

# The 495 League



## Major (Jr) and Prep League Rules

Version Apr 7, 2010 (added 14yo callups)

The 495 League adheres to standard National Babe Ruth League Rules with the exception/addition to the following set of local rules.

Dec 14, 2008 modifications approved by the 495 League Board on 12/8/2008.

- 1) added rule regarding pitcher not able to re-enter as a pitcher once removed
- 2) added rule allowing full game suspension of a player ejected.

### Article A: General Regulations Applying to Manager and Coaches

- I. A team's coaching staff or designated adult is in complete charge of the team whenever it is assembled 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.
- II. There will be one (1) manager per team; Managers will be age 21 or older.
- III. In addition to the manager, there will be at least one Coach per team.
- IV. A Manager or a Coach must be present at all practices, games or approved functions.
- V. 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.
- VI. Managers/Coaches do not make policies, rules or regulations, rather they carry them out.

- VII. 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.
- VIII. 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 score-book. The Umpire will report the incident of the offending Manager/Coach to the **495 League League President**. A player ejected may be subject to a full game suspension in addition to the ejection of the game in progress. All player ejections must be reported to the League President who will determine if the offense warrants an additional game suspension immediately after the game by the offender's manager and umpire.

Every situation is different. Some examples of offenses that might result in an additional game suspension include any incidence of violence, blatant disrespect of another player or coach or umpire, damage to the facility or equipment, loud directed profanity. The League President will determine the penalty within 24 hours after consulting with anyone he needs. (rule added 12/14/2008)

- IX. Adopted 3/29/06. A game will result in a forfeit if a team fails to field the minimum number of players after 30 minutes from the scheduled start time unless the late team has contacted the waiting team and gives a new reasonable arrival time. Umpires must wait, they are employees of **The 495 League**. The primary reason for this league is to play baseball, not to have forfeit wins.
- a. Amended 5/8/06 as follows:
- i. The 30 minute forfeit rule is intended to avoid forfeits due to the long ride for a team traveling to/from Milford during rush hour. Therefore, the above rule applies only to weekday games where a team is traveling to/from Milford. All others are 15 minutes as in previous years.

### **Article B: General Regulations Applying To Teams**

- I. All rosters must be approved by the Board of Directors.
- II. All rosters will conform to Sanctioned Babe Ruth rules.
- III. For clarification of Sanctioned age rules the following is an absolute must:
- a. Only Babe Ruth age thirteen (13) year olds may play on a Prep team.
- IV. Only up to four (4) thirteen (13) year old players may be borrowed from another team in your town so that enough players may be fielded to play a game. They may not pitch in the game but must play the mandatory three (3) innings within the first six (6) innings even if additional players from the scheduled team show up to participate. Players brought up must wear their original rostered team's uniform.

- V. A Major Babe or Jr. Babe team may have up to four thirteen (13) year old callups on the team. Callups are not allowed in Playoffs at the Prep or Majors level.
- VI. A Major team may only bring up Prep players or 14yo Majors players to complete a roster to play a game. Callup players must bat at the bottom of the roster and are not eligible to pitch.
- VII. A minimum of 12 players and a maximum of fifteen (15) players per team unless a waiver is granted by **the 495 League** and the District Babe Ruth Commissioner.
- VIII. Additions to a roster must comply with above rules. Proper forms must be completed prior to approving by the Executive Committee of the **495 League**. Additions will not be allowed to play in a scheduled game prior to such approval.
- IX. At no time will Prep player assigned as a permanent player of a Majors team be considered as a permanent member of a Babe Ruth Majors team's roster unless attrition of the Babe Ruth Majors team brings the roster size to less than minimum. A Prep team player, where the loss will not bring the Prep team to less than minimum, can be brought up permanently. Rosters must be corrected by local Divisional Executive Committee and Sanctioned Babe Ruth paper work for player must be transferred to new team.
- X. A thirteen year old player that is brought up and placed on a Babe Ruth team on a permanent basis will be allowed to play at the thirteen year old level in the Districts.

### **Article C: General Regulation Applying To Equipment**

#### **I. 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.
  - b. Major 14-15: The use of metal spikes is allowed however, **The 495 League** encourages the use of plastic baseball cleats for this age bracket.
- II. All male catchers must wear a protective cup and **The 495 League** encourages the use of a cup by all male players.
  - III. 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 the uniform for this ruling). Game shirts must be tucked in at all times. Players not in "team" uniform will **NOT** be eligible to play in the game.
  - IV. Player coaching bases must be provided with and wear a helmet.

V. Bats (both Prep and Majors)

Bats of any length/weight differential are acceptable for use in the **495 League** as long as they conform to the National Babe Ruth rules as defined in section 1.10. Bats not conforming to those rules are illegal bats. 2+3/4" diameter is the largest allowable diameter as defined in section 1.10. Exception, colored bats are approved for the 495 League.

It will be the responsibility of the Manager or Coach to insure that there are **no** illegal bats in the dugout or on deck areas. If an illegal bat is used an out will be charged to the batter using or attempting to use an illegal bat. It does not require that a pitch be thrown to a batter attempting to use the illegal bat for an out to be charged to the batter. If an illegal bat is used and the ball is put into play, no advancement of bases will be allowed and the batter will be called out. If during the time that the ball is put into play an out is made by a play at a base, that base runner will be called out in addition to the batter being called out automatically. If the same batter attempts to use an illegal bat a second time during a game, an out will be charged and the player will be **ejected** from the game. **Note:** The MIAA rules do not apply. The BESR stamp is NOT required.

a. Examples. 2+1/4", 2+5/8", and 2+3/4" diameter bats with any length/weight differential are all acceptable in both Prep and Majors Division.

**Article D: General Regulations Applying to the Game**

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

I. The Game

- a. There must be two qualified Umpires at each game.
  - i. Plate Umpire
  - ii. Base Umpire
  - iii. EXCEPTION: If there is no Base Umpire available, the game will proceed with only the Plate Umpire
- b. An Umpire is defined as a person 18 years or older, with knowledge of the Rules of Baseball and an intimate knowledge of **The 495 League** additional rules. No Umpire under the age of 18 will be allowed to officiate behind the plate. Umpires 17 years or older will be allowed to officiate the bases. **The 495 League Board** has the right to exclude any umpire who it does not believe fit to umpire in the league or who demonstrates behavior or attitude not consistent with the goals of the league.

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

- a. If the Umpire(s) do not show up, the team that is not the FIELD OWNER will have the right to reschedule the game to their Home Field, be the Home Team and the offending team pay for the Umpire(s).
- b. **EXCEPTION:** If both Managers agree to use Coaches and/or parents to Umpire, then the game may continue. If the Umpire(s) show up, they must be inserted into the game immediately. If the Managers make an agreement of using coaches/parents, then protest will not be allowed for any erroneous calls made by the substitute Umpire(s). A Manager removing his team from the field for any reason that involves the inability for the substitute Umpire(s) to make proper calls, will forfeit the game.

III. The standard game shall be 6 1/2 innings with the home team leading or 7 innings completed.

- a. 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.
- b. Suspended games as a result of rain or other conditions will be rescheduled by the the **495 League Scheduler**
  - i. **NOTE:** A Game can only be **suspended** once the game has become “an official game”. Any game that is stopped and postponed prior to the game becoming official will result in the game being rescheduled and starting over at the beginning with the score zero to zero.
  - ii. **Equipment Failure:** A game that is interrupted by equipment failure such as lights or other mechanical devices shall be considered a suspended game at any point and replayed from the existing point and situation.
- c. Rain-outs will be called by the Field Owner Manager no later than one (1) hour prior to game time and the opposing team’s Manager, umpires, and League Scheduler must be notified immediately. Please see the Rain-Out Procedure at the end of this document.
- d. 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. If first game does not meet criteria stated in item b above, the game is considered suspended, it will be re-scheduled per provision stated in item b above.
- e. No inning will start after 2 1/2 hours play no matter what the score.

IV. It will be mandatory to **avoid contact or slide** at 2<sup>nd</sup> base, 3<sup>rd</sup> 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. The MIAA rules do not apply.
- V. Calling the game because of darkness is strictly the Umpires call only. NO interference by the Managers, Coaches or Officials of **The 495 League** will be tolerated.
  - VI. 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.
  - VII. A team will be awarded 2 points for a win and 1 point for a tie.
  - VIII. Scores must be reported by both teams using the scoring report form accessible through the webform within 24 hours.
  - IX. 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.
  - X. 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.
  - XI. Free substitution is allowed except for pitchers.
  - XII. A game can start with eight (8) players and end with seven (7) players. Any number less is a forfeit.
  - XIII. Managers may not call off a game for any convenience reason; all dates during the season are potential game days. If a Manager feels he must cancel a game, he will receive a 7-0 forfeit. Players are expected to honor their commitment to their team.
  - XIV. In the case of an injury only, a courtesy runner shall be allowed. The courtesy runner will be the player on the offensive team who made the last out at the plate. The player removed cannot be put back onto the bases to replace the courtesy runner. The player removed, if able, is eligible to continue the game in his normal place on the lineup. The intent is to allow a player with a minor injury to walk it off, or get some attention without delaying the game or forcing his withdrawal. The injury decision is solely the decision of the offensive manager as he is responsible for the welfare of his players.
  - XV. The 495 League uses the MLB interpretation that a batter awarded first base by virtue of a walk is not eligible to be put out for overrunning first base if he immediately returns and makes no effort to continue to second base.

## **XVI. 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 seven (7) innings in any two consecutive team games. A pitcher that pitches in two games in the same day will require a full games rest before that pitcher is eligible to pitch again, even if the pitcher did not complete (7) innings pitched between the two games. Violations of any part of this rule are a forfeit.
- c. 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.
- d. A pitcher must be removed from the mound upon the second visit to the mound by a Manager/Coach in the same inning. This is known as “removed by rule”.
- e. A pitcher who is removed from the mound for any reason may not re-enter as a pitcher for the remainder of the game. (added Dec 14, 2009)

XVII. Balks; 13 year old Prep only. Balks will be treated as instructional to the Pitcher for the first half of the season. The Pitcher will be given instruction and told what he or she has done wrong. Each Pitcher will be given one “warning” or instruction per game. After **GAME#7 for both teams playing** there will be no instruction or warnings, Balks will be strictly “by the book”.

## **XVIII. Game Protests**

- a. The **495 League** adopts the standard National Babe Ruth League rule 4.19 for game protests with the exception that the decision of the league rules interpreter will be final. Babe Ruth Rule 4.19 is quoted at the end of this document.
- b. A protested game that is replayed will utilize different umpires who will receive a full game pay.
- c. Summary of standard protest procedure:
  - i. A protest can only be made when a manager believes an umpire’s decision is in violation of the rules. No protest can be made of a judgment call.
  - ii. A Manager must lodge a protest before the next pitch or next play. In the event of a game ending call, the protest must be made within 24 hours.
  - iii. To protest a call, the protesting manager asks for time to lodge a protest which the umpire must recognize.
  - iv. The protesting manager should calmly discuss the call with the umpire to discuss the rule in question. The managers should NOT come onto the field with a rulebook. The umpire may consult one if he wishes.
  - v. The both managers should record in their scorebook the exact game situation (inning, outs, runner’s positions, batter's count, player at bat

etc...) and the ruling and all information necessary to make a decision. All umpires working the game should sign the books indicating they are correct and the game continues.

- vi. The protesting manager informs the League President who notifies the League Interpreter with the phone numbers of both managers and both umpires and he will make a decision which is final.
- vii. If the protest is upheld, the game will be restarted from the point of the protest in accordance with rule 4.19.
- viii. The current lineup and pitching rules are in effect. New players who show up for the replayed game get inserted at the bottom of the lineup. (example, if the current pitcher was eligible for 4 innings in the protested game, and he pitched 1 + the protested inning, he can finish the protested inning in the replay and pitch 2 more innings)

## **Article E: The 495 League Playoffs**

### **I. Players**

- a. Each player must participate in a minimum of 50% (rounded down) of the regularly scheduled games that are played and play at least three (3) innings per game to qualify for the playoffs. Participation in High School games count towards the 50% participation rule if played on the same date.
- b. Games missed due to injury will not be included in the minimum 50% rule.
- c. Only players listed on official team roster are eligible for playoff games.

### **II. Teams (2007 495 League, subject to change every year)**

- a. The top 6 teams from Prep and the top 8 from Majors will make the playoffs, single elimination, final round best 2/3
- b. There will not be a wild card team entry.
- c. Standings will be determined by total points per Article D section VII.
- d. Tie Breaker
  - i. Head to head
  - ii. Least runs allowed
  - iii. Most runs scored
  - iv. Coin toss
- e. The playoffs will be single elimination format. The Playoff Brackets are on the league website

- f. The home team will be determined as follows:
  - i. Division Playoffs: The home team will be the team listed on the bottom of the elimination schedule with the highest seeding.
  - ii. Second Round: The home team will be the team with the highest seeding.
  - iii. League Finals: The home team for this game will be determined by coin toss.
- g. Each team forfeiting two (2) or more games, or causing the forfeiting of two (2) or more games will not be eligible to participate in the playoffs.

III. Game Site

- a. Game sites TBD
- b. Finals for the Major 13-15 level will be played at a location – Stevens Park.
- c. Finals for the Prep level will be played at a location – Stevens Park.

IV. Trophies will awarded to both teams participating in league playoff finals in both the Prep and Major levels.

V. Pitching will follow regular season rules.

**Article F: The 495 League Division Placements for Playoff Purposes ONLY 2007**

Jr Babe Ruth or Majors 13-15

One Division Marl 1-6, Milford 1-3, Hudson 1, Northboro 1-4

Prep Level 13

One Division Marl A-D, Milford A-D, Hudson A, Northboro A-C

**1. RAIN OUT PROCEDURE**

- a. HOME/VISITOR TEAM: The team designated on the schedule as HOME/VISITOR for purposes of which team bats first only.
  - i. FIELD OWNER: Is the team that owns the field.
  - ii. HOME TEAM and FIELD OWNER may be different teams.
  - iii. **NOTE**: When the schedule is made, the rule used was to balance the number of times each team was HOME and VISITOR. The result is that

you may play at an out-of-town field, but you may be the HOME TEAM. Example, Marlboro plays at Hudson but Marlboro is listed as the HOME TEAM. Hudson is the FIELD OWNER.

- b. If that game is rained out, the Field Owner should notify the League Scheduler ASAP for a new game slot.
- c. The Home Team's organization pays for the umpires even if the Home Team is not the Field Owner.
- d. In the rare case that a makeup puts two out of town teams on a 3rd field (example Hudson(H) plays Northboro(V) on Fuller Field in Clinton, the responsibility is the HOME TEAM, Hudson in this example)

## Frequently Asked Questions

- 1) Is slash-bunting allowed? Yes. Slash bunting is when a batter acts like he is going to bunt, then swings away. This is not allowed by local rules in many youth leagues, but OK in Babe Ruth. Coach your fielders accordingly.
- 2) What kind of bat should I buy? There is no restriction to bat differentials. A bat differential or “drop” is the length – width. Most Babe Ruth players use a 2+5/8” or 2+3/4” inch diameter barrel.
- 3) Are metal cleats allowed? (495 local rule) Metal cleats are allowed for league 14 and up only. League 13s (Prep) must not have metal cleats.
- 4) What are the pitching limitations? (495 local rule) Pitchers can only pitch 7 innings in consecutive games. The time between games does not matter. Example, if a pitcher throws 5 innings in a game, he can pitch only 2 in the next game the team plays. If he pitches 5 innings in the first game of the season, and the second game is rained out, he can still only pitch 2 innings in the third game of the season. If a pitcher pitches 5 innings in a game, and he does not show up for the next game his team plays, he is eligible to pitch 7 innings in the next game. Violation of the rule will cause a forfeit of the game.
- 5) Is it legal to steal home? Yes. Coaches need to insure that the batter doesn’t swing and catchers need to be taught NOT to cross in front of the plate as the batter still might swing anyway.
- 6) Is there a mandatory slide rule? (495 local rule) Players must either avoid contact or slide. Incidentally contact will be ignored at 2B, 3B, and home plate. This is an umpire’s call and is not arguable. A player coming in up with intent to injure or dislodge the ball will be out and will be ejected. Rules concerning obstruction and interference are applicable. Remember, sometimes there is a collision where no one did anything wrong. So, there is no mandatory slide rule and the MIAA rule is not applicable.

Official Babe Ruth Protest Rule 4.19

4.19

## **PROTESTING GAMES.**

Each league shall adopt rules governing procedure for protesting a game, when a manager claims that an umpire's decision is in violation of these rules. No protest shall ever be permitted on judgment decisions by the umpire. In all protested games, the decision of the League President shall be final. (In the 495 League, the League Rules Interpreter makes the decision)

Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the League President the violation adversely affected the protesting team's chances of winning the game.