

Ashwaubenon Babe Ruth Baseball

League Rules and By Laws

1. Pre-Game and Post-Game Rules

- Parents and coaches are responsible for field maintenance after every game. This includes raking the field (home plate, mound and bases). The pitching mound should be tapped down with the tamper to maintain firm and solid footing (use water after the last game of the evening if necessary).
- Bases – game bases should be put out before the first game of the evening and should then be put away and practice bases put back out after the last game of the evening.
- The first game of the evening should begin promptly at 5:15.
- The home team will occupy the 3rd base dugout, while the visitors will occupy the 1st base dugout.
- Coaches must introduce the umpires to the fans by their first names before the start of the game.
- Coaches of the last game should ensure that the facilities are locked up before leaving (shed, batting cage, concession stand and gates).

2. Playing Field Condition and Suspended Games

- In the event that bad weather has left the field unplayable, the coaches of both teams scheduled to play the first game shall reach a mutually agreeable decision to cancel play for the evening unless the League President has cancelled play early in the day. The home team coach shall contact the League President for rescheduling.
- If play has begun, in the event of rain, severe lightning or unplayable field conditions, a mutually agreeable decision shall be reached between the head umpire and the two coaches as to continuing play or suspending the contest.
- Rained out games are official after 5 innings or 4 ½ innings if the home team is ahead. If the game is called at the half inning mark the final score reverts back to the score at the last full-completed inning.

3. General Rules

- The league is governed by the WIAA rules with exception of the rules stated herein. The rules stated here have precedence over any other rules.
- Each team must field at least seven players to start the game and will forfeit with six or less.
- If fifteen minutes after the scheduled start time, one team does not have enough players they shall automatically forfeit the game.
- A two-hour time limit will be in-forced for each game. No new inning may start after the two-hour limit is reached. There will be no ties. In the event of a tie each team will place a runner at 2nd base at the start of the ½ inning. The runner will be the last out of the previous inning. (This includes all innings starting after the 2 hour time limit).

- A courtesy runner will be allowed for the catcher when he is on base with two outs. A courtesy runner is also allowed for an injured player. In order for an injured player to return to the field they must remain in the batting lineup. Courtesy runners must be the player who has made the last out.
- A runner will be ruled OUT if they do not slide or attempt to avoid contact with a fielder who has the ball and is waiting to make a tag or if they maliciously run into a fielder (umpires discretion). A catcher shall not block the baseline or access to home plate unless he has the ball in his possession and is waiting to make a tag on the runner. Calls under this rule are considered judgment calls by the umpire.
- A ten run rule will be in effect after 5 innings or 4 ½ innings if the home team is ahead.
- A free substitution policy will apply to all games. All players must bat in the team's lineup. Players showing up late will be put at the end of the batting order.
- A player who takes a pitch and is caught using the wrong sized bat will be ruled out. This will only apply to the at bat it is discovered. Players advancing on a hit will return to the base they were on prior to that at bat. Once a pitch is thrown to the next batter the play can NOT be appealed. Appeals must be made to the home plate umpire. (Players, coaches or umpires noticing a player coming to the plate with the wrong sized bat should let the player know before that at bat.)
- All players must play at least six defensive outs per game.
- Age – All kids currently enrolled in 7th, 8th or 9th grade.
- The winning team must inform the League President/Supervisor of the outcome of the game by the next day.
- League trophies – Trophies are award to the league champion only. League standings are based on league play only. In the event of a tie the tiebreaker will be
 - i. Head to head record against teams that are tied. If teams split during the season or multiple teams are tied and no clear cut winner is determined via head to head records then all teams will receive a 1st place trophy.

4. Umpires

- There are no protests. The decision of the umpire is final. The umpire is the final authority. Coaches may discuss the rules with an umpire, keeping in mind the intent and spirit of the league. The League encourages BOTH coaches and the head umpire to discuss the rulings and decide on a mutually agreeable solution.
- Umpires have been directed to insure the game is fun and promotes good sportsmanship. To promote these goals, the umpires have the discretion to remove a player, coach or parent from a game for any of (but not limited to) the following reasons:
 - i. Deliberately and maliciously throwing of a bat, helmet or other object.

- ii. Exhibits behavior that is not in the spirit of fair play and good sportsmanship, especially if they have been previously warned about the behavior (including contesting called balls and strikes).
- iii. Use of bad, profane or objectionable language while on the field or in the dugout.

5. Sportsmanship

- Coaches are responsible for the attitudes and sportsmanship displayed by their team and should lead by example.
- Any coach, assistant coach, parent or player who is reported by the umpire to the umpire coordinator for inappropriate behavior concerning the game will be contacted by the league president to discuss possible actions (i.e., including possible suspensions and/or expulsions).
- A coach may sit a player for a game or portion of a game based upon his or her own discretion for disciplinary purposes.

6. Pitching Rules

- A pitcher may pitch a maximum of seven innings per week with a maximum of five innings per game. This rule includes make-up games. Does not apply to tournament games.
- A pitcher pitching one pitch will count as an inning pitched.
- Intentional walks cannot be declared. Pitchers must pitch to the batter.
- One warning per game and per team before a balk is called and is considered a dead ball.
- Coaches are allowed one trip to the mound each inning. A second trip in the same inning shall require the removal of the pitcher. A trip for injury purposes does not constitute an official visit.

7. Uniforms and Equipment

- All players must wear a helmet on deck, batting, running the bases or coaching a base. Catchers must wear a face-mask with throat guard, chest protector, leg guards and a protective cup. A player warming up a pitcher must wear a face mask.
- Bat sizes: 13 year olds (-8 ½" with a maximum barrel of 2 ¾"); 14 year olds (-5 with a maximum barrel of 2 ¾"); 15 year olds (-3 with a maximum barrel of 2 ⅝"). -8 ½" bats should be marked with RED tape on the handle, while -5" bats should be marked with GREEN tape on the handle to distinguish their weight.
- Metal cleats are allowed. No jewelry is allowed. Uniforms must be tucked in completely
- Offensive players and players coaching the bases must wear helmets on the field of play at ALL times. This includes running from the field of play to the dugout after making an out.
- Players and their parents are responsible for keeping uniforms clean and in reasonable repair. Normal wear is expected, however, holes should be repaired to insure that the uniforms are usable for as long as reasonable possible.

- Equipment is the property of AYB and should only be used only be used for practices, games and League approved functions. At the end of the season, the uniforms and equipment shall be turned in to the player's coaches.

8. League Tournament

- Trophies are awarded for year-end tournament for 1st through 3rd place.
- Year-end standings determine the seeding for the year-end tournament. If multiple teams are tied and no clear cut head to head winner then the tiebreaker goes to runs allowed and then to runs scored.
- Pitching – Pitchers are allowed to pitch 5 innings per game and a maximum of 12 innings in the tournament.
- Tournament winner will represent the league for any inner-city championship games.

9. Draft

- Babe Ruth will conduct a redrafted of all teams every year. Workouts will be held prior to the draft. All players, except those playing on the high school freshman team, should participate in the workouts. Coaches sons will be placed on their teams and will be assigned a draft round selection based on the majority opinion of all coaches. Evaluation of the high school freshman players will be obtained from the freshman coaches and made available to all coaches prior to the draft.
- The draft will be by age from 15 to 14 to 13 year olds. Draft order will be determined by a random card drawing. The 15 year old age group will be selected first then the 14' and finally the 13's. Draft order for the 15's will be reversed for the 14's. A second random card drawing will be held to determine draft order of the 13's. The draft for the 15-year olds will be concluded once all teams have an equal number of 15-year olds on their team. Any players not selected will move into the 14-year old pool of players. Teams will then select an equal number of players from the 14-year old pool. Any remaining players from this pool will move to the 13-year old pool. All players will be selected from this pool. The last two rounds of the draft from the 13-year old pool will be conducted in the same draft order (will not reverse order). Coaches will not be allowed to skip their turn in the last round of the draft. Coaches will work in cooperation with each other to identify the top pitchers and catchers in each age group to ensure that every team has a quality catcher and several pitchers.