

MYBI 2015 Local League Rules

Babe Ruth Prep & Babe Ruth

1. Draft
 - 1.1. Draft Order is determined by the final standings from the previous year in reverse order.
 - 1.1.1. Managers' and coaches' children will be considered "protected players." There will be a maximum of two protected players per team. If a parent becomes a manager or coach after the player is drafted, that player will not be considered protected.
 - 1.1.2. A player will be protected his/her first year on a team and the team will lose a draft pick for each manager's or coach's child. If returning to a team for a second year, the player will not affect the draft but will still be counted as a protected player. (If the parent is no longer managing or coaching, the player will still be counted as protected.) If moving to another team due to a change in manager or coaching position, the player will again be considered protected and the new team will be charged a draft pick.
 - 1.1.3. Major League Baseball, Babe Ruth Prep & Babe Ruth / 12U & 16U Softball: A team will lose a draft pick where their son/daughter would go in the draft. This will be determined by the League President and MYBI President in advance of the draft. If protected players were all stars the previous year, that team will lose a 1st round draft pick for the first all-star protected player and a 2nd round draft pick for the second all-star protected player.
 - 1.2. Siblings (All Leagues): If you draft a player with a sibling, the team will take the sibling in the next consecutive round. If you have a brother/sister from the previous year, you lose an automatic 4th round pick for that player followed by a 5th and so on if need be.
 - 1.3. New Players (All Leagues) into the league after the draft are placed on a team that has lost a player in the order of the draft or to the next team to choose in the draft.
 - 1.4. No Shows at tryouts will be placed in a hat. All-Star players go onto the board when they don't show for tryouts. A team can elect to choose from the hat or board during any round of the draft.
2. Minimum Playing Time Rules
 - 2.1. Babe Ruth Prep & Babe Ruth: Each eligible player must play a minimum of nine defensive/nine offensive outs per game. If a game is shortened for any reason, thus preventing a player from completing his required innings, he shall start the next game and be allowed to complete the minimum requirement (for the game in which he is starting). Innings missed because of a shortened game do not have to be made up. This rule is superseded only if the manager utilizes the "EH" as dictated below.
3. Bunting (by the rulebook except as noted by the following):
 - 3.1. Bunting is allowed in all leagues not utilizing a pitching machine, except for Minor League.
 - 3.2. No fake bunts allowed!
4. Infield Fly Rule (by the rulebook except as noted by the following):

- 4.1. Babe Ruth & Babe Ruth Prep Baseball / 16U Softball: The infield fly rule will be called. It is recommended that the umpire indicate to both benches that the rule is in effect before the next pitch is thrown.
5. Mandatory No-Contact Rule
 - 5.1. There is no must-slide rule in MYBI. However, the mandatory no-contact rule will be strictly enforced. If any player appears to not have avoided contact with another player on the way to any base (including home) in such a fashion as to create a potentially dangerous situation, the umpire reserves the right to call him/her out. This rule replaces the old must-slide rule. It is the runner's responsibility to avoid contact if possible.
6. Contact Rule
 - 6.1. If a runner attempting to reach any base intentionally and maliciously runs into the defensive player, he/she will be called out and ejected from the game. It is the runner's responsibility to avoid contact if possible.
7. Babe Ruth Prep & Babe Ruth League Game Rules (Play by the book except as previously stated and/or noted by the following):
 - 7.1. Extra Hitter (EH): The manager(s) of the respective team(s) may elect to add a tenth hitter to the batting order. The "EH" can bat anywhere in the batting order. This player will be indicated in the lineup as the "EH," and he shall play the entire game as an "offensive" player. He cannot play in the field, unless for injury reasons his team is forced to play defense with less than nine players on the field. The "EH" may be removed from the lineup for injury reasons only. If this occurs, the "EH" spot in the order will be left open and no penalty will be assessed. The team managers must inform each other as well as the umpire before the game starts if they will be using the "EH." Once the game starts, a manager cannot change his mind.
 - 7.2. Minimum Player Requirements: Games cannot start with less than eight players. An automatic out will be registered every time through the batting order for the team who plays with less than nine players. Teams who cannot field a team of eight players at game time must forfeit. 13 year olds can be brought up on an "as needed" basis to complete a Babe Ruth roster for a particular game. The 13 year old's team cannot be playing on the same day. The 13 year old cannot displace a 14-15 year old. The 13 year old cannot pitch in the Babe Ruth game. The opposing manager must be informed of the decision to use 13 year olds before the start of the game.
 - 7.3. Prep Field Dimensions: The distance from the pitcher's rubber to home plate in the Babe Ruth Prep division shall be 55 feet and the bases shall be 75 feet apart.
 - 7.4. Other rules that may require clarification:
 - 7.4.1. Dropped third strikes are live balls, and the batter can advance to first base providing: 1. First base is unoccupied or 2. First base may be occupied, but there must be two outs.
 - 7.4.2. Re-Entry Rule: Any of the nine starters, if withdrawn, may re-enter the game once provided he occupies the same position in the batting order. A substitute may not re-enter.

- 7.4.3. A pitcher, once removed, may re-enter as a pitcher provided he has remained in the game at another position and has not gone to the bench. If the player removed as a pitcher goes to the bench, he may re-enter but must do so at a different position.
- 7.4.4. If a pitcher pitches in more than three innings in any particular game, he cannot pitch again that week until two full days have passed. (Example: If he pitches in more than three innings on Monday, he cannot pitch again until Thursday.) A pitcher is limited to seven innings per week. The penalty for using a pitcher in excess of seven innings in a week is a forfeit. If a makeup game is scheduled for Saturday and a pitcher pitches more than three innings, he is still required to rest for two full days.

8. Playing Up a Level

8.1. Younger players can be "invited" to play up a level on an "as needed" basis to complete a roster for a particular game. The invited player's team cannot be playing at the same time. The invited player cannot displace a rostered player that is present. The invited player cannot pitch for the inviting team. The opposing manager must be informed of the decision to use an invited player before the start of the game. A team cannot use an invited player unless their regular roster is below ten players. A team using an invited player cannot have more than ten players in their lineup for that game. The intent of this rule is to prevent forfeits. Although permission from the invited player's regular manager(s) is not necessary, an invited player's parents shall be asked for permission. The invited player's regular manager(s) should be notified at some point but not necessarily before the game in question.

8.2. At the Babe Ruth level, if the invited player is the tenth player, he can only be used as an extra hitter.

9. Time Limits

9.1. No inning will begin after the time limit is reached, but any inning in progress will be complete. The next inning begins when the third out of an inning occurs for time limit purposes.

9.2. Babe Ruth Prep and Babe Ruth: If the game is part of a double-header, no new inning will start after 1 hour and 50 minutes. If the game is the only one scheduled for a particular day, the time limit is 2 hours. This is regardless of the number of innings played.

10. Ties

10.1. Games will not end in a tie. If a game is called due to weather, light, or other reasons before the end of the fourth inning (3 ½ if the home team is leading) or with the score tied, play will be continued on the first available makeup date. A makeup date signup sheet will be posted in the league equipment room.

10.2. A league official will determine the next available time and inform both teams.

10.3. Babe Ruth Prep & Babe Ruth Rain Outs: When a game is rained out, the teams will automatically be scheduled on the next available makeup day. If the first available makeup day slot is filled, the teams will play on the first Saturday following the filled in makeup day. The umpires scheduled for the rain out will cover the rescheduled game unless they notify

the umpire-in-chief. Four and a half innings must be completed for a shortened game to be considered a complete game.

- 10.4. The International Tie-Breaker Rule will be used at all levels for both baseball and softball in the event of extra innings. Under this rule, each team starts the inning with the player who completed the last official at bat as a base runner on second base. Each subsequent inning will start the same until a winner has been determined.

11. Practice

- 11.1. The schedules will be posted at the Cal Ripken Complex. You may sign up for one weekday and one weekend practice during each calendar week.
- 11.2. Put all equipment back where it belongs. Base plugs must go back in the field.
- 11.3. Pitching mound and base areas should be raked after final field use for the day.
- 11.4. If no practice is scheduled after yours, bring all helmets and bats into the equipment shed from the respective dugouts.
- 11.5. There must be two adults at all practices.

12. Paperwork

- 12.1. The managers must complete a media report and submit it to the Eagle Herald.
- 12.2. If no official book is kept, the home team's scorebook is the official book.
- 12.3. The managers will record final scores in the equipment room after each game.
- 12.4. The managers must fill out an umpire report and place it in the umpire-in-chief's mailbox. The losing manager may also fill out a report.

13. Care of Fields After Games

- 13.1. After the final game of the day, both teams should return equipment from their dugout to the equipment shed. Both teams must bring in the bases and replace the base plugs.
- 13.2. Each team should clean the area in and around their dugout after each game.
- 13.3. Pitching mound and base areas should be raked after field use.
- 13.4. Umpires will bring in the pitching machine and cord from their fields.

14. Umpire Calls

- 14.1. There is no arguing with a judgment call by an umpire. A judgment call involves balls or strikes, fair or foul, safe or out. Only a rule interpretation may be argued. If a manager wishes to question a rule interpretation, they must follow these steps in order:
 - 14.1.1. Call a time out.
 - 14.1.2. Calmly discuss with the umpire and the opposing team's manager the rule interpretation in question.
 - 14.1.3. Agree with the umpire's interpretation and proceed with play or, if you are not satisfied with the umpire's decision, inform the head umpire that you are playing under protest. If this option is chosen, the umpire will then continue the game under protest and will file a written report of the situation to the umpire-in-chief within 24 hours.

15. Safety

- 15.1. All batters, base runners, on-deck players, and batboys/batgirls must wear helmets. Softball players aged 7-16 and baseball players aged 8-12 must have face guards.

- 15.2. All male players must wear athletic supporters. Male catchers must wear cup-type supporters.
- 15.3. Only players and coaches are allowed in the dugouts. One adult must be in the dugout at all times in all leagues. Two adult base coaches are allowed provided there is one adult in the dugout. Each team is allowed one manager and two coaches. Three adults maximum are allowed per dugout. The league board of directors will consider exceptions.

16. Discipline

16.1. First Offense

- 16.1.1. If a manager, coach, or player is ejected from a game for any reason, he or she will receive a one-game suspension with a letter of reprimand from the league.

16.2. Second Offense

- 16.2.1. Players will be suspended for three games. Further offenses will be evaluated by the league board of directors on a case-by-case basis.

- 16.2.2. Managers and coaches will be dismissed from their position and receive a lifetime ban from Marinette Youth Baseball/Softball.

- 16.3. Player, Manager, or Fan Ejection: Any player, manager, or fan that is ejected from the game must leave the premises. At Hasse Field, this includes the alleyway that borders the fields. Managers are asked to inform their players and fans of this rule and are also to assist the umpire in enforcing this rule with their fans.

17. Uniforms & Equipment

- 17.1. All uniforms will be returned to the team managers at the end of the season. Managers will fill out a uniform-returned inventory and submit it with the returned uniforms. All stars should return their regular season uniform items not needed for all-star participation with their regular season teams.