

Marblehead & Swampscott Youth Baseball
Raimo & Babe Ruth League Rules
April 20, 2017

DRAFT

1. The draft will be conducted under the leadership of the league coordinators with the goal of creating parity in the leagues.
2. The coordinators will guide the process and use their discretion to create teams that are as even as possible.

ATTENDANCE POLICY; GAMES AND PRACTICES.

The league recognizes that players have numerous conflicts at this age including but not limited to AAU Baseball / Lacrosse / Extra Circular Activities etc... What we do ask for and expect is timely communication related to attendance. In order for our league to run smoothly we ask that each player communicate absences with as much forewarning as possible. Failure to do so consistently may result in removal from the league.

Players missing 50% or more of the regular season games are not eligible for Marblehead Summer League play.

CALL UPS

1. If a team cannot field a minimum of 9 players for a game, the manager will attempt to call a player from a team in the same league to reach the 9 player limit.
2. If a league player is not available the manager will call up a player from the next league (Babe Ruth will call up from Raimo, Raimo will call up from Majors).
3. Call-Ups may not pitch and must hit last.
4. Any team requiring a call up must go through their respected league coordinator.
5. All call up must have officially signed up to play in the league

PLAYING TIME

1. The batting order is a continuous order. All players who attend the game will bat in a consecutive order. If 12 players are present, they will bat 1 – 12. * Depending on the number of players on a team this may be modified in playoffs to keep games competitive.
2. If a player shows up late for a game, he will bat last and does not have to play the minimum number of innings.
3. If a player needs to leave the game early for any reason, his spot in the order is skipped with no penalty (there is no automatic out) the next time he is scheduled to bat.
4. All players shall play a minimum of (9) outs in the field during each seven (7) inning game.
5. Players may be freely substituted (in the field).
6. Once a player pitches and is removed, he/she may not be reinserted as a pitcher. He/she may be reinserted in any other position.
7. Any player may serve as a pinch runner, but only in the event of injury to a runner. The player substituted to run must be the person who made the last out the inning before.

UNIFORMS/EQUIPMENT

1. A player warming up a pitcher on the playing field must wear a helmet/mask. A manager or coach may warm up a pitcher and does not need a helmet/mask. All players must be in full team uniforms according to major league rules in order to play. All shirts will be tucked in and hats worn correctly.
2. Players who serve as base coaches must wear batting helmets.
3. Players must wear league supplied uniforms (Hats / Shirts / Pants)

BASE STEALING & BALKS

1. All rules for stealing and balks follow MLB rules.
2. Each pitcher will be allowed one balk warning. Per game. This rule will not apply in the playoffs.

RAIMO/BABE RUTH LEAGUE PITCHING RULES

1. The pitching week runs from Monday through Sunday.
2. An inning pitched is defined by a player throwing one (1) pitch from the mound.
3. Pitchers may not pitch more than 7 innings during a pitching week.
4. Any pitcher pitching four (4) or more innings in a game must have three (3) full calendar days rest before pitching again, regardless of when during the pitching week he or she pitches. Any pitcher pitching two (2) or three (3) innings in a game must have one (1) full calendar day of rest before pitching again. **Any pitcher pitching one (1) or less innings in a game may pitch again the following day.**
5. Playoffs are in no way an exception to the pitching rules.
6. If a player is removed from pitching at any time during the game, he may NOT return as a pitcher in the same game.
7. Warm up pitches to start a game are limited to seven (7). Warm up pitches between innings are limited to five (5); warm up pitches for a new pitcher is at the discretion of the umpire.
8. A manager or coach may visit a pitcher on the mound once each inning. A second visit in the same inning results in removal of that player as the pitcher.

INFIELD FLY RULE

1. The infield fly rule is enforced in the Raimo and Babe Ruth Leagues.

POSTPONEMENT/PROTEST

1. If the Raimo/Babe Ruth league substitution rule is violated, the coach responsible will be disciplined.

2. Before the scheduled start of a game, the Park and Recreation Dept may postpone the said game, due to rain. If the Park and Recreation Dept. has not made a determination but rain has begun, the 2 managers may decide to postpone the game. The umpire makes the final decision if there is a deadlock.

3. In the event a game has started and is called before four (4) full innings have been played, then the game may be made up in its entirety. If a game has reached four (4) full innings and is then called prior to the point of five (5) full innings, a make-up will continue from the point and circumstances from where it ended. Unless in the case of a tie, any game that has reached five (5) full innings will be a complete game. Any game called after five (5) full innings but prior to a full inning will revert back to the last full inning played to determine the final score. All rained-out and rain-shortened games, unless determined otherwise, will be made up at a time to be determined by the League Coordinator in conjunction with the Umpire-in-Chief. **ALL PITCHING RULES APPLY IF THE GAME IS POSTPONED OR CALLED OFF.**

4. Once a game starts, the umpire is in charge.

5. If a team does not have 9 or more players within 15 minutes following the scheduled start time of a game, that game will be made up if possible. Each team must have a minimum combination of eight (8) rostered and Substitute (per process above) players for the game to be official.

6. Any protest made as a result of a rule misinterpretation must:

- Be announced to the umpire AND the opposing manager before the next pitch of the game.
- Be reported to the Commissioner League President or in his absence, the Raimo/Babe Ruth League Coordinator within 24 hours after the end of the protested game, in writing (in triplicate form).

7. Any protest shall be decided by a majority vote among the League President the League Coordinator, and the Umpire-in-Chief. Such decision is final, and managers will accept it with good grace.

8. A protested game where the protest is upheld will be replayed from the point of the protested action best determined by the Protest Committee, League President, League Coordinator, and Umpire-in-Chief).

9. No protest will be honored on a matter of the umpire's judgment.

10. An inning will not be started after 2:15 during the regular season.

11. **10 Run Mercy Rule:** The 10 run mercy rule is in effect. The mercy rule ends the game if a team is ahead by 10 or more runs after five or more innings (4 1/2 if the home team is winning). If the home team is ahead by 10 runs or more the game ends after the visiting team bats in the top of the 5th or 6th inning and is behind by 10 runs or more. If the visiting team is ahead by 10 runs or more, the game ends after the home team bats in the bottom of the 5th or 6th inning.