

Marin Babe Ruth Baseball League Inc.
Local Rules
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SECTION 1 – GENERAL LEAGUE REQUIREMENTS

1.1 TEAM COMPOSITION

- A. The number of teams and roster sizes competing for the new season will be determined during the registration period for that year based upon the number of registrants as of the league determined registration cutoff date, and the number of qualified Managers available to manage Babe Ruth Teams. The Registrar will maintain a Wait List if we cannot accommodate all registrants. Late registrants will be placed on the Wait List in order received. The Registrar will assign waitlisted players to a team with an open roster spot.
- B. The League is comprised of players 13-15 years of age as determined by the National Babe Ruth Age Chart. Each Team shall consist of no fewer than twelve players and no more than fifteen players.
- C. Returning players who register before the cutoff date will remain on the team that they played for during the previous season unless they request to re-enter the draft.
- D. A returning player who registers prior to the yearly determined cut off date but whose team has been disbanded will be ensured placement on a team. These players must attend tryouts.
- E. If a player quits a team after Draft Day, they will not be eligible for a refund of the registration fee and will not be eligible to play during the remainder of that season or in post-season play. The manager must notify the Board immediately if a player has permanently left the team for any reason. A League Official will contact the player to gather additional information about the circumstances.
- F. A registration fee, the amount to be determined annually by the Board, will be required from every registered player prior to the start of tryouts. Players will not be eligible to be placed on a team, even if they are a returning player, until the registration fee is paid.
- G. Financial Hardship: If the parents/guardians of a player are unable to pay the registration fee due to financial hardship, they must request in writing a reduction in fee prior to the start of tryouts. The Board will assess each request on a case-by-case basis and find a suitable volunteer position for a family member by which they can work off the registration fee.

1.2 MANAGERS AND COACHES

- A. Managers and coaches for the league will be approved by the Board for each season. Managers and coaches must submit a Coach's Application each year Managers and Coaches will be reviewed and approved for each season and must pass the National Babe Ruth Coaching Certification Course and successfully complete background screening.
- B. All managers and coaches must be 18 years of age and older. The Board can consider exceptions to this requirement.
- C. There shall be one Manager option per team; these options shall be declared prior to the yearly-determined cutoff date.

1. A Manager Option for a team will be designated in the new season draft for a new player who is the child of a Manager of the team or for whom he/she is the legal guardian. A team can have no more than one Manager Option player on its roster.
2. Manager options apply until the player leaves the team.
3. The League will place a player declared as a Manager Option into a draft round at the beginning of the draft following the established procedure. See DRAFT section for details.

1.3 HIGH SCHOOL PLAYERS

A. Players who are on High School baseball rosters are not eligible to participate in Novato Babe Ruth games or practices until the conclusion of their High School baseball team's season, including playoffs.

1.4 SPRING SEASON TRYOUTS

Tryouts are a requirement for all players who will be playing in our Spring Season for the first time (including new players who played in our Fall Ball program). Players who have a valid reason for missing tryouts (such as High School Players) may be placed on a team by the draft process, if a roster spot is available.

1.5 PLAYER DRAFT

A. Draft Attendance:

1. Only the Manager and one Coach for each team, and Board members will be present.

B. Sibling Rule. Siblings will not be split among teams unless requested by the sibling's parents.

1. When a sibling is already on a team: The new sibling will be assigned to a draft round by a draft committee based on tryout and past performance.
2. When no sibling is returning to a team, once the first sibling is drafted, the subsequent sibling(s) will be assigned to a draft round as pre-determined by the draft committee.

C. Players designated by their teams as Manager Option players and siblings will be slotted into draft round positions by the League Draft Committee using the following process:

1. All Managers shall by a designated time submit to the League President, their ranking of the top twenty players available in the draft.
2. The draft committee will use the ranking lists as well as their own observations to assign the manager options, and sibling options to the round the committee feels is fair and appropriate.

D. Draft Order shall be in reverse order of the regular season standings, preceded by any expansion teams.

1. For teams with the same record, standings will be determined using:

- a. Win loss record against each other.
- b. If win/loss records are identical, total runs scored against each other will determine the standings.
- c. If total runs are equal, the best intra-league record will be awarded the higher place in the standings.

If the above listed process of determining draft order does not resolve the tie, then draft order will be determined by coin flip between those teams.

E. The first step in the draft will be the placement of Manger Options, and designated siblings into the draft rounds of the respective teams as determined by the Draft Committee.

F. Draft attendees will be asked to participate in a “round table” discussion about players who could not attend tryouts to provide information to all managers so that players are drafted into appropriate draft rounds.

G. Draft will then proceed, and following a non-snake format where teams will draft in continuous sequential order (i.e., 1-12, 1-12) until all eligible players are selected based on roster limits determined by the Board.

H. If an impasse results during the draft due to disagreements, or confusion between drafting teams, a spot decision by the draft committee in attendance shall be rendered. The decision by the committee will be final.

I. Managers shall call all players within 24 hours of the conclusion of the draft. Specific draft round information should not be shared.

1.6 PLAYER POOL

The Player Pool is established to provide players to act as “fill-ins” when player illness, injury, or school activity results in a team entering a game with less than nine rostered players. The maximum number of Pool Players that can be assigned to a team is three. If a team has only five rostered players available, the game must be declared a forfeit.

A. Only registered players will be eligible to participate in the Player Pool. 13-year-olds will be considered first, then 14s, then 15s, when possible. Pool Players are limited to the following participation:

- Players cannot pitch when being used as a pool player.
- Pool Player is to start the game and play the entire game.
- Pool Players must bat at the end of the lineup, after the regular team players.

A violation of these rules will result in a forfeit by the violating team. The Player Agent or designated league official shall perform all contacting and locating of a pool player.

B. Manager or Coach shall call the Leagues’ Player Agent or designated official at least 24 hours prior to the game time to allow the official to contact and assign the team a pool player. Otherwise, the league takes no responsibility for filling a pool player position for any game. When calling, the Manager must list the players that are not coming to that game, and the reason for their absence.

Managers may not request additional pool players to bring their team beyond the minimum of 9 players.

C. If a Manager/Coach requests and receives a pool player, but on game day the team actually has 9 or more of their regular players, the pool player must still play the entire game.

D. Managers, coaches or others who do not follow protocol in attaining a pool player will be subject to disciplinary action as determined by the Board.

1.7 TEAM PRACTICES

A. Practices will be assigned to teams in a preseason manager's meeting. The City and School Districts monitor field usage, and teams must adhere to assigned practice sessions.

1. Teams are free to coordinate practice times with other teams to arrange scrimmages or practice games.

B. Teams may not practice prior to the announced practice start date.

C. Teams may arrange Exhibition Games and Pre-season Games – Inter and Intra league play:

1. Managers must notify and receive permission from the League President for games involving teams from other leagues.

1.8 MINIMUM PLAY RULE

Every player must play at least two innings in the field as defined as 6 (six) consecutive defensive outs and have had a completed plate appearance. Managers are encouraged to give players more than these minimums in order to develop each of their players.

A. If a player does not get the minimum playing time and one at bat in a regulation 6 ½ or 7 inning game, that player must play the entire following game.

B. If a player does not get their minimum two innings of play and at least one at-bat due to a shortened game caused by time limitations, the ten-run rule or a game called because of darkness, that player must start the next game, play three consecutive innings and have at least two at bats before being replaced in the game.

C. If any player arrives after the start of the game and is listed on the lineup card as "late", the manager shall notify the chief umpire and official scorer as to the situation if the player will or will not play in the game once that player arrives. Failure to make such notification will automatically make the late arriving player available for play in that game and is subject to the minimum play rule.

D. If a player is being withheld from the game by a team as a disciplinary action, the manager must notify the chief umpire, official scorer and the opposing manager.

E. Failure to adhere to this rule shall result in a one game suspension for the manager.

1.9 PITCHING LIMITATIONS – SPRING SEASON

A. Regular Season Pitching limitations are as defined by the National Babe Ruth Rules and Regulations and are summarized here.

1. The pitching week extends from MONDAY through and including SUNDAY.
2. A pitcher CANNOT pitch more than 7 innings in a pitching week.
3. ONE PITCH CONSTITUTES AN INNING PITCHED.
4. Rain Outs: Innings pitched prior to a game being called due to rain shall count towards a pitcher's weekly total.
5. A pitcher who pitches more than 3 innings in any one game MUST have at least two consecutive days rest before being eligible to pitch again.
6. Pitching eligibility in effect for rescheduled and makeup games go in accordance to the calendar week in which the games are played.

B. Our league has implemented a special Pitch Count Rule:

1. 14- or 15-year-old player Maximum Pitch Count is 95 pitches
2. 13-year-old player Maximum Pitch Count is 85 pitches
3. A pitcher must be removed from the mound at the end of the at bat in which his pitch count has been reached.
4. Any pitcher who pitches more than 40 pitches in an inning must be removed from pitching in that game and must receive two days rest.

The official scorer must record the pitch count after each inning and number of innings pitched for every pitcher. The count of the official scorer is the official count, and managers should verify pitch counts during the game. The official scorer must notify each manager that the pitch count limitation has been reached.

4. Any manager who returns a player to the pitching position after that player has reached the maximum pitch count will receive a mandatory three game suspension and the player will automatically receive a mandatory rest period of four consecutive calendar days of rest.

- a. The designated league official will notify the manager of the infraction and designate the next three games to be served as the suspension for the manager and establish the start date when the player will begin and end their mandatory rest period.

C. Any pitcher (starter or reliever) in the game cannot return to the mound in the same game once he is removed from the mound irrespective of whether that pitcher assumes a field position or is removed from the game.

1.10 SUBSTITUTIONS AND RE-ENTRY

A. Any of the nine (9) starting players may withdraw and re-enter (see 1.12 C) during the game as follows:

Substitution: A substitute cannot come out of the game until he has met the minimum play rule of playing 6 (six) consecutive defensive outs and have had at least one complete plate appearance during a game.

Re-Entry: Once a starter or substitute has been removed from the game for a pinch hitter, runner, or defensive replacement, that player may re-enter after his team has made six defensive outs and may re-enter at any part of the line up as long as it is for a player who has met their minimum play.

1. If a player re-enters illegally as a pitcher, fielder or runner, he must be removed from the game immediately when discovered. If he re-enters illegally as a batter, such illegal re-entry is penalized according to Official Baseball Rule 6.07, Batting Out of Order.

2. A starter may be removed from a game before meeting their minimum play.

B. If an injury occurs after all eligible players have been used, a substitute may re-enter the game. The substitute will occupy the position in the batting order formally occupied by the injured player. The opposing manager will choose this player only if there are no eligible players.

C. Player Ejection: If a player is ejected from the game he may be replaced by an eligible substitute. If a team is playing with nine players, and if there are no eligible substitutes, the opposing team will provide a player to take a defensive position until a player becomes eligible. If there are no eligible substitutes when it becomes the ejected player's turn at bat there will be no automatic out and the next player in the lineup will bat. If a player becomes eligible, that player may enter the game at the time of eligibility for the ejected player.

SECTION 2 – DAY OF GAME RESPONSIBILITIES

2.1 PRE-GAME DUTIES

A. Home Team Manager

1. Provide an official scorekeeper to record the plays and substitutions during the game, and keep an inning-by-inning pitch count for every pitcher in the game. Foul balls are to be included in the pitch count.

- a. Pitch Count Notification: When pitch count reaches the counts noted below, Official Scorekeeper shall notify both managers and home plate umpire.

- b. For 13's Notification shall be at 70 to 75 pitches.

- c. For 14 or 15's Notification shall be at 80 to 85 pitches.

2. Provide an announcer if applicable.

3. Provide a minimum of one field preparation volunteer before and after each game. The field must be raked, infield dragged, and lines marked before the start of each game, and reviewed for safety. (This responsibility is shared with the visiting team).
4. Provide five new baseballs to start the game, and supply additional new balls, if needed.
5. Gather the team before game with sufficient time for warm-up activities in order to take infield practice ten minutes before schedule game start time (following the visiting team). Each team is given ten minutes for infield practice.
6. Home team will occupy the first base dugout at all venues.

B. Visiting Team Manager

1. Provide a scoreboard operator
2. Provide two Snack Shack volunteers. Games cannot start until both volunteers staff the Snack Shack. If two volunteers are not prepared and ready to staff the Snack Shack at the start of the game, a coach from the visiting team must do so until both volunteers or suitable replacements have arrived. Failure to follow this rule may result in a forfeit of the game by the visiting team.
3. Provide a minimum of one field preparation volunteer before and after each game. (This responsibility is shared with the home team).
4. Gather the team before game with sufficient time for warm-up activities in order to take infield practice twenty minutes before scheduled game start time. Each team is given ten minutes for infield practice.

2.2 GAME RESPONSIBILITIES

A. All Team Managers

1. Responsible for the conduct and behavior of his or her players, and or abuse by coaches.
2. Responsible for supporting umpires, particularly in confrontations or abuse by spectators.
3. After the game, dugouts shall be clean, field prepared in game ready condition as follows:
Home plate area, mound and areas around bases shall be raked, infield dragged, and the mound, home plate area and base areas shall be thoroughly watered. Failure to perform any of these requirements during the regular season will be subject to the follow consequences:
1st offense: = a warning
2nd offense: = a one game suspension to be served by the manager and or coach or both.
4. Make sure the ballpark is secured after all games and practices, and buildings, including batting cage are locked.
5. Lights off, scoreboard shut down and control board and other equipment securely stored in designated location.

6. No players left waiting for a ride.

B. There shall be one Manager and no more than three coaches on the field including the dugout during the time of play. If there are more than three coaches on the field during play, the additional coach will be asked by the chief umpire to leave the field of play. Failure to do so immediately will be cause for a one game suspension of the manager as determined by the League President and Manager's Representative or designated league official to be served at the next scheduled game.

1. There will be only one designated spokesperson per team during the game. If this spokesperson is not the manager, the chief umpire must be notified prior to the start of the game as to who is the team spokesperson for that game.

C. Only rostered players, approved coaches and managers of a team may occupy the dugout during play.

D. In the event a game is ready to begin, and no umpire has arrived, wait 15 minutes after game time, and if possible, contact the League President or appropriate chief umpire. If all else fails, volunteer(s) may umpire so long as BOTH MANAGERS are in agreement. If an agreement cannot be reached, then a practice game may be played, and the game can be rescheduled through the Player Agent or designated league official. NOTIFY THE CHIEF UMPIRE OF THE PROBLEM.

E. The manager of the winning team must report the score of the game and innings pitched for their team by email to the designated League Official.

SECTION 3 – GAME RULES

The rules of Major League Baseball-National League Rules will apply; however the Local Babe Ruth League rules will have precedence. Some of these rules are re-stated below.

3.1 PROTECTIVE EQUIPMENT

Players must wear a league approved protective helmet while on deck, when at bat, and while running the bases. Players must also wear protective helmets while in the coaching box.

3.2 CATCHER'S PROTECTIVE EQUIPMENT

All catchers must wear the following protective equipment for all games and practices:

- MASK, including protective headgear covering the top of the head, and a throat protector.
- PROTECTIVE CUP and athletic SUPPORTER
- Chest Protector with heart guard
- Shin Guards

A. Warm up Catcher or any other player warming up a pitcher, including the bullpen, shall at a minimum wear a mask with throat protector, a cup and chest protector.

3.3 FORCED SLIDE

In the case of a close play at either second, third or Home Plate, the runner is not required to slide. However, he cannot intentionally or maliciously (in the judgment of the head umpire on the field) run

over, run into, or knock down a defensive player. Flagrantly running into a defensive player may result in the runner being called out by the umpire and is grounds for ejection.

3.4 OFFICIAL GAME

A. An Official game is seven innings if the Home Team is behind, and six ½ innings if the Home Team is ahead.

1. If a game is called due to rain or darkness after 5 full innings, or 4 ½ innings if home team is ahead, that game will be considered a complete game.
2. If such a game is called due to darkness or rain before the completion of the bottom half of the sixth or seventh inning, the game score shall revert to the last completed inning. There will be no official record for the cancelled half inning.
3. The official time limit for a League game is 2 hours and 15 minutes. A new inning will not start after this time limit has been reached.
 - a. A new inning begins when the 3rd out is registered at the bottom of the previous inning.
4. The official start time stated by the home plate umpire must be recorded in the official book.
5. A game suspended before it becomes an official game shall resume play from the point of stoppage.
6. Games played during playoffs will have no time limit and will be considered official only when at least six ½ innings are played. If the game is suspended due to darkness or rain, it will be continued from the point in left off, when rescheduled.

B. If an official game ends in a tie due to darkness, rain or time limitation, the game shall remain a tie in the official records.

1. A tie game counts in the standings as half a game won and a half a game lost.

C. Mercy Rule: Any game shall be terminated once becoming regulation if one team is ahead by ten or more runs after the fifth inning and has had an equal time at bat or the home team is leading.

3.5 RAIN-OUTS AND POSTPONED GAMES

A. Procedures required to determine a “Rain-out” shall be as follows:

1. The Novato Unified School District (NUSD) rain phone shall be called by a designated league official to verify if the message date and information are current for the day of-game and verify if the field is or is not listed as closed due to rain.
2. The designated league official shall make the call to the Rain Phone at or after 3:00 p.m. for weekday games or by 8:30 AM for weekend games
3. Only the designated league official has the authority to cancel a game based on field conditions or the information provided on the rain phone.

4. Once the game has begun, the Head Umpire has the authority to determine that the field is not safe for play, and that the game is rained out.

5. If no rainout message is received by the managers from the designated league official, both teams and coaching staffs shall show up at the ball field and be prepared to play.

B. Re-Scheduling a Postponed Game: Any regularly scheduled game that is postponed will be played on the next open day, weather and field conditions permitting. The games will be rescheduled in the order of the original schedule, if possible.

1. The designated league official will be responsible for rescheduling games. The Board may cancel re-scheduled games if the game does not affect the standings and would disrupt the scheduling of postseason tournaments.

3.6 PROTESTED GAMES

A. Judgment calls (ball caught or dropped, runner safe or out, fair or foul balls, balls and strikes), including ejections, are not subject to protest. If a manager or designated spokesperson feels a rule has been violated, he shall consult with the umpires on the field. If after consulting with the umpires, he still feels the decision is incorrect, he will then notify the plate umpire that he is playing the game under protest, and he shall make sure that the plate umpire notifies the official scorekeeper. The protest must be made before the next pitch is made or the protest will not be considered.

B. The Protest Committee shall be comprised of a minimum of three Board members; its' decision shall be final.

3.7 DETERMINING LEAGUE STANDINGS

A. Standings in the Divisions (National and American) will be determined by the win/loss record of all league games. Teams in a division with the same record will be placed in standings using the following criteria:

1. Win/loss record against each other.

2. If win/loss records are identical, total runs scored against each other will determine the standings.

3. If total runs are equal, the best intra-division record will be awarded the higher place in the standings.

3.8 LINE-UP FILL-INS

A. If after following the Player Pool process a team has eight players at the start of a game or during the game, the opposing team will provide a player to take a defensive position. When the open position in the batting order arrives, no automatic out will be recorded, and the next scheduled batter shall bat. If a team has less than eight rostered players available to play a game, the game must be declared a forfeit.

1. The League President, Vice President or Players' Agent shall have the authority to provide extensions of time in specific occasions resulting from extraneous schedule conflicts. Examples of this might be late arriving buses from school functions.

SECTION 4 – CODE OF CONDUCT

Our League's code of conduct is in effect on and off the field of play within the school grounds or facility where game is played.

4.1 MANAGERS, COACHES, AND PLAYERS BEHAVIOR

A Managers are responsible for the behavior and conduct of their teams Managers and coaches are expected to set a positive example by being fair, honest and uplifting with their players. If there are any concerns or problems the player agent should be notified immediately.

B. Managers, Coaches and Players shall not argue balls, strikes or judgment calls made by an umpire. A designated individual (Manager or Coach) has the right to discuss a call or play in a diplomatic manner.

1. If any other individual other than the designated spokesperson becomes involved in the discussion, that person will be subject to ejection by the umpire.

C. The throwing of bats or helmets in anger will NOT be tolerated. The first offense will result in a warning and the second offense will result in the player being ejected from the game.

D. Profanity, acts of aggression or disrespect by any manager, coach or player towards his own or other team's players or managers, coaches or spectators will NOT be tolerated. First offense will result in a warning, and a second offense an ejection from the game by the head umpire.

1. If in the judgment of the umpire, the action is so flagrant, excessive, or offensive, that player, manager, or coach may be ejected without previous warning. NOTE that running over a catcher or fielder may be subject to immediate ejection. (See 3.3 Forced Slide Rule)

E. Ejection: Any individual ejected by the umpire from a game MUST leave the field immediately (Field includes all public space within 100 feet of the out of play area of the ball yard and or field. Continued arguing and/or failure to leave the field of play will result in additional disciplinary action by the Board of Directors. The disciplinary actions associated with ejection are as follows:

1. Ejection from 1 game = Next game suspension.
2. Ejection from 2 games = 1 week suspension
3. Ejection from 3 games = Automatic dismissal from the League.

F. Serious offenses, such as assault and/or battery of an umpire, players or coach (this includes, but is not limited to hitting, kicking, spitting, throwing objects) will be subject to a meeting between offender, offended, team manager, president or vice president or Board designated committee and Umpire-In-Chief to determine the best course of action to address the issue.

1. The player, manager, or coach may receive a verbal or written reprimand, and be required to apologize or make amends.
2. Serious offenses may also result in suspension for a certain number of games, or even expulsion from the league.
3. A hearing may be called to address the situation in more detail. During the interim, the League President with counsel of the Umpire-In-Chief may rule and assign suspensions until a hearing can be held. This meeting will be held as soon as possible, but a one game suspension is automatic with this type of offense.
4. Any expulsion from the league requires a vote of the Board after a full hearing of the offense or series of offenses.

4.2 PARENT AND FAN BEHAVIOR

- A. Parental misbehavior will not be tolerated. Unruly parents may themselves be banned from the ballparks and their behavior could ultimately result in their child's suspension or expulsion from the program.
- B. Continued misbehavior after warnings by the chief umpire may result in the calling of the police and possible charges filed by the league.
- C. Hearing where applicable will be performed in the manner as outlined in the Code of Conduct portion of these Rules.

4.3 DRUG AND ALCOHOL POLICY

- A. The use of any non-prescription drugs, alcohol or tobacco is forbidden. The use or possession will result in a players' ejection from the game. Managers, coaches, parents, spectators, umpires and all other people at the game or at the ball park at any time are prohibited from using or possessing any of these substances.

SECTION 5 SPRING TRAINING PRE-SEASON GENERAL APPROACH

A Pre-season period has been created for those players signed up for the Spring Season who are not playing High School baseball to provide opportunities for younger players to practice and play games until the Marin County High School Freshman Baseball schedule completes. The number of Spring Training teams will depend on the number of 13-, 14-, or 15-year-old sign-ups from returning players and new players who are not playing High School Baseball. The aim of the Spring Training teams will be to provide focused training and practice time to develop players not getting that opportunity at high school.

5.1 Pre-Season TEAMS

- A. Spring Training Teams will be formed following the Spring Draft. Rosters will be created by combining players on the Spring team rosters who are not playing High School baseball. For example, 4 REDS + 4 ANGELS + 4 CUBS may become a Spring Training Team, and 6 TIGERS + 6 WHITE SOX might be another Spring Training Team, etc. until we have all non high school players

playing on a Spring Training Team. Spring Managers will divide up to share coaching for these teams. We may have uneven roster sizes for this pre-season period as we try to keep drafted teams together.

B. Spring Training teams will play games among themselves in a developmental league approach.

1. Games will be conducted in a scrimmage approach, with in-game coaching expected.
2. No standings will be maintained.
3. All Players will appear in the batting order, and all players must play at least nine defensive outs.
4. If a team has less than nine players, the opposing team will provide players to take defensive positions.
5. No pitcher may pitch in more than two innings.

C. Teams may schedule games with other leagues with Board approval.

SECTION 6 – LEAGUE PLAYOFFS

6.1 Exceptions to League Rules for League Playoff play shall be as follows:

1. Pitching Rule: A pitcher cannot pitch more than seven (7) innings in two consecutive games. Two days rest rule does not apply.
2. Games played during playoffs will have no time limit and will be considered official only when at least six ½ innings are played. If the game is suspended due to darkness or rain, it will be continued from the point it left off, when rescheduled.
3. Team with best league record can chose to be either home or visitor.
4. Board shall determine number of teams in the tournament based on the team records and availability of fields.

SECTION 7 – ALL STARS

7.1 ALL STARS OVERVIEW

The All Star teams are intended to be a competitive team that will represent Marin Babe Ruth Baseball League at the Regional, State, National Babe Ruth or various non-Babe Ruth Tournaments. The Board may elect to not field any All Star teams, or to field one, two or three teams. The choice of non-Babe Ruth tournaments to compete in should be decided early in the year by the All Star Committee. The players and coaches should be notified prior to All Star team selection what non-Babe Ruth tournaments the league will be competing in. Parents, managers, coaches and players should be made aware that participating on All Star teams is a privilege and an honor. The commitment to an All Star team goes far beyond the desire to be on the team. The time, money, effort and emotion invested by coaches, players and parents can be extreme. All involved should be aware of the requirements and expectations of being on an All Star Team.

7.2 ALL STAR TEAM SELECTION

A. Selection for a team will be based both on performance during the current season as well as by tryout. Selection will be made following a tryout at a designated time and place chosen by the league. There will be a separate tryout for each 13, 14 & under, and 15 & under year old team, as well as an alternate date if necessary. A player may try out for a team of league age older than his league age, as well as his own league age team. If desired, he may tryout for more than one team, but may only be selected to one team.

1. All Star players must be on a Team Roster by June 1

2. A player must tryout to be selected for an All Star Team.

B. All Star Teams will be comprised of up to 15 players, with up to two alternates.

C. Players shall be selected by the All Star manager, with approval by the Board.

D. An All Star Team is an open roster team; the manager can drop or add players for each tournament level at his discretion, with approval of the Board.

E. The League will provide administrative support for each team; however, each team should have a designated team parent or treasurer to aid in the collection of fees and documents for each tournament. If the team does not have a team parent or treasurer, the manager will be responsible to collect the fees.

1. If league uniforms are used by an All Star team, there will be an upfront cost of \$50.00 for each player that makes the All Star Team. This fee will be reimbursed upon return of their uniform.

2. Each player that participates in a tournament will be billed for their portion of the tournament fees. This money will be collected by the team parent or treasurer. Billing will be on each tournament basis. Failure to pay will disqualify that player from participating in any future tournaments, until that player becomes current with the league.

3. Any new players added to the team will have to pay the upfront cost, at the same level as other players, before they can play.

4. The league will not pay for traveling expenses, food or miscellaneous costs.

5. If a family cannot afford the costs of an All Star Team, with Board approval a scholarship may be granted.

7.3 GENERAL ALL STAR TEAM RULES

1. There is no must play or minimum play in All Star games. Parents need to discuss with their players that they may not play during a tournament game. Playing time will be determined solely by the manager.

2. Parents are responsible for providing transportation to and from practices and games.

3. Parents and players are required to abide by the Babe Ruth Code of Conduct while participating in tournament games.

4. Managers and coaches are required to know tournament rules and abide by them.

5. A player will not miss a regular season game to practice with their All Star Team.

7.4 ALL STAR MANAGERS AND COACHES SELECTION

A. All Managers and Coaches may apply to be an All Star Manager or Coach.

1. If more than one manager applies for a team, the Board will select the most qualified candidate.

2. The Board must approve all managers and coaches before they can coach an All Star team.

B. A manager or coach cannot manage or coach more than one All Star team, however, they can help with multiple teams at practice.

SECTION 8 – FALL BALL

8.1 FALL BALL OVERVIEW

The Fall Ball program is intended as a developmental league providing new 13-year-olds with an introduction to the regulation size playing field, and giving returning players opportunities to develop their skills or try new positions. Though standings are kept and a championship playoff is held, the emphasis is on player skill development.

8.2 FALL BALL TEAM COMPOSITION

A. New teams are formed each year using a draft format like the Regular Season draft. All players who sign-up will be drafted, and placed on a team.

B. Each fall Ball team must draft at least four new 13 year old players, assuming a sufficient number of 13's sign up.

8.3 FALL BALL GAME RULES EXCEPTIONS

A. No pitcher may pitch more than two innings in a game.

B. All players may re-enter to any defensive position, including pitcher, except that once a pitcher has pitched in a game, he may not re-enter as a pitcher. Minimum Play rule applies.

C. All Players will appear in the batting order, and must stay in that batting position.

D. Due to shorter days in the Fall, Fall Ball or Fall Ball Playoff Games suspended by darkness or rain will be considered completed games by going back to the last completed inning. Only if the game is not an "Official Game" will the game be continued from the point of stoppage.

E. If a team does not have nine players, they may request players from the opposing team (opposing manager selects) to take defensive positions.

1. A team may elect to play the game without eight players, and not request additional players.