2024 Lincoln Babe Ruth Baseball follows the NFHS Rule Book except for the following adjustments.

1. PLAYERS

- a. Only registered players with Lincoln Babe Ruth Baseball are permitted to play. Do not use non-registered players for any reason! Immediate life-time suspension will occur for the head coach.
- b. All players must wear the uniform top and cap provided by the League. No other uniform top, cap, logo, or other adornment can be worn during the game. Baseball style pants are required. Gray, white or black pants are permitted. All team members MUST wear the same color pants.
- c. The use of metal cleats is prohibited.
- d. All helmets must have a full face mask.
- e. Medical jewelry must be taped down or covered up with no metal or loose parts exposed.
 - i. No fashion jewelry or accessories are allowed. This includes all types of necklaces, rings, earrings, and bracelets made of rubber, string etc. Cover-up tape is not permitted.
- f. Players that are currently in high school are ineligible for participation in this league.

2. GAME

- a. Game time is game time. A five-minute grace period is allowed, but game time starts at scheduled time. Forfeits count as losses for tournament bracketing purposes.
- b. Games can start and continue with up to two less players than what is required in the field. A forfeit will be recorded if minimum number is not available at any time before or during the game, no exceptions.
- c. Teams may borrow a player from another team to help fill out a roster in the event a team does not have the minimum number of players to legally play.
 - i. These players MUST be already enrolled in Lincoln Babe Ruth Baseball. (See rule 1.a for more details).
 - ii. Substitute players may be from the same division or a younger division. Older players are not permitted to play down in a younger division for any reason.
- d. Each game will have either a six or seven inning/1 hour and 45-minute time limit, depending on the division (See 7. LEAUGES for more details).
 - i. No new inning can start after the game time length has expired.
 - ii. For game length purposes, the next inning starts as the same time as the previous last out.
 - iii. If time expires while the home team is leading and batting, the game is over immediately.
 - iv. New inning must start if game time is still available and maximum innings have not been completed.
 - v. During the regular season, if a team is losing and has no opportunity to win the game due to the score but time remains, coaches are encouraged (but not required) to continue play. At this point, once time has expired, the game is over immediately.
 - vi. During the season-ending tournament, game run rules will be in effect. As soon as a team cannot win or tie a game due to score, the game is over.
- e. Umpire time is official game time. Synchronize watches before the game.
- f. Games can end in a tie except season ending tournament games.
 - i. Innings and time limit rules are in effect for tournaments.
 - ii. After two extra innings of tournament play, the international tiebreaker rule will be used (last batter from the previous inning starts on 2nd base).
 - iii. International tiebreaker rules will continue for up to two additional innings. If still tied, a coin flip will determine winner.
- g. No infield practice is allowed on your scheduled field before any game, including tournament games. Please keep players off the infield prior to games.
- h. Only base coaches are to be out of the dugout during game play.
- i. Coaches that ask for time may not approach the field until the umpire has granted time first.
- j. The decision or ruling of the umpire is final!
 - i. Coaches cannot question judgment calls. There are no protests of judgment or rule enforcement decisions.
 - ii. Parents or coaches may be asked to leave if questioning of calls continues or is deemed inappropriate, spiteful, repetitive, or malicious.
 - iii. Intimidating umpires for calls can lead to immediate ejection without warning. Remember, coaches and parents are the adults; please act like it.
- k. Any coach, player, or spectator ejected from a game for sportsmanship MUST leave immediately. and not be allowed near the field of play, bench, or spectator area.
 - i. At Densmore, this would be leaving the complex. At all other facilities, the ejected person must return to their vehicle.
 - ii. First ejection of the player or coach will result in them NOT being allowed to coach or play for the remainder of that day PLUS the next game PLAYED.

- 1. In the event of a doubleheader, an ejection in the first game would mean that the coach or player cannot not return for the second game AND will serve a one game suspension for their next game. They must also meet with a Babe Ruth League official.
- iii. The second ejection of a player or coach will result in a three-week suspension from games, and they must meet with a Babe Ruth League official.
- iv. The third ejection will be suspension from the league for the remainder of the season and could lead to permanent expulsion from the league.
- v. A spectator that is ejected will not be permitted to return for any games the rest of the day but may return the next day.
 - 1. In the event of that same spectator being ejected again at any point during the season, they will not be permitted to return to games until they have spoken to an executive from Lincoln Babe Ruth Baseball.
- 1. At no time may a coach enter the field of play during a live ball to discuss a play with an umpire. This will result in immediate ejection from the game. Coaches MUST request time to speak with an umpire about the play prior to entering the field.
 - i. If a coach interferes with the defense's ability to make a play, the lead runner will be out, and the coach will be ejected.

3. PITCHING

- a. Pitchers may pitch a maximum of three (3) consecutive innings per game.
 - i. One warm-up pitch or actual pitch to a batter is considered an inning.
 - ii. A pitcher removed from the mound during a game may NOT return as a pitcher at any time during that game.
- b. Intentional walks must be signaled to the umpire. No pitches will be thrown. An intentional walk is counted towards an inning pitched.
- c. Maximum number of warm-up pitches: 6 before the game, with a pitcher change, or between innings. Only one pitching change per each at bat.
 - i. There will be a maximum of 2 minutes in between innings regardless of warmup pitch count. Coaches are encouraged to use this time wisely. Coaches should be prepared to help warmup a pitcher if the catcher is not ready.
 - ii. Another player may warm up a pitcher if the catcher is not ready, but they MUST wear a catcher's mask.
 - iii. A catcher can have a substitute runner for them if there are two outs. This runner should be the last recorded out.
 - iv. If a substitute runner is on base when it is their time to bat, they will be recorded as an out on the base they occupy and will come to bat. Coaches are prohibited from substituting a substitute runner, barring injury.
 - v. A catcher that has a substitute runner MUST catch the next inning. Failure to do so will result in an unsportsmanlike out to lead off the next inning.
- d. Pitchers may NOT wear batting gloves on either hand, or a long sleeve T-shirt or liner that extends past the elbow of the throwing arm that is colored white or gray.
- e. Any pitcher that is intentionally throwing at a batter that is determined to be malicious intent, will be immediately ejected from the game. See 2.GAME.k for more details.

4. BATTING

- a. A coach may have the option to use either a nine-player batting order, or a continuous batting order.
 - i. Use of either order does not mean that the coach must determine defensive positions. Re- entry rule is allowed.
 - ii. Late arriving players will be inserted at the end of the batting order. Be sure to inform opposing team and umpire.
 - iii. An out will NOT be recorded if a player leaves or when a batting spot is otherwise left open.
- b. NO throwing of helmets, bats, gloves, even as a casual toss back to the dugout is prohibited.
 - i. The umpire may call a player out, administer a team unsportsmanlike out, or add a ball/strike to the batter with no previous warning, with possible ejection. Remember, Sportsmanship!
- c. Batters, runner, and player-coaches MUST wear helmets when outside the dugout.
 - i. The umpire may call a player out for removing a helmet while on the field of play. This includes to and from the batter's box.
- d. Only one on deck batter is allowed outside the dugout if space allows. THINK SAFETY FIRST!
- e. Batboys and batgirls are allowed, provided they wear a helmet outside the dugout. They are subject to the same rules as players. REMEMBER, THINK SAFETY FIRST!

5. BASE RUNNING

- a. While it is not mandatory, a runner should slide on a close play to avoid contact or risk being called out. Feet first or headfirst slides are allowed.
- b. A runner may be called out and may be ejected from the game if contact with a fielder is determined to be malicious or intentional. Likewise, a fielder may be ejected if they initiate contact with the runner and it is determined to be malicious or intentional.
- c. Any batter-runner or base runner that is hurt during a play and cannot continue to run the bases, may have a substitute runner in their place. This should be the last recorded out.
 - i. If a substitute runner is on base when it is their time to bat, they will be recorded as an out on the base they occupy and will come to bat. Coaches are prohibited from substituting a substitute runner, barring injury to the runner.

6. WEATHER

- a. All rain out decisions prior to game times will be made at the discretion of Lincoln Parks and Rec maintenance workers in conjunction with Lincoln Babe Ruth Baseball League officials.
 - i. A notice of game cancelations will be sent to teams via Team Sideline as well as social media updates.
- b. Rainouts will be rescheduled accordingly dependent on team and field availably.
 - i. The first three rainouts for a team will not be made up.
 - ii. Every attempt will be made to makeup games after the third rainout prior to our lease running out with Lincoln Parks and Rec and in relation to our season-ending tournament. Teams may be asked to play on an alternate date or location, especially later in the season.
- c. During games, it will be the decision of the league to continue play if the event of inclement weather.
 - i. In the event of a commissioner not being present during this time, it is the umpire's decision, in conjunction with both head coaches, to continue the game. Remember, THINK SAFETY FIRST!
- d. In the event of a lightning strike within ten miles of the field, the game will immediately be stopped. Players, coaches, umpires, and spectators MUST leave the field area. A delay of thirty minutes will start at the first strike within ten miles of the field and will reset after each strike within that ten-mile radius.
 - i. At Densmore, this means the entire complex MUST be vacated. No exceptions!
 - ii. At all other fields, players, coaches, umpires, and spectators must return to their vehicles.
 - . Games in progress can be weather delayed, but the game clock keeps running.
- f. If the game is canceled while in a delay, a message will be sent via Team Sideline to all affected teams.
 - i. Coaches, please make sure to check your phones for messages in the event of a delay.
- g. Games may be shortened due to impending dangerous weather.
- h. It is considered a complete game if ½ the game time has been played or if three innings have been completed.
- . One attempt will be made to reschedule year-end tournament games.
 - i. If after the second attempt a year-end tournament game is canceled due to weather, a coin flip will decide who moves on to the next round.

7. LEAUGES

- a. While ideally, Lincoln Babe Ruth Baseball would like to have the 'Cal Ripken League' for players entering 8th and 9th grade, 'Jackie Robinson League' for players entering 6th and 7th grade, and the 'Babe Ruth League' for players still in elementary school, Lincoln Babe Ruth Baseball may need to adjust these age limits depending on registered players.
- b. Cal Ripken League:
 - i. Time Limit: 7 innings or 1 hr. 45 mins. No new inning can start after the 1:45 mark, (See 2.GAME.d for more details)
 - ii. Home to 1st: 80'
 - iii. Home to 2nd: 113'2"
 - iv. Pitching: 54'
 - v. 5 run rule per inning.
 - vi. Baserunners are allowed to lead off, steal 2nd, 3rd, and home.
 - vii. Balks are called.
 - viii. Dropped 3rd strike and infield fly rule are in effect.
 - ix. Players are NOT allowed to use metal spikes.
 - x. Players may use any legally manufactured bat or glove.
 - xi. Umpires are supplied by the league.
- c. Jackie Robinson League
 - i. Time Limit: 6 innings or 1 hr. 45 mins. No new inning can start after the 1:45 mark, (See 2.GAME.d for more details)
 - ii. Home to 1st: 70'

- iii. Home to 2nd: 99'
- iv. Pitching: 50'
- v. 5 run rule per inning.
- vi. Baserunners are allowed to lead off, steal 2nd, 3rd, and home.
- vii. During the first weeks of games, pitchers will be warned of balks. After that, all balks will be enforced.
- viii. Dropped 3rd strike and infield fly rule are in effect.
- ix. Players are NOT allowed to use metal spikes.
- x. Players may use any legally manufactured bat or glove.
- xi. Umpires are supplied by the league.

d. Babe Ruth League

- i. Time Limit: 6 innings or 1 hr. 45 mins. No new inning can start after the 1:45 mark, (See 2.GAME.d for more details)
- ii. Home to 1st: 70'
- iii. Home to 2nd: 99'
- iv. Pitching: 46'
- v. 5 run rule per inning.
- vi. Baserunners are not allowed to lead off, they may steal 2nd, 3rd and home after the pitch has crossed the plate.
- vii. Balks are not called, there are no pickoffs.
- viii. Dropped 3rd strike and infield fly rule are in effect.
- ix. Players are NOT allowed to use metal spikes.
- x. Players may use any legally manufactured bat or glove.
- xi. Umpires are supplied by the league.
- xii. Until School is out, Home Plate is closed to stealing and dropped 3rd strike will not be in effect.

Babe Ruth reserves the right to use its sole discretion to amend or make exceptions to any of its rules, for any reason, and at any time.