



## BETH - WOOD MAJOR LEAGUE 2010 "LOCAL RULES"

The following "Local" Rules supersede any applicable Rules contained in the 2010 Babe Ruth League Official Baseball Rules Book and shall govern for play in the *Beth - Wood Baseball League (B - W)* :

1. In all leagues - sliding must be encouraged - if there is a play at any base where the ball arrives before the runner, the runner must slide or he is out, unless there is an intentional collision, where the runner will be called out and could be ejected from the game.
2. In Major League play, when either stealing or sliding into bases, a player must call time out to the umpire prior to stepping off the base (no automatic time outs). Also, players can steal all bases and may advance on overthrows.
3. In Major League play, **ALL** players will bat (continuous batting order), whether or not they are starters or substitutes .
4. Every player on each Team **MUST** play a minimum of three (3) innings in the field and bat once in every game (based upon a full 6 inning game) ; if the game does not go the full six (6) innings, then this rule can be waived.

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5. At the start of each game, each Team **MUST** start with a minimum of eight (8) players and **MUST** finish the game with no less than eight (8) also. If the other Team has nine (9) players or more, than they shall provide a courtesy outfielder for the team with (8) players ; this outfielder shall be the player who makes the last out in the prior inning. For the team with (8) players, there will be an automatic out at the ninth batting position. Any team that starts with only seven (7) or less players will forfeit the game. Note that each Team **MUST** play only those players on their Official rosters (no substitutions from another Team or League Division will be allowed).
6. A player can pitch a maximum of six (6) innings per week.
7. For *B - W* Pitching Regulations, refer to the attached that defines specific pitch counts and days rest required.
8. Once a player is removed from the pitching position, he / she cannot re-enter that position in the same game.
9. If games are made up, the pitching rules shall govern for the week the games are being made up and not at the time when the games were suspended. Also, any pitcher who pitches in a game which is called prior to it being an official game, the innings pitched count for that particular week and are not deleted.



10. In games where a Team uses an illegal pitcher, that Team automatically forfeits that game despite of the outcome.

11. The calendar week for the *B - W* is:

<u>Start of Week</u>	<u>End of Week</u>
Monday	Sunday

12. In case of rainouts, these games will be **NOT** be canceled but made up!! There will be **Mandatory** make-up games on Saturday during the designated time slots scheduled for practices ; no exceptions will be allowed (i.e., as Major Teams practice at 9:00 AM and 10:30 AM on Saturdays, the make-up games will be played starting promptly at 9:30 AM on the field you were scheduled to play on the day it was rained out). Any Team failing to field at least eight (8) players will automatically forfeit said game. The first game rained out in the week is the game to be made up ; if the second game scheduled is rained out, then that game will be canceled in its entirety and not made up.

Please note that after a game has begun, it can only be stopped by the Umpires, with input from the Managers, if playing conditions so warrant due to inclement weather.

13. If a courtesy runner is required, due to injury or otherwise, this runner shall be the player on that team who made the last batted out. Also, each team has the option to pinch run for their catcher should he/she be on base with two (2) outs in order to get the catcher's gear on and expedite the game.



14. Incomplete Games:

- a. Due to rain or darkness - a new game is **NOT** to be replayed if the game was canceled before completing 4 innings ; this game will be treated as a suspended game and will be completed on that next Saturday. Note that the completion of all suspended games is **Mandatory** for Saturday (no exceptions will be allowed). Play will start at the exact point in time the game was suspended (i.e., same line-up, pitchers, etc.).
  - b. If the home team is ahead after 3-1/2 innings, the game is official and the home team wins (the game must complete 4 full innings if the visiting team is ahead). If the game is called due to rain or darkness after 4 full innings, the final score of the game reverts back to the last complete inning played.
  - c. Majors will play extra innings if the score is tied at the end of six (6) innings but if the game is still tied at curfew, the game will remain a tie.
15. A player can not leave the base until either the ball crosses the plate or is hit by the batter. If a player leaves early and steals a base, that player must return back to the base he originally was on. If a player leaves early and the batter gets a hit, that player can only advance one (1) base ahead of the batter; if a player leaves early and disrupts a play in the infield by a ground ball hit, the player is called automatically out and the batter is awarded first base.



16. After hitting the ball, the batter **MUST** drop his / her bat and not throw it. One (1) warning will be given to each Team, thereafter each batter for that Team who throws the bat will be called out, at the sole discretion of the Umpire.
17. No inning can start after 8:00 PM until **June 1<sup>st</sup>**, when daylight will allow the games to be extended longer.
18. There will be **NO** intentional walks allowed in the Majors. Managers / Coaches may instruct their pitchers to pitch around a specific batter and if a walk results, then it will be allowed. However, if it is the opinion of the plate umpire that the pitcher is intentionally walking a batter, he / she shall instruct that Team Manager to have his pitcher properly pitch to that batter and the batter will be allowed to start his count over again.
19. Slash Bunting :
  - a. This is when a Batter shows intent to bunt, drawing the infielders in towards the plate. The Batter then draws his bat back and takes a full swing at the pitch. If the Batter should hit the ball while the infielders are still looking for a bunt, one of those fielders could get seriously injured.
  - b. We will **NOT** ignore the fact that this is a very dangerous play. We mandate that you **NOT** allow your players to attempt this maneuver. If in the Umpire's judgment, a Batter tries to slash bunt, then the ball will be automatically called dead, the Batter will be called out / ejected from this game and the Manager will be also ejected from the game as well (Manager will also be subject to additional disciplinary action as deemed appropriate).



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- c. We also ask that you instruct your infielders to be aware of the bunt when the Batter shows such an intention, but the Player should follow the pitch to the plate rather than breaking towards the plate too early.