keep the game moving along, on deck batters may assist in retrieving foul balls and passed balls when there are no runners on base and when applicable it is not a dropped third strike.</p>
26	<p>Spring season: 12u and 15u divisions will consist of a 16 game regular season.</p>

<p>27</p>	<p>Pool play protocol - At the beginning of each Spring season, the Player Agents for the 10u and older BASEBALL divisions will create and manage a pool/list of eligible players to be utilized for teams, which for valid reasons as determined by the local BOD, cannot field nine(9) players. These players will be contacted and assigned to the teams by the Player Agent on a rotating basis. The management of the player pool list will be done by the Player Agent for the respective division, under the supervision of the Director of Baseball.</p> <p>The goal of this regulation is to provide an additional method of ensuring games are played, rather than being rescheduled due to occasional player shortage. Obviously, the more notice that is given to the Player Agent of the shortage, the more likely a pool player(s) can be assigned in time. Pool players who are assigned to games may not pitch or catch, and must bat at the bottom of the batting order. All minimum play and substitution requirements apply as provided in EOBR Local Ground Rules #21 and #24.</p>
<p>28</p>	<p>Courtesy Runner for the catcher – For 12u and above with 2 outs, if the catcher of record (catcher from the previous inning) is on base, you may run for the catcher so he can get ready and reduce delay in between innings. For 10u and below, if the player that will be catching the next inning is on base, you may run for that player so they can get the catcher’s gear on quicker.</p>

<p>29</p>	<p>Regular Season Pitching Limitations / Rules - Baseball</p> <p>(a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game)</p> <p>(b) 12u Major and below: A pitcher once removed from the mound cannot return as a pitcher in the same game.</p> <p>15u and above: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.</p> <p>(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her division as noted below, but the pitcher may remain in the game at another position:</p> <table style="margin-left: 40px;"> <tr> <td>Division:</td> <td>18U</td> <td>105 pitches per day</td> </tr> <tr> <td></td> <td>15U</td> <td>95 pitches per day</td> </tr> <tr> <td></td> <td>12U</td> <td>85 pitches per day</td> </tr> <tr> <td></td> <td>10U</td> <td>75 pitches per day</td> </tr> </table> <p>Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:</p> <ol style="list-style-type: none"> 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. <p>Note 1: A pitcher who delivers 51 or more pitches in a game cannot play the position of catcher for the remainder of that game.</p> <p>(d) Pitchers league age 15 and under must adhere to the following rest requirements:</p> <ul style="list-style-type: none"> • If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed. • If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed. • If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed. • If a player pitches 1 - 35 pitches in a day, no (0) calendar day of rest is required. <p>Pitchers league age 16-18 must adhere to the following rest requirements:</p> <ul style="list-style-type: none"> • If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed. • If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed. • If a player pitches 40 - 60 pitches in a day, two (2) calendar days of rest must be observed. • If a player pitches 1-40 pitches in a day, no (0) calendar day of rest is required. <p>If a pitcher reaches the threshold limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch and be scored to the threshold limit, until any one of the following conditions occurs:</p> <ol style="list-style-type: none"> 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. <p>Violations of pitch count may result in sanctions against the manager as determined by the BOD. Rest period begins at the end of the day. If a team has a double header, the player may pitch up to their max daily pitches for the entire day. Required rest begins at the end of the calendar day.</p>	Division:	18U	105 pitches per day		15U	95 pitches per day		12U	85 pitches per day		10U	75 pitches per day
Division:	18U	105 pitches per day											
	15U	95 pitches per day											
	12U	85 pitches per day											
	10U	75 pitches per day											
<p>30</p>	<p>For liability and insurance reasons:</p> <p>a) No non-BR players may participate in a BR team practice.</p>												
<p>31</p>	<p>For any division that has a run limit, all runs will count on a HR that goes over the fence. The ball must go over the fence and not be an inside the park HR. Example: Team has scored 3 runs in a 10u baseball game and a player hits a 3 run HR. All 6 runs will count that inning.</p>												

<i>Fall Season Additions</i> <i>The following rules override the specific division rules for the Fall Season.</i>	
F-1	<i>Each team will bat the entire roster in all divisions</i>
F-2	<i>Removed</i>
F-3	<i>5 Run Rule in all divisions (Exception: T-Ball and Coach Pitch.) No continuous play.</i>
F-4	<p>Free Substitution Rule: <i>This rule alters rule 3.03 that allows only starters to re-enter. The intent of this rule is to allow players to participate defensively more than 2 innings (6 defensive outs or two defensive half innings).</i></p> <p>Mandatory play: 12U and above: Every Player must play 2 innings (6 outs) per game. Any player who does not meet minimum play must play the first 2 innings of the next game. Players are exempt from the 2 inning mandatory play if they show up after game has started. 10u: Every Player must play 2 innings (6 outs) per game. Any player who does not meet minimum play must start the next game and complete remaining minimum play plus current games minimum play. Players are exempt from the 2 inning mandatory play if they show up after 1 completed inning. All Players will have a minimum of 1 inning in the infield. No player shall sit out more than 1 consecutive inning.</p>
F-5	<i>Softball All Divisions – with 2 outs, the offensive team may use a “courtesy runner” for the catcher.</i>
F-6	<i>Softball Coach Pitch – Use of the Tee after 5 pitches or 3 strikes will continue for the entire season.</i>

E.O.B.R.: Local Division Ground Rules

LOCAL BASEBALL RULES: ROOKIES T-BALL

Note: All divisions when playing interleague games, the District 12 (District 7 / Softball) Interleague Ground Rules will apply.

ROOKIE BB 8U (MACHINE DIVISION) DIVISION PLAYING RULES	
1	Stealing or Lead Off is not permitted.
2	Three (3) Adult coaches will be allowed on the field for the offense. One will be stationed in each of the coach's box and the other must be stationed on the mound. Coaches may not touch players or the ball during a play.
3	Teams will bat the entire roster, and field 11 players on defense. The players must be positioned with 4 outfielders, 4 infielders, 2 players fielding the pitchers position and 1 catcher. The 2 players fielding the pitchers position must be positioned on the right and left side of the pitching machine but not in front of the machine. Each player will have a minimum of 1 inning in the infield position.
4	A half inning shall be complete when three (3) outs occur or immediately when five (5) runs have been scored. Exception: All runs will be scored on an over the fence homerun.
5	Baseball: The machine pitch will be delivered from the forty six (46) foot rubber at 40 MPH by an offensive coach. Each batter will receive a maximum of 5 pitches or 3 swinging strikes, whichever comes first. If the ball is not put into play before three swinging strikes or after the 5th pitch, the batter is out.
6	Mandatory play: if a team has more than 11 players, no player will sit out more than 1 consecutive inning. No player will play more than 2 innings in the same position. All players will have a minimum of 1 inning in the infield.
7	The ball shall be dead when, in the judgment of the Umpire, a player (not necessarily the Pitcher) has control of the ball within the dirt circle of the pitcher's mound.
8	Only one (1) base advance is possible on an overthrow. One (1) overthrow per play. The runner is at risk to be put out if advancing on an overthrow. Definition: An overthrow shall be defined as a thrown ball that is not caught and travels into foul territory or is not recovered by the intended fielder.

Example: The batter hits ball and runs to first base, center fielder fields the ball and throws to the shortstop, the shortstop misses the ball, the runner can now advance at his or her own risk to second base. The third baseman retrieves the ball and throws to second base and the second baseman misses the ball; if the runner advances beyond second base, the runner must return to second base. The runner is always at risk of being put out when not touching a base and the ball is live.

RESERVED

1	
2	
3	
4	
5	
6	
7	
8	

T-BALL DIVISION PLAYING RULES

1	Bunting, stealing, lead offs are not permitted.
2	T-Ball Managers are encouraged to use players from the Majors Division and above to assist them with their T-Ball team. For operation of the T-Ball Division, "Adult Coach" shall refer to a league-approved adult volunteer who is listed on the team's roster as a coach. Each team is permitted to have two "Adult Coaches" in addition to the Manager. "Coaches" shall refer to the Manager, "Adult Coaches", and players in the Majors Division and above who are registered and assigned to an EOBR team during the current season.
3	<u>Three (3) coaches</u> will be allowed on the field for the offense. One Adult Coach is to be stationed at the plate to put the ball on the tee, while the other coaches may be positioned in the coach's boxes at first or third base. Three (3) coaches will be allowed on the field for the defense, stationed either in the outfield or foul territory, provided one of the Coaches is the Manager or an Adult Coach. Coaches may not touch players or the ball during a play, and should make every effort to avoid becoming physically involved in the play. (Three coaches will be allowed on the field as long as <u>one League approved adult volunteer</u> is in the dugout at all times. NO EXCEPTIONS!)
4	Teams will field the entire roster. For safety reasons no player shall be positioned closer to the batter than the closest pitching plate. Players are to be positioned such that the bases / base paths are not blocked. Catchers are not used. The players must rotate traditional correct positions each inning. Extra players will be placed as (1) roving infielder and the remainder will be placed as roving outfielders.
5	Teams will bat the entire roster. The reverse order is used in alternating innings. For example, a team will bat their line-up top to bottom in the first, third, and fifth innings, and bottom to top in the second, fourth, and sixth innings.
6	An arc will be established approximately fifteen (15) feet from home plate. Any batted ball not advancing past the arc will be counted as a miss.
7	The batter shall use a batting tee situated on home plate. The batter will be given five (5) attempts to hit a fair ball. If the last attempt passes the arc and then goes foul the batter will be awarded another attempt. Since the objective of T-Ball is to give every player an opportunity to participate in all aspects of the game, strict adherence to the number of attempts is not appropriate unless, in the opinion of the manager of the team on offense, it is obvious the batter has no chance of hitting a fair ball.
8	With the exception of the last batter of each team's at-bat, each batter is entitled to reach first base on a ball hit in fair territory and each runner on a base is entitled to advance one base. The last batter of each inning for each team is entitled to a "home run" and all runners are entitled to score on that hit. As a courtesy to the batter, the defensive team should stay on the field until the batter reaches home plate (or the Manager of the team on offense indicates it would be appropriate to clear the field).
9	The defensive team is encouraged to make plays on the batter and/or runners. However, if a play is made and the batter (or runner) is out, the batter (or runner) is entitled to remain on the base they were attempting to achieve.
10	This division does not use umpires. There is no five (5) run rule and scores/standings are not kept.