

**GREATER HERNDON BABE RUTH LEAGUE
(GHBRL)**

**CHANTILLY BABE RUTH BASEBALL (CBRB)
HERNDON RESTON BABE RUTH BASEBALL (HRBRB)**

2007 SPRING RULES

REVISION 11

**GHBRL PRESIDENT: Paul Dzierzynski 703-969-5852
VICE-PRESIDENT: Bob Rhyne 703-471-3946**

GHBRL RULES COMMITTEE:

**CHAIRMAN: Bob Rhyne 703-471-3946
Linda Boyle 703-758-0477
Paul Dzierzynski 703-830-1526
Fred Moulton 703-860-9459**

2006 SPRING GHBRL BASEBALL RULES -- Revision 10.5

INTRODUCTION

All Greater Herndon Babe Ruth League (GHBRL) Spring Season games shall be played according to the Official Baseball Rules 1.00 through 10.22 with exceptions noted below. Exceptions that exist in the Babe Ruth Baseball Rules and Regulations and some which have been adopted by the GHBRL are included in this section and denoted as BR and GHBRL respectively.

Order of precedence for application of these rules to league games is as follows:

1. GHBRL adopted rules
2. Babe Ruth Rules
3. Official Baseball Rules

NOTE: All efforts have been made to minimize GHBRL adopted rules to maintain consistency with Official Baseball Rules. Adopted rules primarily assure adherence to league policies covering Organization/Structure, Player Participation, Safety and Sportsmanship.

TEAM COMPOSITION

1. Each team roster shall consist of no less than twelve (12) players nor more than fifteen (15) players, a manager, and two coaches. Each Babe Ruth and Alliance League team shall consist of no more than eight (8) 15-year-old players. (GHBRL/BR)
2. Each Prep League team shall consist of 13-year-old players only. A Prep League team may borrow a Prep player or players (max of three (3) from another system (in the same league) to fill the roster up to but no more than nine (9) players. A player may only be borrowed once per season. All borrowed players must be reported to the league president. The borrowed player must bat last in the batting order and is ineligible to pitch. The game may begin with either or both teams having fewer than nine (9) players available to start the game. If either or both teams do not have nine (9) players available to start or continue the game, the team(s) that is short shall utilize players from the opposing team to fill any vacant defensive positions. At the beginning of the game the player(s) shall be the last player(s) in the batting order (excluding pitchers & catchers). In succeeding innings the player(s) shall be the one(s) who made the last out in the preceding inning (excluding pitchers & catchers). (GHBRL)
3. All 14- and 15-year-old players rostered on an Alliance or Babe Ruth team that has a complete system may play at either the Babe Ruth or the Alliance level within their team's system on a game-by-game basis. **EXCEPTION: Any 14- or 15-year old player who is a member of a high school baseball team (freshman, JV or varsity) may only play at the Babe Ruth level, never at the Alliance level. Exceptions to this rule must be approved by the league president on a case-by-case basis.** If the Alliance team's system does not have a Babe Ruth team, the players may play on any Babe Ruth team on a game-by-game basis. There may be no more than eight (8) 15-year-old players listed in the scorebook as a starter or substitute for any team in any scheduled league game. NOTE: Permission from the borrowed player's team manager is required. In addition the borrowed player is subject to the weekly participation

2006 SPRING GHBRL BASEBALL RULES -- Revision 10.5

limitation. The manager must inform the opposing team manager of any non-system players listed in the scorebook for that game. (GHBRL)

4. All 13-year-old players rostered on a Prep team may play on the Alliance as well as the Babe Ruth team of their team's system on a game-by-game basis. If the Prep team's system does not have an Alliance team, the player may play on any Alliance team on a game-by-game basis. If the Prep team's system does not have a Babe Ruth team, the player may play on any Babe Ruth team on a game-by-game basis. NOTE: Permission from the borrowed player's team manager is required. In addition, the borrowed player is subject to the weekly participation limitation. (GHBRL)

PLAYER PARTICIPATION

1. In the Babe Ruth League, every player on a team roster and present at the beginning of the game MUST participate in each game for a minimum of two (2) full defensive innings and at least one (1) plate appearance. It is strongly recommended that all players participate for a minimum of three (3) defensive innings. If the substitutes have not already entered they must do so prior to the first pitch of the fourth inning. Both offensive and defensive changes must be announced at the beginning of the fourth inning. NOTE: This rule does not apply to non-rostered players. The opposing manager must be notified for any exceptions due to illness or for disciplinary reasons. (GHBRL)
2. At no time will any player participate in any more than two (2) additional games per week (i.e., Monday through Sunday) than the number of games scheduled for the team on which he/she is rostered. Scheduled games include make-up games. (GHBRL)
3. All 14- and 15-year old players rostered on a Babe Ruth League team are eligible to play on that system's Alliance League team **unless** they are members of a high school baseball team (freshman, JV or varsity). (Exceptions must be approved by the League President.) They may play any position and bat. No more than two players rostered on the Babe Ruth League team may be used in any one game. Once the Babe Ruth season has started, 15-year old players rostered on the Babe Ruth League team may not play in any Alliance League games. The maximum number of players allowed to participate in an Alliance game shall be the lesser of the roster size + 2 or fourteen (14). If additional players are required up to the maximum of fourteen (14) they shall be selected from their system's Prep team. Alliance League team Managers should seek to maximize the playing time of the Alliance team rostered players, if/when Babe Ruth League rostered players are used in an Alliance League game. (GHBRL)
4. The maximum number of innings pitched in each Alliance League game by players rostered on a Babe Ruth League team is a total of four (4). If two (2) pitchers are used in the same game the maximum for both pitchers is four (4). (GHBRL)
5. Non-compliance with participation rules 1,2,3 and/or 4 above shall result in a forfeit of the game(s) in question and a one game suspension of the manager who committed the infraction. (GHBRL)

2006 SPRING GHBRL BASEBALL RULES -- Revision 10.5

6. Over the course of the season, it is strongly recommended that every rostered player participate in a minimum of 50 percent of the innings (regular scheduled games only) at which the player was available to play. (GHBRL)

PLAYER SUBSTITUTION

1. In the Babe Ruth League any of the nine (9) or ten (10) starting players may withdraw and re-enter provided such player occupies the same batting order position whenever he/she is in the lineup and re-entry takes place after the substitute has met his/her minimum playing requirements. After mandatory playing time has been satisfied, free substitution between a starter and his/her substitute is permissible. (BR/GHBRL)
2. In the Alliance and Prep Leagues, there shall be free substitution. All players shall be placed in the batting lineup. Non-rostered players and late players shall be inserted at the end of the batting lineup. Any player may be entered into any defensive position at any time, but **no player may sit out for two (2) consecutive defensive innings**. However, the pitching rules in the following section and the player participation rules in the previous sections shall still apply. (GHBRL)

NOTE: Since all players are entered in the batting order there are no substitutions available. Should a player be removed from the batting order for any reason during the game the spot vacated in the order shall be skipped without penalty. There will not be an automatic out for the player removed. The player removed from the game may not return.

3. In the Babe Ruth League, the Extra Hitter "EH" may be used at the option of each team. The "EH", whose defensive position is the bench, will be treated as any other starter. A team with only nine (9) or ten (10) players will not be penalized should circumstances require removal of a player from the game for any reason. The players shall be removed from the batting order without penalty and the game shall continue with as few as eight (8) players. The player removed from the game may not reenter. (BR/GHBRL)
4. A courtesy runner for the player who will play the catcher's position the following defensive inning is permissible with 2 outs. The courtesy runner must be the most recent preceding batter in the order available to run. If that player is the pitcher, the manager may use the next available player. There must be a reasonable expectation of starting the next inning. Use of the courtesy runner is mandatory at the Prep and Alliance levels. (GHBRL)
5. The starting pitcher is governed by the provisions of Official Baseball Rule 3.05 if withdrawn while on the mound pitching. (If a pitcher is withdrawn from the pitching position during the game, he/she may only re-enter as a pitcher if he has not been removed from the lineup and was removed either at the beginning of an inning or after the first trip to the mound in an inning.) (BR)

2006 SPRING GHBRL BASEBALL RULES -- Revision 10.5

6. The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only. (BR)

PITCHING LIMITATIONS

1. A pitcher, regardless of age, may pitch no more than seven (7) innings per calendar week, including re-scheduled and make-up games. If a pitcher delivers one (1) pitch in an inning, that pitcher shall be charged for one (1) inning pitched. If a pitcher re-enters as a pitcher, the first pitch is counted as an additional inning. (BR)
2. The calendar week of Babe Ruth Baseball is Monday through Sunday. (BR)
3. BR Rule 0.06-2 clarification as follows: (BR/GHBRL)

A pitcher must have two (2) calendar days rest between pitching assignments if he/she pitches in more than three (3) innings in any one game. Assignment as used in this rule means that each game in which a pitcher pitches is considered one (1) assignment. NOTE: A pitcher who pitches twice in one game has completed one (1) assignment. Examples of assignments:

** Pitcher pitching four (4) innings on Sunday cannot pitch again until the following Wednesday.

** Pitcher pitching three (3) innings on Tuesday may pitch four (4) innings on Wednesday.

** Pitcher pitching four (4) innings on Tuesday may pitch three (3) innings on Friday.

** Pitcher pitching seven (7) innings on Tuesday CANNOT pitch until the following Monday of the new calendar week.

4. Games in which an ineligible pitcher has been used as specified in paragraphs 1, 2, or 3 above shall be declared forfeited. (BR)
5. For all games to be official the manager **must** exchange a lineup card and **provide on the lineup card to the opposing manager the number of innings pitched by any pitcher for that week.** (See 3 above.) All innings pitched shall be clearly recorded in each teams scorebook for each pitcher and reported along with game scores by the winning manager to the Director of Scheduling or designee. (GHBRL)

PROTESTS AND RULE INTERPRETATIONS

1. Notice that the game is being played under protest must be filed with the Umpire-in-Chief (the behind-the-plate umpire) by the team manager immediately at the time of the disputed decision

2006 SPRING GHBRL BASEBALL RULES -- Revision 10.5

and before the next pitched ball to the batter or next play. A protest arising on a game ending play may be filed until noon of the following day to the League President. (OFFICIAL RULE 4.19 /BR)

2. A written report setting forth all the facts of the protest must be filed with the League President within forty-eight (48) hours of the date of the protest. A \$25.00 filing fee must accompany the protest. This fee shall be returned if the protest is upheld and forfeited if the protest is overruled. (GHBRL)
3. The League President shall appoint a minimum of three (3) members of the League (one of which is preferred to be a manager and one umpire) not connected with any of the teams and the GHBRL President or his/her designate to serve on the Protest Committee. (GHBRL)
4. Final decision of protest shall be decided by the GHBRL Protest Committee.
5. No protest shall ever be permitted on judgment decisions by the umpire. Only when a manager claims that the umpire's decision or game action is in violation of the rules will a protest be recognized. (BR/GHBRL)

SAFETY -- EQUIPMENT

1. Protective headgear shall be worn on deck, at bat, while a base runner, and while a base coach during practice and at all games. Such headgear must cover the top of the head and have extended ear flaps that cover both ears and must properly fit the player wearing it. A player who refuses to wear headgear shall be removed from the game. (BR)
2. Any player, manager or coach warming up a pitcher shall wear a mask at home plate. A throat protector is considered part of the mask. (BR) In addition, a protective supporter cup and protective headgear must be worn by the catcher during practice and all games. Protective supporter cups are recommended for all other players. (GHBRL/BR)
3. It is recommended that in all levels, protective headgear have a face guard. (Note: a C flap or half guard is acceptable.) (GHBRL)
4. NO jewelry shall be worn by any player while on the playing field. Players refusing to remove jewelry shall be removed from the game or playing field. (GHBRL)

SAFETY -- BAT THROWING

1. Umpires shall deal with batters throwing a bat in the following manner: (GHBRL)

Unintentionally: First occurrence in a game will result in the umpire advising the manager of the problem and the manager taking appropriate action. Second and succeeding occurrences in a game will result in the batter being called out, without base runners advancing.

2006 SPRING GHBRL BASEBALL RULES -- Revision 10.5

Intentionally: The batter shall be called out, if not already, and shall be removed from the game if it is ruled by the umpire that the incident created an unsafe condition.

SAFETY -- BASE RUNNING INTERFERENCE/OBSTRUCTION

1. Obstruction must be called on a catcher or any fielder who attempts to block any base including home plate without having full possession of the ball. (BR/GHBRL)
2. Interference must be called on a base runner advancing to any base who does not slide or attempts to avoid a collision when the defensive player is making a play on the ball or with the ball. (BR/GHBRL)

CLARIFICATION: The intent and purpose of these two rules is to eliminate collision plays at any base. The play at any base where the Base Runner attempts to cause the fielder to lose possession of the ball by colliding with him/her is deemed interference. The opposite play where the Fielder takes position without the ball between the base and the base runner is deemed obstruction. Both these plays are illegal plays in the GHBRL resulting in the runner being called out if interference and being awarded the base if obstruction. Additionally, as in any other interference or obstruction call by the umpire, the player at any base who, in the umpire's judgment, initiates the illegal play shall be penalized for the infraction, including ejection, if the umpire judges the players action as flagrant or malicious.

3. Sliding head-first to any base is permitted at the Babe Ruth level only. At any level the base runner may return to a base by sliding head-first.

SPORTSMANSHIP (UNSPORTSMANLIKE BEHAVIOR)

1. Official Baseball Rule 4.06 covering unsportsmanlike conduct and appropriate umpire options will be strictly enforced. (BR)

CLARIFICATION: Flagrant throwing of equipment, excessive abusive language, fighting etc. will not be tolerated and at the discretion of the umpire will result in ejection. The managers and coaches are to stress the importance of good sportsmanship and lead by example. Repeated violations will be brought to the attention of the league President who will take appropriate action as necessary up to and including suspension of players, coaches or managers from the League. (GHBRL)

2. All managers, coaches, players, and parents MUST have signed the GHBRL Code of Conduct prior to participating in any league games. (GHBRL)
3. Any manager, coach, or player ejected from a game for unsportsmanlike conduct will automatically be suspended for participation in the next league game. An exception to this rule can only be granted by the GHBRL President after review of a written reports from the umpire

2006 SPRING GHBRL BASEBALL RULES -- Revision 10.5

and the ejected party. A second ejection may result in suspension for the remainder of the regular season. (GHBRL)

4. The league President may at his discretion levy a harsher measure. (GHBRL)

GENERAL

1. All league games (Babe Ruth, Alliance and Prep) are intended to go seven (7) innings, however, a game will be considered a regulation game if the two hour limit expires and the inning in progress is completed. All games called because of bad weather or darkness are considered regulation game if playing time lasted for more than 1½ hours. The final score reverts back to the score at the end of the last complete inning. If play is less than 1½ hours, it shall be considered a "no game" and be replayed in its entirety unless the game has gone 4 ½ innings with the home team ahead, or 5 innings with the visiting club ahead or tied. If there are stoppages for weather related causes, e.g., lightning in the area, rain, where the Umpire halts the game then restarts, this time shall be included in playing time. (BR/GHBRL)
2. Postponed games will be re-scheduled, with one day's notice, on the next available make-up day slot at the discretion of the scheduler. (GHBRL)
3. For all games (Babe Ruth, Alliance, and Prep), no inning will start two (2) hours after the scheduled start time and play will continue to the end of that inning. There is no "drop dead" time limit. (BR)
4. Any Babe Ruth game will be terminated after 4 1/2 innings if the home team is ahead by 10 or more runs or after 5 innings if the visiting team is ahead by 10 or more runs. **This rule shall not be applied to Alliance or Prep games.** There are no run limits in any inning. (GHBRL)
5. League standings shall be determined as follows: (GHBRL)
 - a. If two teams are tied, the championship will be based on head-to-head competition (won/lost).
 - b. If still tied, on their record within their division.
 - c. If still tied; then a playoff game will be played unless time does not permit, in which case the championship will be a tie. A coin toss will be used to determine playoff seeding, if necessary.

NOTE: Standings within a league shall be determined the same way as for the champion.

6. All game scores, **including pitchers used and number of innings pitched**, shall be reported to the Director of Scheduling or designee by the manager of the winning team within 24 hours of the completion of the game. (GHBRL)
7. Rescheduled games for reasons other than weather, must be approved by the GHBRL President, or his designated representative. (GHBRL)

2006 SPRING GHBRL BASEBALL RULES -- Revision 10.5

8. The following Babe Ruth Rules and Regulations apply to all scheduled league games. (BR)

Rules 0.00 through 0.04 in the Babe Ruth Division Rules and Regulations:

Requirements for Charter

Definition of League, Player, Sponsors, and Playing Rules

Jurisdiction

Birth Documents, Roster, Schedules, Scorebooks

9. Official Baseball Rule 6.10 does not apply. The designated hitter is not permitted. (BR)
10. The home team will occupy the third-base dugout, will serve as the official scorer, and will provide game balls (three (3) balls at Babe Ruth, Alliance, and Prep levels). (GHBRL)
11. The use of all tobacco products, including smokeless, for both local league and tournament competition, is prohibited. This includes all players, managers, coaches, umpires and all game personnel. The use is prohibited on the entire grounds of the facility where games and/or practices are being held (i.e., parks, schools, etc.) and not limited to the playing field itself. (BR/GHBRL)