



Marlboro Babe Ruth Baseball Association



Fall Prep League Rules

As of 1 August 07

Article A: General Regulations Applying to Manager and Coaches

Hello to all: Just a couple things to cover. This is just reminder that this fall league is Instructional for the kids no standings are being kept. The intent of this league is to develop the younger kids on the bigger field so that when playing in the spring they will be a step ahead.

This league is design for instruction play not about winning by 20 or embarrassing the other teams.

A team's coaching staff or designated adult is in complete charge of the team whenever it is assembled together as a team. This includes practices, games and any events or functions approved by the Association. The coaching staff is under the direction of the manager or his/her designate.

1. There will be one (1) manager per team, Managers will be age 18 or older.
2. In addition to the manager, there will be at least one Coach per team.
3. A Manager or a Coach must be present at all practices, games or approved functions.
4. Managers/Coaches are in complete charge and shall not be interfered with except in cases of rules violations and any other conduct deemed to be contrary to the welfare of the youth.
5. Managers/Coaches, do not make policies, rules or regulations, rather they carry them out.
6. The Manager has final say and responsibility for his/her team, further, he/she has final responsibility for his actions and those of his/her Coaches and players.
7. Any Manager/Coach ejected from a game will be suspended from the next scheduled game. The umpire will record the ejection in the opposing team's scorebook. The Umpire will report the incident of the offending Manager/Coach to the **Marlboro Babe Ruth** representative.

Article B: General Regulations Applying to Teams

A. All team players in uniform must play the mandatory three (3) innings within the first six- (6) innings.

B. A minimum of 12 players and a maximum of fifteen (15) players per team.

Article C: General Regulation Applying to Equipment

1. Spikes

A. Prep 13: The use of metal spikes is expressly forbidden and it is the responsibility of each Manager to monitor his team to assure that usage does not occur in practices or games. Allowable cleats will be all-purpose soccer style cleats or plastic baseball cleats.

2. All male catchers must wear a protective cup and **Marlboro Babe Ruth** encourages the use of a cup by all male players.

3. Players must be dressed in full uniform; this includes game shirt, game pants, game hat (game socks should be worn, but if missing they will not be considered as part of a ruling). Game shirts must be tucked in at all times.

4. Player coaching bases must be provided with and wear a helmet.

5. Bats – New for 2007- There will be **NO** Bat Restrictions. 12 Year Olds who played in Cal Ripken in 2007 should be encouraged to use a 2 5/8” Barrel bat, but their 2 ¼ “ bats will be allowed.

Article D: General Regulations Applying to the Game

Babe Ruth Major League baseball rules apply with the following exceptions:

1. The Game

A. There must be one qualified Umpire at each game.

1) Plate Umpire

2) An Umpire is defined as a person 17 years or older, with knowledge of the Rules of Baseball.

3) A waiting period of 15 minutes will be allowed, after the schedule game start time for the Umpire to show up.

4) If the Umpire does not show up, Both Managers agree to use Coaches and/or parents to Umpire, then the game may continue.

B. No more than five runs may be scored in an inning and 10 run mercy after 5th inning.
Alternatively, see (G)

C. The standard game shall be 6 1/2 innings with the home team leading or 7 innings completed.
Alternatively, see (G)

D. An official game will be considered final when 3 1/2 innings are played and the home team is leading or when 4 innings are played and the home team is trailing or score is tied. Games tied after 7 completed innings are recorded as a tie.

E, The home team Manager will call Rainouts no later than one (1) hour before game time and notify opposing team Manager. Rainouts will not be made up.

F. In cases where two (2) or more games are scheduled on the same field, the first game will end no later than the scheduled starting time of the following game.

G. No inning will start after 1:55 minutes of play no matter what the score. A 2 to 2 ¼ Hour maximum time limit is requested, depending on schedule slotting at the particular field of play.

Have your team ready to play; all players should know where they will be playing.
Warm up your next pitcher the inning before this will help keep the game moving

H. It will be mandatory to **avoid contact or slide** at 2nd base, 3rd base, and home plate in those cases where a close play is apparent that may cause player contact that could cause injury. This is strictly an Umpires call only. The Umpire will **eject** a player if he feels there was intent to injure or jar the ball loose. The call will be out and the player ejected. If the same player has second offense, he will not be able play for remainder of the fall season. Teach them all how to slide and you will never run into out or have a player tossed.

I. Calling the game because of darkness is strictly the Umpires call only. The game final score will be the score at the last full inning completed.

J. The hidden ball rule will be interpreted as follows: The pitcher may not in any way touch the dirt surrounding the pitching mound while the ball is hidden by any player but himself.

2. Players

A. All players must play three (3) or more innings in the field in the first six (6) innings. Opposing team must be notified of fielding substitutions.

B. There will be a continuous batting order of all eligible players present. Once established, the batting order will not be changed unless an injury or an event occurs which requires the removal of a player. Late eligible players will be added to bottom of batting order.

C. Free substitution is allowed except for pitchers.

D. A game can start with eight (8) players and end with seven (7) players. Any number less is a forfeit.

3. The Pitcher

A. One (1) pitch to a batter is considered one (1) inning pitched.

B. No pitcher will be allowed to pitch more than two (2) innings per day. A pitcher may pitch a maximum of four (4) innings per weekend.

C. A pitcher cannot return as a pitcher in the same game once he/she has been removed.

D. A pitcher must pitch until one (1) at bat is completed before being removed, except in cases of injury, then he/she must be removed for the remainder of the game as a pitcher.

E. A pitcher must be removed from the mound upon the second visit to the mound by a Manager/Coach in the same inning.

F. On the Prep Level of play, Balks will not be enforced, but instruction should be provided to explain the infraction.

Prep Managers have the Option to request Balks to be called for 13 YO pitchers at the start of the inning. The manager shall identify the pitcher as a 13 YO to the umpire(s) and make the request. The opposing team manager shall also be informed of the request.

On the Jr. Level, Balks will be called and enforced.

4. Protest

A. We will not allow any protest as this is fall instructional ball.