



## **BETH - WOOD MINOR 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 minor league play, ten (10) players are allowed in the field with four (4) outfielders. These outfielders **MUST** be equally spaced - **NO** short fielders !
2. 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.
3. In minor 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).
4. In minor league play, all players bat through the order (whether starters or substitutes).
5. 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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6. 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).
7. For *B - W* Pitching Regulations, refer to the attached that defines specific pitch counts and days rest required (**NO** exceptions will be allowed) !!
8. Once a player is removed from the pitching position, he / she cannot re-enter that position in the same game.
9. The calendar week for the *B - W* is:

<u>Start of Week</u>	<u>End of Week</u>
Monday	Sunday
10. 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.



11. 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 Minor Teams practice at 12 Noon and 1:30 PM on Saturdays, the make-up games will be played starting at 12:30 PM 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. Note that if there is a 3<sup>rd</sup> game held in a specific week (on a Saturday), then any games rain out during that same week will also be canceled 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.

12. 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 that following Saturday (no exceptions will be allowed, unless there is a game scheduled). Play will start at the exact point in time the game was suspended (i.e., same line-up, pitchers, etc.).



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.

- b. Minors will **NOT** play extra innings if the score is tied at the end of six (6) innings and the game will remain a tie.
13. 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.
14. 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.
15. No inning can start after 8:00 PM **until June 1st**, when daylight will allow the games to be extended longer (at the sole discretion of the Umpire).
16. In minor league play, four (4) balls are required to walk a batter ; the Umpires will be directed to widen the strike zone, so encourage your batters to swing.



17. Any pitcher who hits two (2) batters in the same inning **MUST** be removed from the pitching position but can remain in the game at another position ; a pitcher is allowed to hit one (1) batter per inning.
18. **Mercy Rule** - the game will automatically be called if a Team is ahead by 15 runs or more after the game is deemed official (if the home team is ahead by 15 runs after 3-1/2 innings, the game ends ; if the visiting team is ahead by 15 runs, the game **MUST** go the complete 4 innings). Once a game is called by this Mercy Rule, the game stops and is **NOT** to be continued, even for recreational fun.
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 (Managers will also be subject to additional disciplinary action as deemed appropriate).
  - 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.