

BY-LAWS OF ARLINGTON BABE RUTH ASSOCIATION

ARTICLE 1: ASSOCIATION

The Arlington Babe Ruth Association, formerly under the jurisdiction of the by-laws of the Arlington Baseball Association, will be effective upon election of officers on November 2000, follow the following By-laws, as approved by the elected Board of Directors from that date on, unless amended by the Board of Directors.

ARTICLE 2: CHARTER

The Arlington Babe Ruth Association will operate independent of Arlington Little League Association, as a non-profit corporation under the General Laws; Chapter 180 set down by the Commonwealth of Massachusetts.

ARTICLE 3: MISSION

Arlington Babe Ruth Association is proud to provide each player the opportunity to become the best baseball he/she is capable of becoming. As each individual child has different abilities and talents, we provide opportunities for each player to strive to achieve their own personal best. It is during these opportunities to reach their personal best that the children of our program learn lasting life lessons such as perseverance, self-confidence and humility. We build on these important traits and lasting life lessons to encourage and challenge our children to become the best they are capable of becoming.

ARTICLE 4: MEMBERSHIP

A member, for the purpose of voting, is any person who has been either elected to or appointed to a position or any manager and coach that has been in the program for a minimum of one full year and is in good standing. For the purposes of voting a team may have a maximum of three votes. To be considered in "good standing", a member must have not have any disciplinary actions and must show full compliance to the program's "zero tolerance" plan. Any member can be removed from their position, after review by the Board of Directors, if this person has violated this plan or is seen as a negative participant in the Babe Ruth plan.

ARTICLE 5: ELECTIONS

The elected positions are: President, Vice President/Seniors, Vice President/ Intermediates, Vice President/Big, Treasurer, Vice President/ Player Development (13s) and Secretary. The position of Commissioner is an appointed position by the Board of Directors and will have an equal vote on all Board issues, as well as Board elections.

For the purpose of elections, all members in "good standing", wishing to work for the betterment of the Arlington Babe Ruth Association may run for any of the elected positions. Appointments may be made of anyone who wishes to work for the program. Those elected, as well as the appointed Commissioner, will have equal voting privileges as members of the Arlington Babe Ruth Association executive board and will have voting privileges for elections.

Appointed positions are: Player Agent and any other positions deemed as necessary by the elected officials.

The duration of the term is 2 years. If an elected or appointed official has not met the minimum requirements of the position, it will be the responsibility of the board to terminate this person and request an emergency general meeting if this person held an elected position. All current members in good standing will vote in a new person for the remainder of the term. Any member may run for the position.

ARTICLE 6: RESPONSIBILITIES

Commissioner: The Commissioner cannot be a manager or coach on any team. The Commissioner will provide advice and counsel to the Board, make final rulings on game protests and lead at least one committee. The committee to be led will be determined by mutual agreement between the board and the Commissioner. The commissioner will represent the League at the various town meetings and other organization meetings or the Commissioner will appoint a representative. The Commissioner will have a vote on all board matters. The Commissioner, as a member, will also have a vote at elections.

President: The President shall oversee the development and adherence to league rules, rule on protests with the commissioner, oversee the annual budget and generally oversee the program to ensure compliance to the rules and bi-laws. The President shall oversee the termination of managers and coaches within the 3 leagues by presenting the facts to the board. The Board will review the facts and make a decision on all dismissals, based on a majority board vote. The President will represent or assign a representative to all District and/or State All-Star meetings. The President will be in charge of the leagues' drafts with the assistance of the Vice-Presidents. The President will ensure that there are proper committees in place for such events as: registrations, tryouts, scheduling, town representation, fund raisers, banquet, etc.

Vice Presidents: The Vice-presidents will run their respective leagues based on the rules and regulations that have been set forth prior to the start of the season. The league vice president can develop rules and after majority vote within their league request that the rules be put in place. The rules must be reviewed and finalized by the Board to ensure that there is no financial impact, interference with the overall program or in violation with any other rules currently in place. The vice president will establish a financial budget for their league and prior to the season work with the managers for all uniform and equipment needs within their league. The vice president will establish all meetings and/or communications to their league. The vice president can recommend suspension of a manager or coach, for due cause to the Commissioner and President. The vice president will oversee the disciplinary process of players through the assistance of the manager. The vice president will ensure that all required paperwork and registrations are complete within their league. They will also be responsible to assist in developing the playing schedule for the upcoming year. They will be responsible for their league's awards dinner tickets, fund raising and any pursuit of financial issues within their league.

Treasurer: The Treasurer is responsible for overseeing the entire program to ensure that it is financially solvent and that the budget is clearly established and adhered to during the season. The treasurer will report, on request, the financial status in regards to income and debt. The Treasurer is responsible to pay all bills that are deemed appropriate and question those that are not. The Treasurer is also required to make financial recommendations such as, but not limited to, future registration fees. The Treasurer will be responsible for sponsorships and team finances. The Treasurer is also responsible for the payment of all charter fees and insurance costs.

Vice President of Player Development: The Vice President of Player Development is responsible for evaluating the current programs and give input based on his/her research. The Vice President of Player Development will oversee the transition of the Little League graduates into Babe Ruth, coordinate clinics and all programs as they relate to Babe Ruth first year players, and assist in Babe Ruth registrations. The Vice President of Player Development will be oversee the 13 year-old prep league and will also coordinate clinics for the Intermediate league. The Vice President of Player Development will work with sponsors and set the fees in the clinic program. He will also have to recommend schedules for the Prep League and Clinics.

Secretary: The Secretary will be responsible to take complete notes at the meetings. It is also the responsibility to contact the members of upcoming meetings. The Secretary will start the meeting by reading the minutes of the last meeting with emphasis of any outstanding issues. The Secretary, upon direction of the board, will do certain necessary mailings and follow-ups. The Secretary will set up the agendas for all general meetings. He/she will coordinate all special meetings, parties, or awards dinners. The Secretary will secure copies of rosters each year. The Secretary will also coordinate the finalization of the bi-laws/rules documents.

Player Agent: Will assist in the registration process, assist in communication to all players, assist in the communication to newspapers, review any/all player complaints within the program and make recommendations to the board. Responsibilities of this position can be expanded at the direction of the board. This position is an appointed position by the board.

Equipment Managers: The Board of Directors will designate two board members who will have sole purchasing authorization. The designated members will purchase equipment and uniforms based on stated needs of league vice presidents, while keeping purchases within the approved budget. These designated members will also purchase awards, as per the direction of the board and within the approved budget.

Managers: A manager's primary duty is to manage the team and to get coaches that will work for the betterment of the program. All managers are requested to take on or assist with additional responsibilities, such as sub committees, as deemed necessary by the board. Any manager who refuses to assist with the other needs of the overall program, may jeopardize his position as manager. Managers are solely and financially responsible for the uniforms and equipment that they receive. Managers are also responsible to communicate scores and highlights of their games to a designated site or person. Managers must follow the zero tolerance guidelines (see zero tolerance). Managers are approved by the Board of Directors and must meet the minimum criteria (see criteria below) set forth by the Board. Managers and are expected to attend a minimum of 75% of all games.

1. 2 Years coaching or equivalent baseball experience
2. Minimum Babe Ruth level or equivalent player experience
3. Respected reputation in the community
4. Willingness to fund-raise
5. Willingness to manage all administrative functions of the team
6. Willingness to promote the vision of Babe Ruth and Arlington Babe Ruth organizations
7. CORI acceptable
8. Must be committed to attend a minimum of 75% of scheduled games
9. Minimum commitment of 3 years

10. Abide by 0% tolerance policy as defined by Arlington Babe Ruth

ARTICLE 7: MAJORITY

Voting on general meetings will be based on majority of those in attendance. On election meetings and emergency meetings, proper notice will be given and it is expected that all members in good standing will be present. Voting at these meetings will also be by majority.

ARTICLE 8: AMENDMENTS AND ADDENDUMS

Bi-laws of the program can be modified at any time by the Board of Directors, based on a majority of Board of Directors in attendance for any meeting scheduled with proper advanced notice. Bi-law modifications or additions will be clearly stated at a general meeting. Any member in attendance of the general meeting may make comments or recommendations, which will be reviewed at a later time by the Board and acted on accordingly.

ARTICLE 9: RULES OF PLAY IN EACH LEAGUE

Prior to the start of each season, the Vice-presidents of each league will meet and discuss various rules, whether modifications or add-ons, with their managers. After the meeting, the Vice President of that league will present his league's issues to the board and the board will evaluate all the information and act accordingly. If the majority of the board agrees, the changes or additions of the rules will be enacted. If the majority of the board disagrees, the Vice President of that league will be responsible to communicate the decision to his managers or work with the managers for a different approach for equitable resolution

ARTICLE 10: ZERO TOLERANCE

Babe Ruth has a zero tolerance program for players and managers/coaches that is strictly adhered to. Any player or coach or manager who does not comply with this policy will be subject to immediate discipline, which may include expulsion from the program. See zero tolerance section for details.

ARLINGTON BABE RUTH RULES GENERAL

Revised 4/6/93
*Revised 4/20/94
*Revised 9/12/94
**Revised 3/13/96
***Revised 4/11/2001
**** Revised 2/12/2002

A) TEAMS:

- 1.0 ALL players must have a completed registration form in place that has been signed by a parent or guardian – each year. A player may NOT play a game or PRACTICE until his (her) fee is paid unless the player had been previously approved as a “financial hardship”. Any game where a player who has NOT paid plays will be considered a forfeit. ALL players must participate in any/all fundraisers that are established by the league.
- 2.0 Every manager and coach of a Babe Ruth team must encourage their players to play at the highest level possible that their skills permit. Every manager and coach must work with all players without prejudice, regardless of their skills.

C) PLAYERS:

- 1.0 A player who is bleeding must be removed from the game until he is no longer bleeding. Any player who has been injured and seen by a doctor must present either a written doctor's or parent's note approving the player's return. **
- 2.0 When any player has been benched for any reason for the second time it must be reported to the Commissioner. The Commissioner will evaluate and act accordingly with regards to the coach and/or the player. ***
- 3.0 ALL players are required to adhere to the players zero tolerance program (see zero tolerance). Any player who is ejected from a game for any reason will invoke a one game suspension (plus original game). The serving of the suspension will be the next game attended in full uniform. At that game he must remain on the bench and shall not participate in any team activity. Should a player be ejected a second time for either a game or zero tolerance infraction, the Commissioner will evaluate the facts and issue either additional game suspensions or season suspension or league expulsion. ***
- 4.0 Players must be in proper uniform (unless they are coming from a high school game) in order to play.
- 5.0 Players must attempt to slide, players cannot make a collision with a fielder unless the fielder is in front of the base without the ball. There will be no intent to injure. Umpires will interpret the rule. *

D) GAMES:

- 0.0 Weekday games will start at either 6 PM or 5:30 PM the season. Actual schedule will dictate approved times. Games will start no later than 15 minutes after the scheduled time. A team that is not ready to play at this time will be subject to forfeit.****
- 1.0 Weekend games will generally start in the afternoon but may be earlier, based on the approved schedule. The second game will start approximately 30 minutes after the first game is concluded. ****
- 2.0 There is a two-hour limit on every game. No new inning may start after two hours.
- 3.0 Prior to the start of a game the home team makes the decision to play or cancel a game due to inclement weather. Once a game starts the umpire will decide to continue or cancel.
- 4.0 Games will be considered official after 3.5 to 4 innings.
- 5.0 The winning team will receive two points. In a tie game each team receives one point. The winning team is required to immediately report the results of the game to the webmaster.
- 6.0 Makeup games will be played on the next available date, in order of the first game canceled; enforced by the VP.
- 7.0 Home team shall supply game balls.
- 8.0 Only players and coaches are allowed on the bench or bench area during games.
- 9.0 Helmets must be worn by batters, runners, catchers, players who are base coaches and warm-up catchers.

E) PITCHING:

- 1.0 A player must have two complete days of rest if he/she pitches more than three innings in one game (one pitch in an inning constitutes an inning).
- 2.0 A player needs no rest if he/she pitched less than 3 innings.
- 3.0 Two visits to the pitcher by the manager or coach in one inning requires removal of that pitcher for the rest of the game, but only as a pitcher.
- 4.0 A pitcher can be removed and re-enter as a pitcher, unless the second trip to the mound in the same inning has forced his removal.
- 5.0 Incomplete games do not change the rest requirement but can cancel the innings pitched.
- 6.0 The use of an ineligible pitcher results in a forfeit.

F) PROTESTS:

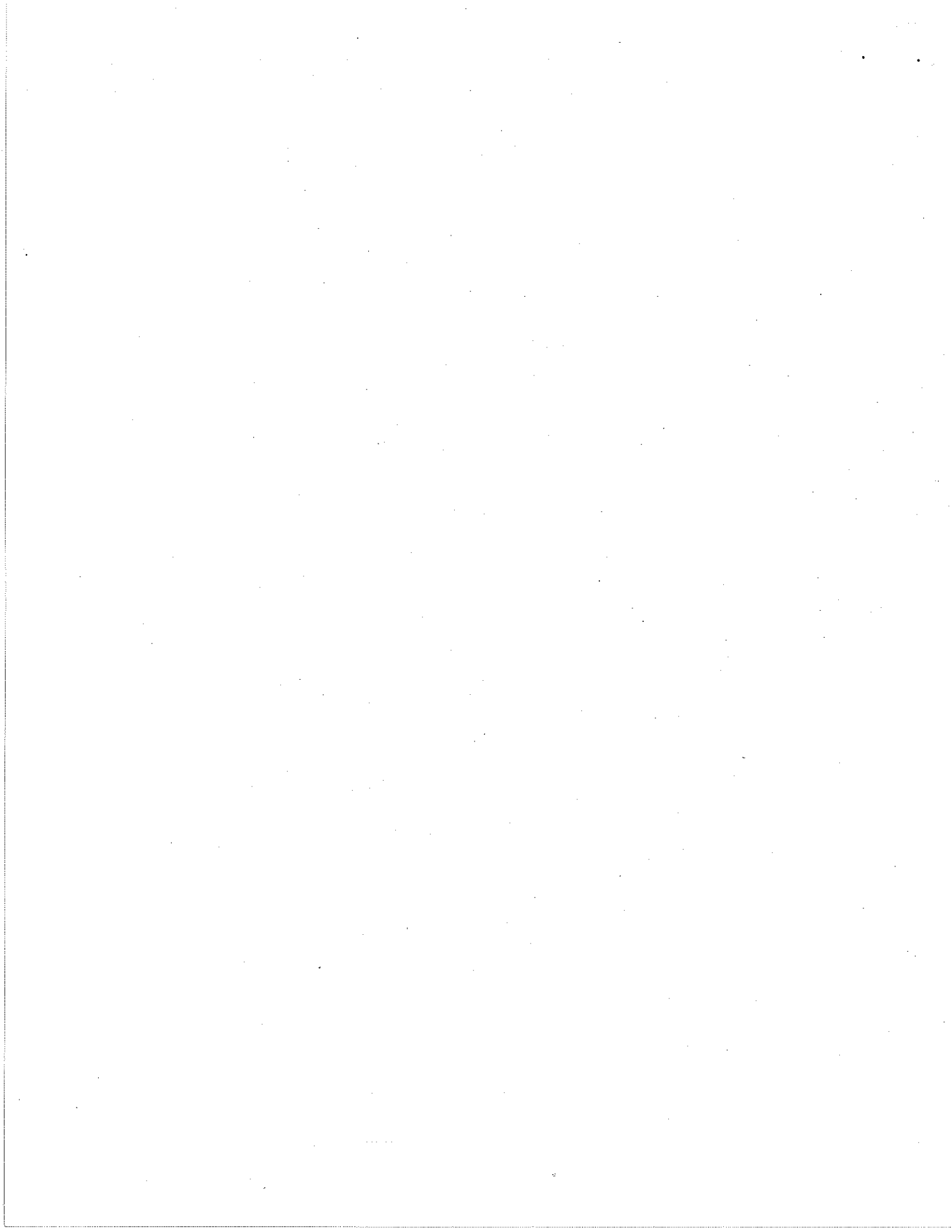
- 1.0 Protests must be on RULE questions only, not on judgment calls by the umpire.
- 2.0 Protests must be brought to the attention of the umpire immediately, before the game continues: both scorebooks must be marked at the point of protest and signed. Protests must be in writing and sent to the Vice President, President or the Commissioner within 24 hours of the protested game.
- 3.0 Ground rules for each field will be presented to all managers prior to the start of the season and those ground rules will be used for each game. Issues with "standing water" or any temporary field conditions that dictates a change must be approved by both managers and presented to the umpire prior to the game.
- 4.0 Protests should be decided by the appropriate league Vice President, President, Commissioner within one week.

G) AWARDS:

- 1.0 Town champions will receive jackets –regardless of whether or not they were league champions
- 2.0 League champions will receive a trophy – regardless of whether or not they were Town Champions.
- 3.0 A rookie of the year award will be given to one player in both leagues. Players will be nominated by their respective managers and voted on by all league managers.
- 4.0 A team MVP award will be given to a player from each club for regular season performance. One special MVP award will be given to the League MVP. These awards will be determined by managers for their respective team MVP and by manager ballot for League MVP.
- 5.0 Managers/coaches should not award prizes to any team player unless sanctioned by League Officials
- 6.0 Under no circumstances can a managers or coach solicit prizes from a sponsor, under threat of suspension from the league. No sponsor or manager should purchase any non-approved uniforms or equipment for that time without prior approval of the Board of Directors.

H) MISCELLANEOUS:

- 1.0 Managers are chosen for teams by a committee composed of the Board of Directors. The manager criteria is as set forth by Board of Directors.
- 2.0 No more than three coaches are bonafide coaches on a team's roster.
- 3.0 Proper dress is mandatory for all managers, coaches and umpires. Cutoffs and tank tops are examples of improper dress.
- 4.0 As noted in the zero tolerance section, alcohol and tobacco use prior or during games, or following games in the presence of players is cause for suspension or dismissal, by review or the Executive Board.
- 5.0 As noted in the zero tolerance section, excessive profanity or intimidation of coaches, umpires, or parents is cause for suspension.
- 6.0 Every team manager is responsible financially for his team's uniforms and equipment, as well as the follow-up of league fund raisers and follow-up of non-payment of players.
- 7.0 Umpires should be "grays" or "blues" for all league games and All-Star contests.
- 8.0 Managers and coaches are not permitted to have a pre-tryout practice unless approved by the Board of Directors.
- 9.0 Managers must report serious injuries in detail and promptly to the League Vice President, who in turn needs to ensure that any needed insurance forms are completed by the Player Agent. Any player that has been seen by a doctor, must have a written approval by either the doctor, parent or guardian before the player can play.
- 10.0 Any protest or suspension that involves the Vice-President or President of the League or his team must be settled by the Commissioner or a third party appointed by him.
- 11.0 The Arlington Babe Ruth website is backed by the board and it is agreed that all winning managers must call in their scores and highlights prior to their next game.*****



ARLINGTON BABE RUTH RULES

SENIORS

*Revised 9/12/94
**Revised 3/13/96
***Revised 4/11/2001
*** 7th Team added 2001 season
**** Revised 2/12/2002

A) TEAMS

- 1.0 Senior teams will consist of a minimum amount of players at the beginning of each season, as directed by the Board based on the total players within the program. A Senior team may at their discretion and approval of the Board keep up to two more players over the minimum amount.***
- 2.0 Teams will carry at least three (3) thirteen year-old players, with a maximum of (5) five thirteen year-old players.
- 3.0 Teams will carry no more than seven of any other age group, except by permission of the President and League Vice President.
- 4.0 A team cannot carry less than (12) twelve players. If a team needs to select a replacement player, the replacement player must be taken from the pool of all players that were cut from the Senior League during the current season. Player selections must be coordinated through the Vice President of Intermediates prior to notifying the affected players. The Vice President of Intermediates will exercise his discretion so as not to deplete a particular team.***

B) DRAFT

- 1.0 Teams will draft in reverse order of prior year finish. In cases of ties the following will apply: 1-Head to head record, 2-Coin flip.
- 2.0 First year managers or coaches must state prior to draft if they will draft their son/daughter on the first round, otherwise any team can draft them ("first year" is defined as a person who has coached/managed in Babe Ruth one year prior to the time of the request). A first year manager/coach who is using an "option" must be present at a minimum of 75 % of games. If not, that team will lose that draft spot the following year.**
- 3.0 Second year (or more) managers or coaches must draft their son or daughter by the completion of the third round. ("second year" is defined as a person who has coached/managed in Babe Ruth a minimum of two consecutive years on the same team, at the time of the request). If there is more than one child they must be taken in the next round.**
- 4.0 Every team must overdraft by at least one player (a minimum of 2 is suggested) and one of the over-drafted players must be (13) thirteen bringing the total number of (13) thirteen-years old to at least (4) four. While not mandatory, it is requested that every team make an effort to draft an intermediate player who has shown the effort and desire to try out.
- 5.0 Any manager who requests a special player consideration that does not fall under sections 2.0 or 3.0 must make that request to that League's vice president prior to the tryouts, who in turn will put the request to vote to the managers of the league as to whether it will be allowed and at what round level the player must be taken.****

- 6.0 Each senior team is allowed three representatives to attend the draft; a manager and two assistants. If the manager is not able to make the draft, a coach will be appointed to take his/her place along with two assistants; the assistants do not have to be coaches on the roster. Only senior representatives or designated people may attend the draft. Cell phones are prohibited from the draft.

C) PLAYERS

- 1.0 There is no minimum playing time in the Senior League, although managers are encouraged to use all players during a game. If an ejection or injury takes place during a game the opposing manager will designate the bench substitute. Managers should not "bench" players except for disciplinary reasons, i.e. missed games, rules violation. In these cases, it must be clearly stated to the player.

D) GAMES

- 1.0 All teams must start the game within 15 minutes after the scheduled start time with nine players, high school games that have players will not cause forfeit but every effort should be made to communicate this well in advance. The game must be rescheduled.
- 2.0 In the last two weeks of the season forfeits will count as wins in determining next year draft.

E) PITCHING

- 1.0 A player is limited to (7) seven innings each week. The week starts on Sunday and goes through Saturday.
- 2.0 Balks must be called except for 13 years old, unless flagrant such as not throwing to home or to first. *

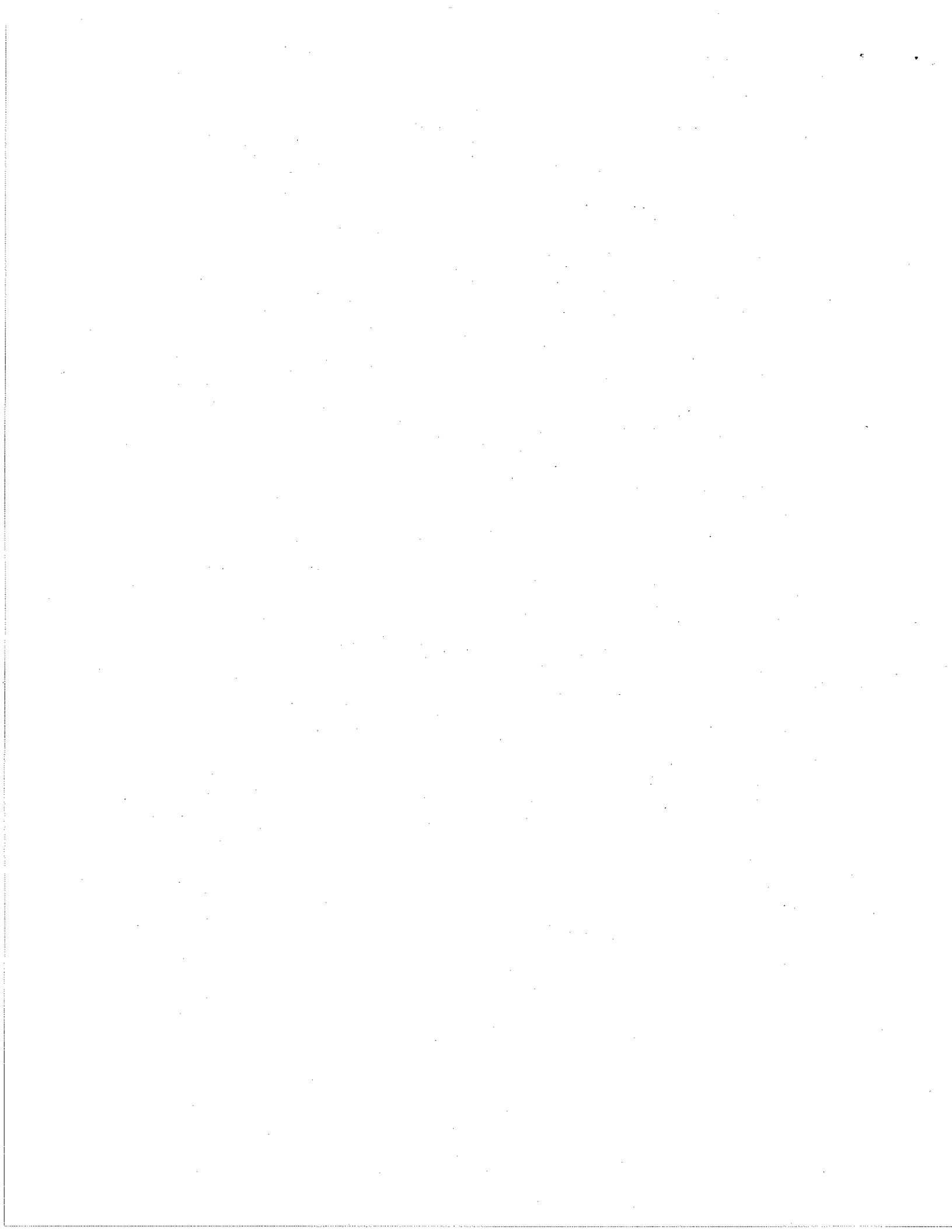
F) PLAYOFFS

- 1.0 Team # 1 plays team # 4 and team # 2 plays team # 3 in best of three (3) series in the first round. The finals will be played in a best of five (5) series.****
- 2.0 Finals between Round one winners will be best 3 out of 5, starting at a mutually agreed upon date with the approval of the President and league Vice President.
- 3.0 Final playoff rounds will be on three consecutive nights, one day off, then finish if necessary on two consecutive nights. Doubleheaders must have the approval of both managers.
- 4.0 Ties will be broken as follows:
First place: One game playoff if two teams. A coin flip for game one, winner draws a bye and plays one game with winner of game 1, if there was a three way tie.
Second and third place: coin flip
Forth place: One game playoff, if one team is to be in fifth, eliminate from playoff. If there are three teams then use the same format as for three teams in first place tie. If tie for third with two teams, coin flip will determine third fourth place team.*
- 5.0 Pitching will follow Babe Ruth all-star rules.
- 5.1 Pitchers are allowed 14 total innings in a 5 game format. A maximum of 7 innings in the first (3) three games.
- 5.2 Pitchers will rest two days if they pitch more than three innings.
- 5.3 Pitchers cannot pitch more than 7 innings in any (3) three consecutive days
- 6.0 All playoff games are official after 6.5/7 innings. Field is playable by highest ranking non participating officer. *
- 7.0 All tied playoff games will be played to their conclusion; tied suspended games will be played where they left off, at exact point.
- 8.0 No player can be added to a playoff roster.

- 9.0 Playoffs will commence 48 hrs after the conclusion of the last game in either of the first round series. Pitching will begin a new week on commencement of first game and follow playoff rules as outlined previously.

G) ALL STARS

- 1.0 First place regular season manager has their choice of the 15-14 year old club or 13 year old club. If manager does not choose to participate, the second place manager will have their choice, etc.
- 2.0 Manager of either team can name any three coaches, one of which must be a manager or a coach in good standing from an existing Senior or Intermediate team.
- 3.0 13 year old all-star selection must be made from eligible Senior League players. Selection will be made by ballot of all Senior League Managers. A player's potential playing status, whether an injury or availability, should be evaluated prior to any selection. Once a player has been notified of his/her selection, he will remain on the all-star team unless injury or disciplinary action occurs.*
- 3.1 Players to be eligible for tournament play in any division of Babe Ruth League Inc, a player must have played in at least one-half (1/2) of the team's scheduled league games prior to the start of tournament play.
- 3.2 15 year-old all-star selection will be made from team nominations, by ballot of all Senior League Managers. A player's potential playing status, whether an injury or availability, should be evaluated prior to any selection. Once a player has been notified of his/her selection, he will remain on the all-star team unless injury or disciplinary action occurs
- 4.0 Balloting will determine the first thirteen players then the all-star manager will choose the other two players.
- 5.0 If a player cannot commit to the Tourney dates another eligible player can be substituted. A player's potential playing status, whether an injury or availability, should be evaluated prior to any selection. Once a player has been notified of his/her selection, he will remain on the all-star team unless injury or disciplinary action occurs



ARLINGTON BABE RUTH RULES INTERMEDIATES

Ratified 2002
6th team added 2000
Intermediate coaching option re-defined 2001
7th team added 2002

A) TEAMS:

0.1 Intermediate teams will consist of a minimum amount of players at the beginning of each season, as directed by the Board based on the total players within the program. No Intermediate team will have more than 14 players per team.

B) DRAFT:

0.1 The draft will be in reverse order based on prior year's standings. Each team will draft to 12 players. Once at 12 players, that team will stop drafting until all other teams are at 12 players. Once all teams are at 12 players, drafting continues again based on prior year's standings. Each team will draft a minimum of one player. The establishment of any new team will be the sole responsibility of the League Vice President. The League Vice President shall also be empowered to place additional players on teams, as it is deemed necessary.

0.1a Any team that loses two players to the Senior league in one draft year shall receive an additional pick in the first round, after all the other teams have made their first round selection. Should a team lose one player during the Senior draft and then another player after Intermediate draft, that team will receive the draft compensation the following year. Should this team lose two players to the Seniors in the following year as well, they will be compensated with two extra picks at the end of the first round. This applies only to players lost to the Senior program.

0.1b A 1st year coach ("first year" is defined as a person who has not been part of Babe Ruth, at the time of the request). who has a son/daughter in the draft must draft that player by the 2nd round. A coach with 2 or more years ("second year" is defined as a person who has been in the Babe Ruth program a minimum of one year on the same team, at the time of the request) and now has a son/daughter in the draft must select that player by the 3rd round. **NOTE: ONLY ONE COACHING OPTION PER TEAM CAN BE IN PLACE, WHILE THAT "OPTION" PLAYER(S) REMAIN(S) ON THAT TEAM.** A manager/coach who is using an "option" must be present at a minimum of 75 % of games. If not, that team will lose that draft spot the following year.

0.1c A brother option will be the 3rd pick for that team. Should another brother option apply on the same team that year, he/she would be the 4th pick.

0.1d Should the situation arise where two brothers (or sister) are available in the draft and are unattached to a team, the first selection will automatically make the brother/sister that team's next selection.

0.1e There will be no other exceptions unless discussed and approved PRIOR to the draft

B) PLAYERS:

0.1 A team MAY elect to use the Extra Hitter option and use 10 players.

0.1a EH must play the minimum 3 innings before being replaced. The player who substitutes for the EH is also subject to the next game rule, regardless of the innings played

0.1b The EH MAY be placed in the field during the game and this is not considered as substitution. A substitution is only when the EH is substituted with a new player in the game

0.1c The team MUST finish the game with a EH, once it elects to start the game with one (unless players limited)

0.1d Players who EH in the game can NOT EH in the NEXT game.

0.2 A suspended player or player not in uniform does not count as a player in order to meet the minimum number of players as shown in section D 0.2.

0.3 A manager may "bench" a player for disciplinary reasons but they MUST inform the other manager PRIOR to the game. This player may NOT be placed into the game UNLESS an injury occurs to another team member and "benched" player is needed to make the minimum required players. ANY PLAYER THAT IS BENCHED TWICE must be reported to the Player Rep, Vice President and President of League for review.

0.4 All player substitutions for both teams will be made after 1 hour has passed (at the end of the inning) or at the end of the third inning prior to day light savings. After day light savings, all substitutions will be made at the END of the third inning. An injury to a player would negate this rule for that player

0.5 ALL substituted players MUST play 3 CONSECUTIVE innings with the only exceptions being if the substitute is injured or must leave for another commitment or the managers substituted early as noted in section 0.4 above

0.6 Any player who quits during the year, takes off a year or who is suspended by Babe Ruth and wishes to play the following year will be placed into the general draft, regardless of the team for which he previously played. Any player who does not register on time who later wants to play will be evaluated and if approved to come back into the program, he/she will be entered into the general draft.

0.7 Any player who is injured and unable to finish the season, will return to that team the next year, unless drafted by the seniors.

NOTE: It is still the responsibility of each manager to treat each player equitably in regards to playing time, etc.

D) GAME:

- 0.1 All games are expected to start exactly at the time shown on the schedule. Visitor team should practice first with the home team practicing and remaining on the field to start the game. Each team should have a minimum of 10-15 minutes of practice. It should be equal.
- 0.2 A team that can not field the minimum of 8 players by 15 minutes of the scheduled start, will forfeit that game.
- 0.2a Should a game start with 8 players and for any reason a team can not field 8 players, that team will forfeit-regardless of the current score.
- 0.2b All games will be scheduled with an umpire that has been assigned to the game by the league. In the event that a scheduled umpire does not show up, the game will be played with any available and willing person, as the first option. The managers alternating the umpiring would be used as the second option. Any team that does not agree to do so, will forfeit the game.
- 0.2c The "10 run" rule will apply after a minimum of three full innings have been played and one team is winning by 10 or more runs and the game is called because of the 2 hour limit, darkness or weather. The game will be called and will be considered an official game regardless of the inning.
- 0.2d If a game does not reach the minimum number of innings and the "10 run rule" does not apply, then the game will be made up in its entirety regardless of the score at the time of the stoppage.
- 0.3 A game can be cancelled WITHOUT forfeit if:
- 0.3a a game does not make minimum of 3.5 - 4 innings due to rain or darkness (GAMES ARE OFFICIAL AFTER 3.5 - 4 inns).
- 0.3b a game that the two managers agree to cancel at least ONE (1) day before the game due to a KNOWN event that will limit the team's ability to have minimum. (note: missing "important" players does NOT apply). For a 6:00 game, the cancellation must be made no later than 6:00 p.m. the night before
- 0.3c Home team manager calls the field "not playable" BEFORE the start or umpire calls the field not playable AFTER the start and prior to it being an official game.
- 0.4 There is a (2) two hour limit on all games and NO inning may start after the 2 hours. Calling the game due to darkness or inclement weather is the decision of the umpire. NO MANAGER MAY PURPOSELY SLOW DOWN A GAME WITH EXCESSIVE STOPAGES - UMPIRE WILL CONTROL THIS.
- 0.5 If an umpire makes a wrong call, a manager can point out the call and the rule. If no change is made by the umpire at that time, a protest BEFORE the next pitch can be made with notification to the umpire and opposing manager. NO FURTHER HARRASSMENT of the umpire will be tolerated, as the protest WILL be turned down.

0.5a If a particular umpire continues to make obvious misinterpretations of the rules, you should report him to the League. NOTE: Balls, strikes, tag-outs, and missed bases are NOT considered "misinterpretations"

E) PITCHING:

0.1 A player is limited to 9 innings in each week. **New week starts Sunday.**

0.1a An inning is considered ONE (1) PITCH going into an inning (Ex: Pitcher throws ONE (1) pitch in TOP of 4th and then is taken out of the game - he has now "pitched" FOUR (4) innings.)

0.2 A player MUST have TWO (2) complete days rest if he pitches MORE than THREE (3) innings in one game. (NOTE: This also applies to a player that pitches more than 3 innings on Friday and/or Saturday - a NEW week does NOT eliminate this rule).

0.2a Incomplete games do NOT change the "rest rule" but do NOT count as innings pitched.

0.2b NO rest is needed for pitchers who pitch LESS than 3 innings

0.3 TWO (2) visits to the mound in any one inning means removal of that pitcher but he may remain in the game as a field player.

0.4 A pitcher MAY return (only once) to pitch, as long as the TWO (2) visit rule did not force his/her removal AND he was not removed from the game AND he/she has NOT pitched their maximum innings in the week.

0.5 ANY game whereby an INELIGIBLE pitcher pitches (1 pitch) will constitute a forfeit - NO EXCUSES.

0.5a The manager playing against the team with the supposed ineligible pitcher MUST inform the umpire and the opposing manager of the supposed infraction. The game will be considered a "protest" and be subject to review by the Vice President. If it is determined that there was an infraction, that game will be considered a forfeit.

Note: The managers should make EVERY attempt to ensure that they do NOT forfeit ANY game due to the use of an illegible player.

F) MANAGERS:

0.1 All managers are responsible to control the behavior of their players (see zero tolerance). This includes: name calling, pushing, swearing, spitting, excessive yelling during the game, etc

0.2 All managers are responsible to ensure that the playing area is clear of ALL players and equipment during the game. **MANAGERS ARE TO REMAIN IN THE AREA OF THE BENCH, UNLESS COACHING A BASE.**

0.3 All managers will share ALL necessary equipment with the opposing team to ensure continuation of play (i.e. catching equipment etc.)

- 0.4 All managers are financially responsible for the equipment and uniforms that have been supplied by the league.
- 0.5 No Intermediate manager is allowed to voice negative opinions of playing time in the Senior League, managers in the Seniors or the fact that staying down in the Intermediates would be best for the player. Any manager who is reported as not in compliance will be reported to the League Commissioner for the appropriate action.
- 0.6 It is the responsibility of the WINNING manager to report scores and highlights of the game to the webmaster via e-mail or phone. The reporting **MUST** be done prior to that next team's NEXT game. Any manager who does not comply may be subject to league disciplinary actions.

G) TRYOUTS: (modified 2000 season)

- 0.1 ALL Intermediate players MAY tryout at the Babe Ruth tryouts. Any intermediate player who attends at least one of the tryouts, will be eligible to be drafted by Senior league.
- 0.2 All Intermediate players who are DRAFTED by a Senior team **MUST** attend the practices until the Senior manager has made his final team selections or early player cuts are agreeable between the Sr. manager and player.
- 0.3 ANY player who does not comply with the above is subject to review and possible forfeiture of his/her right to play Babe Ruth. The review will be by the League Vice President, Babe Ruth President and/or Commissioner.

Note: ALL managers have their current rosters and are encouraged to remind their players of the above.

F) PLAYOFFS:

- 0.1 Playoff series will be the best of 3 for both the semi-finals and finals.
 - 0.1a All semi-final playoff games will be a full game of minimum 3.5 – 4 innings but all final playoff games will be 6.5 – 7 innings.
- 0.2 All playoff games **MUST** be played with a minimum of 9 players through the ENTIRE game with forfeiture to the team that can not meet and/or maintain the minimum.
- 0.3 The #1 team will play the #4 team and the #2 team will play the #3 team.
 - 0.3a The team ranked highest will be the home team for games 1 and 3
- 0.4 Pitching will follow the regular season Babe Ruth rules in regards to maximum innings (9) and rest of one (1) day after more than 3 innings have been pitched.
- 0.5 All other regular season Babe Ruth rules will apply.

I) AWARDS: (modified 1999)

0.1 From the Team MVP's, the managers will vote for the League MVP. Managers will first vote the top 3 players in the league from all the MVP candidates. The managers will then assign points to the 3 finalists. Accumulative points will determine the League MVP with 5 points for a 1st place vote, 3 points for a 2nd place vote and 1 point for a 3rd place vote. Teams may vote for their own player. The League MVP will be awarded only the League MVP trophy (not team).

0.1a No Intermediate player can be an MVP more than once while a player within the Intermediate league, unless that player has gone to both tryouts and made every effort to make Senior level.

0.2 The teams will also select a ROY in the same manner of the MVP voting, as noted above.

0.3 League and town championship awards are as stated in the general rules section