

**WINTER PARK BABE RUTH**  
**Junior Division Local Rules V4.0**

**GAME PRELIMINARIES**

- JR.1. The Babe Ruth calendar week is Monday through Sunday.
- JR.2. Games may not be rescheduled without prior consent from the Division Commissioner.
- JR.3. The home team is responsible for the following:
- Supplying three (3) new baseballs to the head umpire
  - Providing an Official Scorekeeper for record keeping purposes and keeping the pitch counts.
- JR.4. The visiting team is responsible for the following:
- Mound and batters' box repair at the completion of the game
  - Covering the batters' box and mound with the tarp if last game of the day
  - Removing the bases, and replacing with base plugs if last game of the day
- JR.5. For interleague games at Ward Park, the WPBR team is responsible for the following:
- Supplying three (3) new baseballs to the head umpire
  - Providing an Official Scorekeeper for record keeping purposes and keeping the pitch counts.
  - Mound and batters' box repair at the completion of the game
  - Covering the batters' box and mound with the tarp if last game of the day
  - Removing the bases, and replacing with base plugs if last game of the day
- JR.6. Each team must have a minimum of nine (9) players at the official start time of the game. A team without the required number of players to start the game will forfeit. If both teams do not have the required number of players, the game will be a double forfeit.
- It is permissible after a forfeit has been declared to play the scheduled game as a scrimmage.*
- Players may be shared as necessary.*
- JR.7. Once the game has started, a team may continue to play as long as they can field eight (8) players. If at any point, a team cannot field the minimum number of players, the game shall be declared a forfeit.

- JR.8. All participating players must be in matching uniforms. This includes:
- A jersey with matching artwork and color with a number on the back; and
  - A hat with matching artwork and color

*Teams should strive to wear the same color pants (grey or white), socks, and belt, but exceptions may be made on a case-by-case basis.*

- JR.9. Shirts shall be tucked in, and hats worn with the brim forward when on the field.
- JR.10. Exposed jewelry or any other item judged dangerous by the umpire may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry, but if worn must be taped to the body.
- JR.11. No music will be allowed during warm-ups or games, including “walk-up” songs.

### **STARTING AND ENDING A GAME**

- JR.12. Games shall be seven (7) innings. A game shall be considered official when one of the following conditions is met. If terminated for any reason after reaching this point, the game results will be officially recorded.
- The completion of five (5) innings if the visiting team is winning, or
  - The completion of four and a half (4½) innings if the home team is winning.
- JR.13. Any game that is stopped due to weather delay that has not reached the number of innings required to be an official game is considered a suspended game and must be played to its completion at a later date. Suspended games that have reached one full inning shall begin from where they left off.
- JR.14. The umpire will keep the official time for the game.
- JR.15. Games delayed due to rain or lightning may not start after 7:00 PM.
- JR.16. No new inning may begin 2 hours after the start of the game.
- JR.17. The game timer will stop during weather delays and restart with the resumption of play. The game will be suspended if stopped and not restarted within 30 minutes.
- JR.18. A game without weather delays that is stopped due to the time limit will be considered a regulation game regardless of the number of innings played.
- JR.19. If a game is stopped because of curfew, by rule, the score reverts to the score at the end of the last completed inning.

- JR.20. Games that end in a tie due to the time limit are final.
- JR.21. The 10-run rule will be invoked when one team has a 10-run advantage after 5 innings (or 4.5 innings if the home team is ahead).

### **DURING THE GAME**

- JR.22. A continuous batting order shall be used. As such, if a player is unable to take his turn at bat, there is no penalty.
- JR.23. Each player must play a minimum of two (2) defensive innings (six (6) recorded outs) and have at least one (1) plate appearance per official game. Players arriving after the first defensive inning of the game are exempted from this rule. It is the responsibility of the manager to ensure compliance with this rule. Failure to comply with the rule is grounds for a protest and forfeit of the game.
- JR.24. Four coaches are permitted in the dugout or on the field during the game (manager, and three assistants), one (1) of which must remain in the dugout. No other adults shall be in the dugout, or on the field.
- JR.25. Coaches are permitted outside of the dugout while their team is on defense, but must remain on the warning track in front of their own dugout. While on offense coaches must remain in the coaches' boxes at 1st and 3rd base.
- JR.26. An adult must remain in the dugout to supervise the players at all times, even if this means players have to coach the bases.
- JR.27. Individuals outside the field/dugout are not permitted to give signs, call plays, call pitches, etc. All coaching is to come from the on-field personnel.
- JR.28. Players arriving after the start of the game may be used, but must be placed at the bottom of the batting order.
- JR.29. In order to speed up play, a courtesy runner may be used for the pitcher or catcher of record when there are two (2) outs. The courtesy runner shall be the last recorded out.
- Abel reaches base. Baker flies out to center field, while Abel remains on first base. While Charles (playing catcher on defense) is at bat, Abel is thrown out stealing second. Charles reaches base. Abel is then the courtesy runner for Charles.
- JR.30. Protests shall only be submitted in reference to rule interpretations. A judgment call by an umpire cannot be protested.

JR.31. The rules for protesting are as follows:

- The protesting manager must register the protest immediately (before the next pitch is thrown) by calling time-out and notifying the home plate umpire, the opposing manager, and the official scorekeeper, who should record the protest in the scorebook.
- The game will be completed under protest.
- The protesting manager will submit, in writing, the conditions of the protest to the Division Commissioner within 24 hours of the game's completion.
- The Division Commissioner will rule on the merits of the protest within 48 hours, with Board assistance if necessary.
- If a protest is upheld, the game will be replayed from the point of the protest. If the protest is overturned, the game stands as played.

## **PITCHING**

JR.32. Delivering a single pitch in an inning constitutes an inning pitched.

JR.33. The maximum number of pitches per day is 85 [FALL: 75]. If the pitch limit is reached in the middle of an at bat, the pitcher may continue to pitch until the at-bat is completed, or the 3rd out of the inning is recorded, whichever comes first. Rest requirements shall be based on the total number of pitches thrown at the completion of the final batter faced by a given pitcher. The pitch count does not include pre-game warm-ups or warm-up pitches between innings.

JR.34. The following rest requirements shall be observed:

- 1 – 20 pitches – no rest requirement
- 21 – 35 pitches – one (1) full day of rest
- 36 – 50 pitches – two (2) full days of rest
- 51 – 75 pitches – three (3) full days of rest
- More than 75 pitches – four (4) full days of rest

JR.35. A pitcher must have two (2) calendar days rest between pitching assignments if he pitches in more than three (3) innings in any one game, regardless of the number of pitches thrown in that game. Each game in which a pitcher pitches is considered an assignment.

JR.36. A pitcher may pitch no more than seven (7) innings per calendar week [FALL: A pitcher may pitch no more than six (6) innings per calendar week, and a maximum of four (4) innings per

game].

JR.37. Pitches thrown in an inning that is not completed due to the drop-dead time limit are counted for purposes of the rest requirement.

JR.38. If a pitcher throws more than 50 pitches in a game, that player is ineligible to catch for the remainder of the game.

JR.39. The pitcher is not required to throw to the batter on intentional walks. However, pitches (even those not thrown) will be counted against a pitcher's pitch count.

*Approved Ruling – If the count on the batter is 1-0, and an intentional walk is declared, the batter is awarded first base without the need to throw the remaining 3 pitches. However, 3 pitches are added to the pitcher's pitch count.*

JR.40. Pitchers who are removed during a game, regardless of whether it is between innings or on a visit to the mound during an inning, will not be able to return to pitch in that game.

#### **END OF SEASON TOURNAMENT**

JR.41. At the end of the regular season, an end of season tournament will be held. The format of the tournament will be determined by the Division Commissioner, and approved by the Board of Directors.

JR.42. Seeding will be determined by the regular season record. The first tie-breaker is head-to-head. 'Runs-scored-against' in the head-to-head matchup will be the next tie breaker.

JR.43. Tournament pitching rules shall be used:

- There are no inning restrictions in tournament play
- Daily Maximum pitches in a Game/Day - 95
  - o Pitcher throws 1 to 45 pitches – no rest required
  - o Pitcher throws 46 to 75 pitches – one (1) full day of rest
  - o Pitcher throws 76+ pitches – two (2) full days of rest

JR.42. No pitcher shall appear in a game as a pitcher for three (3) consecutive days/games regardless of pitch count.

JR.45. There is no time-limit for tournament games. All games will be played to completion.

JR.46. Games that have not completed five (5) innings (4½ if the home team is ahead) and cannot be completed due to weather, darkness, curfew, or reasons beyond normal control, shall be

continued from the point of suspension as directed by the Division Commissioner, through completion.

JR.47. The run-rule is in effect for tournament games, including the championship game.

### **EJECTIONS AND FORFEITS**

JR.48. While the published league bylaws state that an ejected player or coach must serve a next game suspension, the league's Board has adopted the rule that can be found in the Babe Ruth League rulebook. The Babe Ruth League rule states if a player is ejected from a game, the league president shall decide if additional penalties, such as serving a game's suspension, will be imposed. The player ejected will, as a minimum, be suspended from the next game as well.

JR.49. Should any manager or coach violate the herein defined 'Must Play' rules (JR.22), then that game shall be declared a forfeit. The Manager also may face additional penalties as determined by the league board.

JR.50. IT IS THE MANAGERS RESPONSIBILITY TO MAINTAIN HIS PLAYERS', PARENTS' AND HIS OWN DECORUM. FAILURE TO FOLLOW THE RULES OR MAINTAIN DECORUM SHALL RESULT IN SANCTIONS AGAINST THE MANAGER.

JR.51. ANY MANGER OR COACH EJECTED FROM A GAME BY AN UMPIRE SHALL IMMEDIATELY LEAVE THE PARK AND NOT RETURN FOR TWO SUBSEQUENT GAMES. IF A MANGER OR COACH IS EJECTED A SECOND TIME IN THE SAME SEASON (INCLUDING TOURNAMENT PLAY) HE WILL NOT RETURN FOR FIVE GAMES AND SHALL BE REMOVED FROM CONSIDERATION FOR COACHING ANY ALL-STAR TEAM. THE USE OF ANY AUDIBLE PROFANITY SHALL BE GROUNDS FOR IMMEDIATE EJECTION.

### **Document History**

<b>Version</b>	<b>Approval Date</b>	
V1	MM/DD/2017	
V2	01/14/2019	
V3	01/11/2023	
V3.01	01/11/2023	Previously agreed to 10-run rule was inadvertently omitted from V3.
V4.0	12/4/2025	Fall daily pitch limit raised from 55 to 75, no-new-inning changed from 2h20m to 2h