



Bentonville Parks and Recreation Baseball

13/15U Babe Ruth League

League Rules & Objectives

- Have Fun!
- Build and refine each player's fundamental skills while beginning to help them understand game strategy and teamwork.
- Development of players in baseball skills, leadership, teamwork, competition and sportsmanship.

The Sportsmanship Code of Babe Ruth League

Develop a strong, clean, healthy body, mind and soul.

Develop a strong urge for sportsmanlike conduct.

Develop understanding of and respect for the RULES.

Develop courage in defeat, tolerance and modesty in victory.

Develop control over emotions and speech.

Develop spirit of cooperation and team play.

Develop into real, true CITIZENS.

- **13/15.01** Official Babe Ruth League Baseball Rules and Regulations & Official Playing Rules and any additional BYB Board approved League/Park Rules will regulate play. There will be absolutely **NO** special rules agreed upon between managers or between managers and umpires.
- **13/15.02** A regulation game is 7 innings OR a game that has ended due to the 90-minute time limit (regardless of number of innings) OR a game that has ended due to the mercy rule. When a game reaches the time limit, the home team will complete the bottom half of the inning. A new inning will not begin after the 90-minute time limit. Games can end in a tie (no extra innings). Fall Ball is drop dead at the time limit. We will finish the at bat.
- **13/15.03a 15 RUN RULE (Babe Ruth 13-15)**, Any game must be terminated immediately if one team is ahead by fifteen (15) or more runs after three and one half (3 ½) or four (4) innings and each team has had equal times at bat. Any game for Babe Ruth Baseball 13-15 and 16-18 Baseball must be terminated immediately once becoming regulation (4 ½ or 5 innings) if one team is ahead by ten (10) or more runs and each team has had equal times at bat, or the home team is leading.
- **13/15.03b Six (6) run maximum per inning**. The half inning is over after (3) outs or (6) runs are scored.
- **13/15.04** Pursuant to "MUST PLAY RULE" on pg. 22: For the 13-year-old Pitching (a) and the Must Play Rules (b) and - An inning is defined as completing 3 outs.

13/15.04 (a) 13-year-old Pitching: It is required that a combination of 13-year-old pitcher(s) are to complete 1 inning of pitching per game (3 outs) or face at least 5 batters in the game. This is so that younger pitchers gain game pitching experience. Failure to do so, violates the pitching rules and can result in a forfeit. Please note the 13yo's in the game pitching log.

13/15.04 (b) All players must have minimum one (1) at bat and one (1) defensive inning per game. All substitutions must be reported to the home plate umpire and the official scorer and must follow the rules of baseball including the special “Re-Entry rule” as outlined in the Babe Ruth League Baseball Rules and Regulations & Official Playing Rules book. Violation of this minimum play rule is an automatic forfeit except where noted below:

- If a regulation regular season game does not provide for 3 complete innings, the minimum play rule forfeit is not enforced; if, all players who did not meet all the minimum play requirements begin the next scheduled game as a starter with a minimum one (1) at bat and one (1) defensive inning. Non-compliance with minimum play rules or the starter requirement in the next game will result in a forfeit. Both Managers will note in their game results if a game didn't complete 3 innings that their opponent and/or their team didn't play the required minimum play and note the number of innings played.
- **13/15.05 Extra Player (EP)** – The use of a 10th player in the lineup is in effect. A team may elect to add a tenth player to the batting order for league play, district, state, regional and World Series tournament competition. This player will be indicated in the line-up as the “EP”. The “EP” will be treated as any other starter and cannot be eliminated during the course of the game. The “EP” cannot be added to the line-up once the game begins. NOTE: If a team's line-up starts with 10 players, the team must finish with 10 players. Penalty shall be a forfeit. The “EP” may appear in any position in the batting order.
- **13/15.06** Cups are MANDATORY for all catchers.
- **13/15.07** There will be a city league tournament at the end of the season with all teams participating. (Spring Season Only)
- **13/15.08** Courtesy Runner allowed for the catcher of record when there are two outs. The Courtesy Runner must be the last recorded out. Under no circumstances can that player be skipped.
- **13/15.09 (a) Pitching Limitations** apply to all games played. (NOTE: There is no limit to the number of pitchers a team may use in a game). Pitchers can pitch a maximum of 7 innings per game week (Monday – Sunday). One pitch in an inning counts as 1 full inning. 2 calendar day's rest are required if a pitcher pitches more than 3 innings in a game. Rule applies to all games regardless of when played, including rescheduled and makeup games.

13/15.09 (b) The starting pitcher is governed by the provisions of Official Baseball Rule 3.05. If the pitcher is removed from the game because of a second trip to the mound in the same inning, he/she may re-enter the game in any position, other than pitcher, if he/she was one of the nine starting players.

- **League Age 13-15**
 - **Intentional Walk Rule** An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.
 - All pitchers must adhere to the innings pitched count rest requirements.
 - If a game is forfeited before it becomes a regulation game, include no records. Report only the fact of the forfeit. This means the pitching eligibility would be the same as it was prior to the forfeited game. The pitching eligibility for the next game would be the same as it was prior to the forfeited game.
 - In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted, may continue to the extent of his/her eligibility for that day, provided said pitcher has observed the required days of rest.

- Games in which an ineligible pitcher has been used, as specified shall be declared forfeited. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Tournament Officials are urged to take precautions to prevent protests.

Official Innings Pitched Count Record

- The **Home** team must designate a scorekeeper as the official innings pitched count statistician. The innings pitched count statistician shall record all innings pitched. The innings pitched count sheet will be kept in the score booth (the home team has the score book so they can keep it also). If the home team would like an extra person to do that and keep only the innings pitched count sheet, that is fine to have the 3rd person. AGAIN, all score booth personnel are OFFICIALS of the game and are not to advocate for their team but keep the books/innings pitched count for both teams, without bias toward the opposing team.
- Please make sure that date, field, home, and visitor information at the top of the sheet gets filled out for each game.
- The innings pitched count statistician must provide the current inning pitch count for any pitcher when requested by either manager or any umpire. However, the manager has the ultimate responsibility for knowing when his/her pitcher must be removed to meet the mandated rest requirements.
- After each half inning, the umpire will check the pitcher's inning count and coaches should confirm what has been recorded in the score booth. If there is a great discrepancy (between what they thought and what is in the score booth), it should be discussed and taken care of before the start of the next half inning. Anything in the official score booth that is recorded and is not checked and the next half inning starts will be official (just like we do with the score).
- The official innings pitched count statistician should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of innings pitched for the game, as noted above. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count statistician to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- **P1.01** No smoking or chewing tobacco is allowed in the confines of the playing field. Alcoholic beverages and drugs are not permitted anywhere in the park. Coaches are NOT allowed outside the dug out to smoke during the game in which your team is playing. These products include smokeless tobacco, **E-cigarettes, vapors**, and all related alcohol products. (**City of Bentonville Ordinance – only allowed in the parking lots**)
- **P1.02** There will be no profanity, obscene gestures or throwing of any equipment. This can result in automatic ejection from the game in which it occurs and suspension from the next game. If a second violation occurs, the person(s) involved will meet with the Program Supervisor. At this meeting it will be declared if the person(s) will be allowed to continue to coach/play in the league.

- **P1.03** No player shall be suspended or disciplined by a team without league approval.
- **P1.04** Removal of team from the field: No manager shall refuse to have his team take the field or remove his team from the field for any reason if the umpire has called the ball in play. **PENALTY:** Forfeit and 1 game suspension of the manager.
- **P1.05** Violation of the coaches' code of conduct will be reviewed by the Program Supervisor and could result in a game suspension or removal.
- **P1.06** Any ejection of a coach or a player is an automatic one game suspension. All ejections will be reported to the Umpire in Chief and Program Supervisor of that league. If an appeal is filed and upon hearing a detailed account from all sides, the Program Supervisor will determine if the penalty will be waived. It is a rare exception, not the rule, that a penalty will be waived.
- **P1.07** Aggressive play, football type moves on the base paths and plate collisions will be handled within the review of the Umpire crew and will not be tolerated. If a runner attempting to reach home plate or another base intentionally and/or maliciously runs into a defensive player to dislodge the ball in the area of home plate or a base, he will be called out and ejected from the game. This is NOT an appeal play.
- **P1.08** A player, coach, or a fan ejected from the game must leave the park. **Unless the player doesn't have a parent or guardian at the park. Under that circumstance the player is to sit in the dugout.** Any additional bad behavior will result in multiple game suspensions.
- **P1.09** No Jewelry! No exceptions! If a player steps into the batter's box wearing any jewelry, batter will be called out! Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they must be taped or secured to the body so as to remain invisible. Wireless communication devices are not allowed. However, Electronic Scoring Devices are permitted. **No device on the field or in the dugout may be used as a means of communication.**
- **P1.10** All equipment shall be kept in the dug outs during the game.
- **P1.11** Managers should have their players in uniform with their shirts tucked in. Players should be wearing only League provided Hats and Jersey's (Shirts).
- **P1.12** All players, Managers and Coaches - unless they are on the field playing a position, on base, in coach's box, up at bat, or in the on-deck circle, will be in the dug-out. On offense, a first base and third base coach will be allowed at their respective coaches' box on the field. On defense, coaches must remain in their dugout. One coach may stand directly in front of the dugout door for the purpose of defensive instruction.
- **P1.13** No thrown bats! If you have a player(s) whom are prone to this, please work with them. 1st offense is a warning to the team, 2nd offense batter will be called out. No runners will advance. The umpire will be the sole judge of whether the bat was thrown or dropped. This is NOT an appeal play.
- **P1.14** The pregame warm-ups will take place with both teams on the field at the same time. The field will be split in half based upon the team's respective dugouts. The first base dugout team will have the right side with 2nd base being the dividing point. The third base dugout team will have the left side with 2nd base being the dividing point. If ground balls are being hit they will be from first and third base area – no ground balls from the plate. Pitching warm-ups are to take place off of the field down the first and third base line in foul territory near the fence line. Pitching mound is not to be used before the game for warmups.
- **P1.15** Pursuant to rule "4.06" on pg. 53: There shall be no yelling, chatter, chanting, clapping, and/or general distractive and unsportsmanlike behavior for the sole purpose of distracting players or for the obvious purpose of trying to make the pitcher commit a balk while the ball is live and in play. Once the umpire has signaled **Ready for Play** (a live ball and in play) NO player, coach, team personnel, or spectator may direct any chatter, chant, etc. towards any player or players on the opposing team.
- **P1.16** Base Coaches are highly encouraged to use signs and signals to their base runners and hitters. We want to get away from yelling **Go! – Run! – Get Off! etc.**, again once the pitcher comes set. This action falls into the category of being "distractive."

- **P1.17** Only one coach from each team - the Manager or an Assistant Coach designated by the manager will attend the pre-game plate meeting. Bringing a single player with the coach is allowed and fine.
- **P1.18** In case of a discussion with Umpires during the course of a game, only the manager or the coach who attended the pre-game plate meeting will speak to the home plate umpire in regard to a call. All other coaches and players will either stay at their positions or in the dugout. If this is violated, the person(s) involved may be ejected and suspended for one game. If this happens a second time that person(s) will have to meet with the Program Supervisor where it will be decided if they can continue to coach in that league.
- **P1.19** Teams are allowed to start with 8 players and must take an automatic out in the ninth batting position in the lineup. If any additional players show up, they go to the bottom of the lineup. Any team with less than 8 will have a 10-minute grace period before it is then considered a forfeit. However; the official game time will have started at the original game time and will not be added on once a player arrives. **A line up only consists of the teams League rostered players.**

It is required for the manager/coach to notify the umpire at the plate meeting prior to the start of the game that an out is to be recorded in the empty batting position (the 9 hole). It is the responsibility of the opposing manager/coach (who attended the plate meeting) to notify the plate umpire.

The Batting Out of Turn Rule Applies

Babe Ruth Rule Book page 65 (Rule 6.07) Batting out of Turn

(a) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place.

(1) The proper batter may take his 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 proper batter's time at bat.

(b) 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 (1) declare the proper batter out; and (2) 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 otherwise.

Note: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal.

(c) 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 time at bat become legal.

(d)(1) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out.

(2) 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.

(Rule 6.07 Comment): 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.

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.

- **P1.20** Shortage of Players/ Substitutes: If a team is in a situation that they will not have enough players (8) to play a game, below will be the guidelines. The reasoning here is participation, insuring we do our best to play games, so a forfeit's does not take place.
 - You must notify the Program Supervisor 48 hours in advance – if there is an issue. If it is a need for a catcher – let your commissioner know – as he will need to make arrangements for this specific position, ensuring safety of the player and game time (innings) to be played for the day.
 - Program Supervisor will contact the coaches of other same age group league teams, to see if any players are available and willing to play an additional game. Coaches are not allowed to find their own substitute players or call other coaches to arrange for players based upon a skill set or position need. Again, the goal here is to play – not to insure equity or a competitive advantage. If a coach puts any unauthorized players on the field, it will be a forfeit and a one game suspension.
 - **Player Live Arm Pitching Only:** Substitute player is not allowed to pitch. This is for the safety of the player's arms and not to affect their pitching status.
 - Substitute Player must go into the back of the lineup (batting the 8th position).
 - **The goal is to get enough players to play an official game, so you can only have one substitute player to get you to 8 players for a game**
 - Only league age and league rostered players will be allowed as substitutes
 - If you are going to have less than 7 players able to attend – the game be a forfeit and no substitutes will be requested from other teams.

- **P1.21** Two-minute turnaround on half innings – Hustle in and out
- **P1.22** A 20 to 30-minute turnaround between games will be taken to give the umpires a break and to check assignments.
- **P1.23** Home teams manage scorebook and innings pitched count record; Visitors manage the scoreboards.

- Pitching Violation Protest: **Innings Pitched Count Record (11/12 and 13/15 League):** In order to ensure we are adhering to the Cal Ripken rules to protect kids' arms, we are instituting an Innings Pitched Count Record for the season in the 11/12 and 13/15 leagues. If there is a violation, simply ask the umpire to record it in the book and play the game and the league will make the decision within 48 hours.

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- The Home team must designate a scorekeeper as the official innings pitched count statistician. The innings pitched count statistician shall record all innings pitched. The innings pitched count sheet will be kept in the score booth (the home team has the score book so they can keep it also). If the home team would like an extra person to do that and keep only the pitch count sheet, that is fine to have the 3rd person. AGAIN, all score booth personnel are OFFICIALS of the game and are not to advocate for their team but keep the books/innings pitched count for both teams, without bias toward the opposing team.
- Please make sure that date, field, home, and visitor information at the top of the sheet gets filled out for each game.
- The innings pitched count statistician must provide the current innings pitched count for any pitcher when requested by either manager or any umpire. However, the manager has the ultimate responsibility for knowing when his/her pitcher must be removed to meet the mandated rest requirements.
- After each half inning, the umpire will check the innings pitched and coaches should confirm what has been recorded in the score booth. If there is a great discrepancy (between what they thought and what is in the score booth), it should be discussed and taken care of before the start of the next half inning. Anything in the official score booth that is recorded and is not checked and the next half inning starts will be official (just like we do with the score).

The official innings pitched count statistician should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of innings pitched for the game, as noted above. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count statistician to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible

- **P1.24** Submitting Game Results: Scores are required to be submitted to the BPR Team Member at the screening tent that night following each game.
- **P1.25** Line-up Cards – Please use 4 copy line-up cards and ensure that your line-up cards are properly filled out. *Keep your line-up cards after each game, they could be used in determining results of a protest.* Players arriving after the game has started should be added to the lineup card at the time of their arrival, either at the bottom of the lineup (if less than 9 in lineup) or as a substitute. Below is the list of information that needs to be on all lineup cards:
 - Players last name, first initial, jersey number, and starting field position number
 - Distribution of the 4 copies: coach of opposing team, the Home Plate Umpire, the official scorebook keeper, and keep one for your records.
 - Place substitute names at the bottom of the line-up card.
- **P1.26** Protests: Only the **team manager** may file a protest. No protest shall ever be permitted on judgment decisions by the umpire. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless, in the opinion of the Program Supervisor or his/her designated protest committee, the violation adversely affected the protesting team's chances of winning the game. Any protest must be immediately reported to the umpire and both scorekeepers and the books marked to identify the exact point of protest. No protest will be recognized unless made before the next pitch is made or a runner is retired.
- **P1.27** The league will follow the rules regarding bats set forth by the Babe Ruth / Cal Ripken organization, including any changes that may occur during the course of the season.
- **P1.28** Adding of HS players: Upon the conclusion of the HS baseball season and the release of HS players, the following process will be used to place those players on BPR League rosters. Player(s) shall register through the BPR website. Placement on a team will be in the order of registration (i.e. first registered, first placed). All teams with roster space available shall be eligible to receive a player. Player shall be placed on a team according to a hat pick by the Program Supervisor or Commissioner. Once placed, team will be notified of placement.