

## **Babe Ruth Division Supplemental Rules**

### **General Rules:**

1) No new inning will start 2 hours after a game has started. All games will drop dead after 2 hour and 15 minutes. A game stopped because of the “drop dead” rule will revert to the last completed inning. If the game is tied when the applicable no new inning time limit is reached or after the completion of a full 7-inning game, then the JTAA Tie-Breaker will be used but play is still subject to the “drop dead” time limit of 2 hours and 15 minutes. If any game that is stopped due to the “drop dead” rule is tied (based on the last completed inning), the game will be recorded as a tie..

2. **JTAA Tiebreaker Rule.** One additional inning will be played. The player who made the last out is placed on

second base and the batting order will resume with no outs. This will allow each team three outs with a runner

on second to try to win the game, if after this one inning tie breaker, the game remains a tie, it shall be recorded as a tie game.

3. A regulation game is 7 innings, unless it is called by the umpire or is subject to the 10 run rule. If the umpire

calls the game, the No Game Rule note to Babe Ruth Rule 4.10(e) applies.

4. When field availability permits, 13-15 year-old Red Division games will be played on intermediate-sized fields with 80-foot base paths and pitching distance of 54'. All other Babe Ruth Divisions will play on a field

with 90-foot base paths and pitching distance of 60'6”.

5. The official scorekeeper will record the game start time. The visiting team is responsible for keeping score.

The start time for the first game of a succession is the scheduled start time.

6. The maximum amount of time for pregame field warm-up is 7 minutes per team. The home team will warm-up last.

7. Rescheduled games must be coordinated through the Division Director. The Division Director is responsible

for notifying the umpires when a game is rescheduled.

8. Regulation Babe Ruth balls will be used at all times.

9. The home team is identified on the schedule and will occupy the 3rd base dugout.

10. All managers and coaches must wear JTAA Baseball designated and supplied jerseys/shirts while inside the

fences during their team's game.

11. Upon completion of games and practices each manager is responsible for the cleanliness of the dugout, field

and grandstand area.

### **Offensive Rules:**

12. Leading off is allowed; runners may steal second or third base at any time when the ball is in play.

Stealing

home on the pitch is not allowed, and will result in the runner being called out. Stealing home is defined as the

runner advancing more than halfway down the baseline, in the opinion of the umpire, during the pitch. The runner may advance to home on passed balls and wild pitches. Squeeze plays are permitted, but the batter must make an effort to bunt the ball.

13. ) Each team must utilize an Extra Hitter (EH) and continuously maintain a 10 player batting order.

Players can be inserted into and removed from the batting order subject to the following:

All players not in the starting batting order must be substituted into the batting order in or before the 4th inning. Each player must bat at least once before being removed from the batting order. If this is not

followed, an out will be recorded for the player's at bat that was improperly inserted into the batting order.

If for any reason a player does not bat at least once during a game, the player must be included in the

starting batting order in the next game and must bat at least twice before being removed from the batting order.

14. The "third strike not caught" provisions of the Official Rules of Baseball as adopted by Babe Ruth apply.

Batters may run if the third strike is not caught, unless first base is occupied and there are less than two outs.

If the runner steals second on the third strike that is not caught, first base is considered occupied.

15. A batted ball that bounces over or goes under a temporary outfield fence is a ground rule double. A batted ball

that goes around a temporary outfield fence is a live ball.

16. Violent throwing of equipment is not allowed. The first offense will warrant a warning from the Umpire. A

second offense will result in ejection.

17. On-deck batters are allowed, but they must be located behind the batter and in the chalked on-deck circle. On-

deck batters must not be allowed near the dugout opening, or within 10 feet of another player. On-deck batters

and any offensive player outside of the dugout must wear a batting helmet.

18. Once the batter enters the batter's box, the batter must keep one foot inside the box unless:

a. the batter swings at a pitch;

b. the batter is forced out of the box by a pitch;

c. the pitcher with the ball leaves the dirt portion of the mound or positions himself on the mound farther than

five feet from the rubber;

d. the catcher leaves his box to give defensive signals or adjust his equipment;

e. anyone is granted time;

f. the batter attempts a drag bunt;

g. the catcher does not catch the pitch;

h. the catcher or pitcher feints or attempts a play anywhere.

**PENALTY:** The umpire shall call a strike, and the ball remains alive. (The defense could attempt a pick-off play, for example.)

#### **Defensive Rules:**

19. A standard defensive alignment will be utilized.

20. Any player without regard to their inclusion or exclusion from the current batting order can play in the field at any time "free defensive substitution rule" as long as each player plays in the field for a minimum of 6 defensive outs by the completion of the 6th inning. To illustrate, a player could play in the field every inning but only bat once during the game or a player could bat throughout the game and play only 2 innings in the field. If for any reason a player does not meet the minimum defensive play requirement of 6 outs, they will start in the field the very next game and fulfill the remaining minimum play requirement from the previous game as well as the minimum play requirement for the current game before sitting out.

21. The infield fly rule is in effect.

## **JTAA PITCH COUNT RULE**

These rules are intended to modify and, if inconsistent with Babe Ruth Baseball Rules or JTAA's Supplemental Rules, are

intended to supersede those rules. *These rules and pitch counts are intended to follow the player, meaning that the player*

*accumulates pitches for all JTAA sanctioned games and these rules require coordination and cooperation between*

*recreational and travel managers and coaches.*

**The manager shall remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.**

**League Age Daily Pitch Limits:**

17-18 **105** pitches per day

15-16 **91** pitches per day

13-14 **76** pitches per day

If a pitcher reaches the pitch count limit for his/her league age while facing a batter, the pitcher may continue to pitch until

that batter reaches base or is put out.

If the pitcher reaches the pitch count limit imposed on his/her last pitch to a particular batter, the pitcher shall be removed

before delivering a pitch to the next batter.

**DAYS OF REST**

Pitchers league ages 16 and under shall adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, three (3) complete calendar days of rest.
- If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest.
- If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest.

Pitchers league age 17-18 shall adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, three (3) calendar days of rest.
- If a player pitches 41 - 75 pitches in a day, two (2) calendar days of rest.
- If a player pitches 26 - 40 pitches in a day, one (1) calendar days of rest.
- If a player pitches 1-25 pitches in a day, no (0) calendar day of rest are required.

Each manager shall be responsible for keeping the opposing pitcher's pitch count using a JTAA sanctioned pitch count

recorder. The manager may designate another coach or adult to serve as Pitch Count Recorder ("PCR").

The PCR must provide the current pitch count for any pitcher when requested by an opposing coach or manager or any

umpire. However, each manager is responsible for knowing when his/her pitcher must be removed.

The PCR shall inform the official scorekeeper of the opposing pitcher's pitch count at the conclusion of each half inning and

the scorekeeper shall record that number in the official scorebook

When a pitcher has delivered his/her maximum limit of pitches for the game the PCR shall inform the umpire-in-chief and the manager that the pitcher must be removed.. However, the failure by the PCR recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

**A pitcher that violates this section shall be deemed ineligible.**

*Pitches which result in foul balls or foul tips are counted, the 5-8 warm up pitches per inning are not counted, but have been considered in the days of rest.*

*In event that the pitch count limit is reached during an at bat and the inning is ended by a defensive play that results in same batter becoming lead off in next inning, the pitcher who has reached the maximum*

*pitch count shall be removed as pitcher before the start of the next inning and a new pitcher shall enter the game to pitch to that batter.*

**NOTES:**

1. The withdrawal of an ineligible pitcher after that pitcher is announced or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. When a protest situation is imminent, the potential offender should be notified immediately.
2. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
3. If suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

**Example 1:** A league age 12 pitcher delivers 68 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three days of rest.

**Example 2:** A league age 12 pitcher delivers 68 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 68 more pitches in the resumption of the game because he/she has observed the required three days of rest.

**Example 3:** A league age 12 pitcher delivers 68 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 68 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days