



**Local League Rules  
13-15 Division  
16+ Division**

No head first sliding into home 13-15 division (allowed in 16+ division).  
Penalty – runner is out

Pitchers must pitch the ball when issuing an intentional walk.

No straight steal of home.

In the case of a suicide squeeze:

- The batter is allowed to pull back and not bunt.
- If the batter swings and misses the runner is out.
- If the batter hits the ball fair or foul the runner is out and the batter returns to the plate with his/her count before the pitch was made.
- If the runner is the third out the batter will become the first batter the next inning.

Call up players:

1. Coaches will identify call up players to the umpire at the plate meeting.
2. Must bat last in the order.
3. Can only play in the outfield unless more than 3 players are needed to field 9 positions.
4. Must wear the uniform shirt of their original team so that the umpires throughout the game can identify them.
5. May never pitch.

Penalty – if batting anywhere but last in the order it will be the same penalty as batting out of order. The coach will then be given the opportunity to make the adjustment to the batting order for the call up player(s) only.

Ejection - If a batter is ejected or if he leaves without previous notice he will be an out when his turn to bat comes up

If a player must leave early both coaches can agree to allow his place in the batting order to be skipped. This arrangement must be agreed upon and communicated to the umpire prior to the start of the game.

Suspended games will be started from the point where the suspension occurred.

Games are considered official if the home team is winning after 4 & 1/2 innings or the visiting team is ahead after 5 innings.

**2 coaches may remain outside the dugout when their team is on defense. Coaches must remain within the parameters of the dugout. Coaches are allowed to sit on buckets while outside the dugout and their team is on defense. When their team is on offense only base coaches are**

allowed outside the dugout and buckets will be placed in the dugout. Bucket rules will be enforced and are as follows:

1. If a live ball hits a coach or bucket while their team is on defense the ball becomes dead immediately and 2 bases will be awarded to all runners from the last base touched safely at the time of the throw.
2. If a defensive player runs into his coach or the bucket while attempting to field a live ball no interference will be called.
3. To avoid possible injury coaches must vacate an area where their player is attempting to make a play and must take the bucket with them.

Injured player – if a player is injured and must be removed from the game no penalty will be assessed. The injured player may return to the game if he is healthy to do so.

Courtesy runners are allowed for the pitcher and catcher of record. Courtesy runner for the catcher is mandatory when there are 2 outs. Exception to the mandatory with 2 outs is if you are replacing that catcher in the defensive half of the inning. If the replacement catcher is on base with 2 outs then he must be run for.

The courtesy runner will be the last batted out.

Penalty: Violation of this rule after a second warning from the umpire will result in the coach being restricted to the dugout for the remainder of the game.

Coaches must wear a face mask when warming up the pitcher in a squatting position.

If a live ball hits a bucket the play becomes dead immediately and the runners advance 1 base from the last base touched safely.

A game must start with 9 players and can finish with no less than 8 players.

A team may add player(s) to its line up if they arrive late. They must bat last in the batting order.

Babe Ruth league uses the rules of Major League baseball but with a no contact rule.

Pre-game plate meeting:

1. Will take place no less than 5 minutes prior to start of game.
2. Coaches will attest that their players are properly equipped and that their equipment is in compliance with Babe Ruth league rules.
3. Umpires will advise coaches that jewelry is prohibited.
4. Umpire will advise coaches that arguing or displaying unsportsman like manner over balls and strikes or judgment calls is prohibited.
5. Players are to take their signs with 1 foot in the batter' box unless an offensive time out is taken.
6. 1 minute between innings.
7. Coaches talk to your players when they come off the field not when going out.
8. Have catchers ready to take the field.

Game time limits: No new inning shall start after

13-15 and 16+ divisions – 2 hours and 15 minutes.

In case of a tie, extra innings will be played if there is at least 15 minutes of game time left.

**Bat Rules:**

13-15y.o. – The bat may not exceed 34” in length nor exceed 2 & 5/8” in diameter. All aluminum/alloy barrel bats and all composite handle (only) aluminum/alloy barrel bats are allowed. Only composite barrel bats certified and marked BBCOR .50 will be allowed. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed.

16+ - The bat may not exceed 34” in length nor exceed 2 5/8” in diameter and not be greater than –3 length to weight ratio. Only metal/composite barrel bats certified and marked BBCOR .50 will be allowed. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed.

**Penalty:**

- If the illegal bat is discovered prior to a batter completing his “at bat” the bat is simply removed from play and the “at bat” continues.
- A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed and any outs during the play shall stand. This is an appeal play. The “at bat” will be considered legal once a pitch is thrown to the next batter.
- Any bat discovered prior to the game that does not conform to the above rule shall be removed immediately and not be allowed for use during the game. If the bat is used during the game the illegal bat rule applies and the coach receives a warning. If it happens a second time the batter and coach are ejected.