

**Crystal Lake Babe Ruth Baseball League Rules**

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# Crystal Lake Babe Ruth Baseball League Rules

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# Crystal Lake Babe Ruth Baseball League Rules

## I. RULE SETTING AND PRECEDENCE

- A. All proposed rule changes, additions, or deletions must be presented at the regular January membership meeting. Reasoning for the rule must be thoroughly and clearly presented in writing with copies available for all Board members and team managers. Voting on all rule changes will take place only at the regular February membership meeting. Rule changes will not be considered at any other time.
- B. National Babe Ruth League Rules and Official Baseball Rules will govern unless changed in these Local Rules. Local Rules take precedent, then National Babe Ruth Rules follow and then Official Baseball Rules.
- C. Any situation not specifically covered in these Local rules, National Babe Ruth Rules, or Official Baseball Rules will be decided on by the Board of Directors. The decision of the Board of Directors shall be final.
- D. The rules committee shall have the authority to change, alter, or eliminate any “minor” rule at any time. The changes can involve spelling, grammar, or procedural (Number of teams, etc.) changes or any rule that is no longer followed by the entire league. The rules committee will submit to the Board of Directors a list of all of the changes. The Board can accept or reject these changes based on if they are significant or procedural changes and make a report to the general membership.

## II. FIELD MAINTENANCE

- A. Any emergency field repair (due to weather, vandalism, absence of groundskeeper, etc.) will require the services of at least one representative from each team that is scheduled to play. If the Board feels that the spirit of this rule has been violated, the game may be forfeited to the opposing team.
- B. Any team using the portable backstop, rakes, drags or any other field equipment is responsible for returning it to its proper place or risk forfeiture of its use.

## III. EQUIPMENT & SECURITY

- A. There are two batting cages available for team use as of the spring of 2007. The following must be observed in order to ensure fair use:
  - 1. Use of the batting cages changes at the top and bottom of each hour. No matter when a team starts their batting cage session, that session will end at the next top or bottom of the hour.
  - 2. Helmets are required for any player, whether pitching or batting, while in the batting cages.

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3. Only the pitcher and the hitter are allowed in the cage at any time.
  4. Batting cages are **not** to be used as a bullpen.
  5. Batting cages are for CL Babe Ruth or the visiting teams' players **only**. Please help police this policy.
- B. The home team manager is responsible for:
1. Getting the bases from the shed, installing them (unless already put in place by the grounds keeper or from the prior game), and returning them to the shed after the game.
  2. Obtaining two new baseballs and giving the balls to the Head Umpire. During the game either of the managers can replace damaged balls or fulfill any other umpire requests.
  3. Keep the official scorebook if the official scorekeeper is absent.
- C. **After the last game of the day, the home team manager must remain in the refreshment stand area until the auxiliary worker secures the stand and has safely entered and departed in their automobile.**
- D. Managers and Coaches should not leave players unattended. After every game, or practice, each team's Manager, Coach and other adults should insure that the players have been picked up or that another mode of transportation home is agreed to by the player's parents.
- E. **Both** team managers are responsible for field maintenance and equipment security after each game:
1. Raking down the pitcher's mound, bases, and batter's boxes after each game.
  2. Returning the bases and all other equipment to the shed after the game if it is the last game of the day.
  3. Securely locking the equipment shed or equipment box after all equipment is stored away.
  4. Checking to be sure the scorekeeper has secured his equipment and booth and the scoreboard is turned off.
  5. Making sure the field lights are turned off and the key has been returned to the proper place.
- F. The scorekeeper, or both managers in the scorekeepers absence, is responsible for:
1. Putting away the scoreboard numbers and securing the scoreboard (including the scoreboard controller and cord.)
  2. Taking down and putting away all flags.
  3. Securely locking the scorer's booth.
  4. Writing up and turning in a complete game summary sheet, that must include the following information: Date, Time of Game, Field, Teams playing, Final Score, Pitching Innings for all pitchers, all temporary (game draft) players used, ejections, indication if game was protested, and the signature of both game managers.

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### G. Equipment repair/replacement

1. Equipment needing repair must be labeled with team name, type of equipment, and repair needed. Damaged equipment must be turned in to the Equipment Manager before replacement is issued.
2. Each team manager and the League Equipment Manager will conduct an equipment inventory after each season ends. All equipment needs (repairs, replacements, or additions) must be turned in by the team manager in writing by the October general membership meeting. By doing so, equipment can be fixed or purchased at off-season costs in time for the following season.

## IV. FORFEITS

- A. In the event of a forfeited game; if the managers and umpire agree; the game can be played as a practice game but no statistics will count. If in the judgment of the umpire, the practice game is not being played in the best interests of the league, the game will be called.
- B. A game will declared a forfeit and awarded to the opposing team if the League statistician (or a Board appointed committee if the League statistician is involved) notices and verifies that an ineligible pitcher (as described in IX.E.) or an ineligible temporary player (as described in XVII.J.) are used.

## V. SUSPENDED/POSTPONED/CALLED GAMES

- A. All games shall be played to a full seven (7) innings (6-1/2 if the home team is winning.)
  1. If the game is tied after seven innings, play may be continued until a winner is determined.
  2. Any game stopped for any reason after five complete innings (4-1/2 if the home team is winning) shall be considered a regulation game. This includes tie games.
  3. Any regulation game stopped in the middle of an inning (due to weather or darkness) shall revert back to the last completed inning.
- B. Managers are responsible for fielding a team at the designated time and field.
  1. Regular season games: Before becoming a regulation game, any game that is delayed for any reason such as darkness, weather, time, etc., shall be declared a suspended game. It shall not be considered a "called" game. The suspended game shall be resumed at the exact point of suspension of the original game. The line-up and batting order in place at the moment of suspension will apply, subject to the rules governing substitution. Innings pitched will be charged in the week actually pitched.
  2. Regular season games: After becoming a regulation game, ties and "called" games for any reason such as darkness, weather, time, etc., shall NOT be replayed or be considered a suspended game.

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3. In the event of a suspended, postponed, or canceled game, the League will reschedule the game as soon as possible and advise the managers, umpires, scorekeepers, and auxiliary.
- C. Maximum Run Lead: Games will be declared official complete games when a team is ahead by:
- 15 runs after 4 innings (3 1/2 innings if the home team is ahead)
  - 12 runs after 5 innings (4 1/2 innings if the home team is ahead)
  - 10 runs after 6 innings (5 1/2 innings if the home team is ahead)
- D. No continued, suspended or make up game will be allowed on a day when a team has another game scheduled, unless it is against the same opponent or approved by the CLBR Board.

## VI. STARTING THE GAME

- A. Possession of the field before game; Home team has possession of the field until 20 minutes before game time. From 20 minutes before game time until game time the Visiting team has possession of the field. Between games, depending when preceding game finished and next game starts, home and visiting teams shall equally split the time.
- B. All games will start at the time designated per the schedule. If one of the two teams is unable or unwilling to start at the designated time, 15 minutes grace will be allowed by the umpire, then he will forfeit the game to the opposing team. (See Section IV. FORFEITS.) A team may elect to start and play a game with only 8 available players. The 9<sup>th</sup> or open spot of the order will be considered an automatic out as per Rule VIII.B.2.b. Every effort should be made by the manager or coaches to get the team up to 9 layers using Rule XVII. GAME DRAFT. A team may not play with less than 8 players for any reason.
- C. The home team shall occupy the 3rd base bench.
- D. After the game, one game ball shall be given to each team as a practice ball.
- E. There is no set time limit for a regulation game. However, play must be stopped if one of the following occurs:
1. When there is a following game, no new inning shall start 1/2 hour (30 minutes) before the next game is scheduled to start.
  2. When games under the lights are being played, no new inning shall start after 10:30 P.M.
  3. For games not being played under lights, no new inning shall start after 8:30 p.m., or anytime before that time if the umpire rules that it is too dark to begin another inning. See Rule V. SUSPENDED/POSTPONED/CALLED GAMES.

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- F. Each half inning starts with the third out of the previous half inning.
- G. Hot Days Rule: Managers must agree before the game as to whether or not the rule will be in place. If there is no agreement, the umpire will decide. NOTE: The umpire cannot overrule any decision that both managers agree. In order to speed up the games on hot days, pitchers will be limited to three warm-ups between innings and no infield or outfield practice will occur between innings. Also, a courtesy runner may be used for the current catcher at anytime in the inning. The courtesy runner will be the player who made the last batted out.
- H. Field Umpires:
  - 1. If the scheduled umpire-in-chief does not show up to call the game; a substitute umpire may be used if both managers agree. Both managers must sign the official scorebook stating so.
  - 2. If both managers agree before the game starts, a volunteer field umpire may be selected. The league paid umpire has no vote in the selection decision; however, the league paid umpire is the umpire-in-chief for the game.
  - 3. The umpire(s) must sign, and also print his name, in the official scorebook, or home team scorebook if there is no official scorebook.

## VII. GROUND RULES

- A. Any ball that bounces over or goes through or under the outfield fence will be declared a ground rule double.
- B. At Frank Repp Field any ball hitting the trees in left field on the fly, in fair territory, will be declared a home run. Any fly ball hit over the fence will be declared a home run.
- C. If a ball is stuck in the outfield fence, player shall raise arms to indicate to the umpire. It will be at umpire's discretion as to how many bases the runner or runners advance.
- D. Warm-ups and Batting practice:
  - 1. During games at Lippold Park, no warm-ups may be done between fields near the spectators. Players warming up should use the outfield foul areas or a non-used field. At Veteran Acres or Central High School, teams should stay clear of spectators and the field while warming up.
  - 2. All pre-game batting practice must be done with the batter either in the batter's box or on a warning track. It is encouraged team's use soft toss or batting practice using wiffle balls or an empty field to avoid disruption with the other team.
  - 3. During outfield pre-game throwing, players should not stand on the outfield foul lines.

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- E. A line extending from the backstop and parallel to the base lines designates the IN BOUNDS area. This line will be clearly marked for every game.
- F. During practice there will be no pitching to batters from anywhere, other than the pitching mound.
- G. Outfield fence distances:
  - 1. Frank Repp field distances to the outfield fence are 310' in right, 350' in center, and 297' in left. However, the left field fence is contoured to accommodate the trees in that area.
  - 2. Lippold Park #1 and #2 are 315' in right, 355' in center, and 315' in left.
  - 3. Lippold Park #3 and #4 are 320' in right, 370' in center, and 320' in left.
- H. The field will be clearly lined for all games indicating field of play, foul lines, running lane, and out of bounds line.
- I. Safety
  - 1. All batters and base runners must wear a double flap protective helmet. If a player accidentally loses his helmet while running the bases or takes off his helmet while on base or after hitting a home run, the player will not be called out. Players should be instructed by managers and coaches to keep their helmets on at all times. If an umpire must warn a player to not remove the helmet that player will be ejected the next time the player deliberately does so.
  - 2. All players who coach at first or third base must wear a protective helmet while coaching.
  - 3. All players who warm up a pitcher at any time must wear a protective helmet and mask. Chest pads and shin guards are recommended but not required. Pitchers and catchers or any other players warming up will do so at a proper and safe distance away from spectators.
  - 4. All players who catch in a game must wear a protective catcher's mask (with a throat protector), helmet, chest pad, shin guards and cup. Any catcher not so equipped will not be allowed to catch in the game.
  - 5. All players are required to wear a protective cup for males, and similar protective gear for females, for practices and games.
  - 6. While metal spikes are not encouraged by the league, they are not prohibited.
  - 7. A player participating in the game shall not fake a tag without the ball. The umpire shall issue a warning to both managers and the next player to break the rule shall be ejected.
  - 8. As per Babe Ruth League Baseball Rules and Regulations 2006: Jewelry is prohibited. A player shall not wear jewelry. Medical bracelets or necklaces are not considered jewelry and if worn, must be taped down. Managers and Coaches will instruct those players with jewelry to remove the item or items before practices or games. The umpire will warn players and teams to remove jewelry or other

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dangerous items. If the player is warned and does not remove the jewelry, then the player is ineligible to play in the game.

- J. Occupying the Dugout: Only the rostered manager, rostered players, and rostered coaches may occupy the dugout **at any time**. All spectators (parents, friends, relatives, etc.) must be outside of the dugout.

K. Dress Code:

1. All players must dress in the issued uniform of their Crystal Lake Babe Ruth Baseball League Team. This uniform consists of the team cap, jersey, pants, and socks. If not, the player is ineligible to play in that game. Managers and coaches are not required to dress in uniform, but suitable attire for all games is mandatory.
2. All players shall wear the Official Babe Ruth Baseball Shoulder Emblem as stated in the Rules and Regulations of the Babe Ruth Baseball Rule Book. (Found in Local and League Play Special Rules and Tournament Play Section.) This emblem will be sewn on the left shoulder sleeve of the uniform. Emblems may not be pinned, taped, or affixed in any unsafe manner. After the first week of scheduled play, any player who fails to sew on the emblem will not be allowed to play.
3. Each player is issued one emblem. Additional emblems may be purchased for the price of four dollars.

- L. Tobacco (smoking): The Babe Ruth Baseball Rule Book prohibits the use of all tobacco products by any player, coach, manager, or umpire in either tournament or local league play. The CLBRL local rules expand on this. During either tournament or league play the use of all tobacco products, including smokeless, is prohibited by anyone, including parents and spectators, within the vicinity of the fields, dugouts, or stands. This includes any storage shed, scorekeeper stand, concession stand, or auxiliary building. School District 155 prohibits smoking anywhere on their property.

M. Field Conduct

1. Throwing of equipment during a game will not be tolerated. Any violation will result in a warning to the player and manager and possible removal from the game by the umpire, manager, coach or League officer.
2. A player, substitute, coach, or other bench personnel shall not:
  - a. Commit any unsportsmanlike act (physical or verbal) that is intended to antagonize, intimidate, or confuse a member of the opposing team;
  - b. Behave in any manner not in accordance with the Spirit of Fair Play;  
PENALTY: The umpire shall issue a warning to the manager of the offending team. The next person of that team to break that rule shall be ejected.
3. If a manager, coach, scorekeeper, or player is ejected from a game, the President of the League will be notified immediately by the managers. The Board of Directors will decide if the ejection should warrant a warning or a suspension. All subsequent ejections will result in the individual being suspended for one game.

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4. A runner will be declared out if, in the umpire's judgment, the runner maliciously runs into a defensive player. The runner is subject to ejection from the game.
- N. Only the manager, or designated acting manager, may discuss game situations with the umpire. Coaches and players cannot question calls. Before the start of the game, the umpire and opposing manager must be notified as to who the team manager is for the game. In the absence of the manager, an acting manager is appointed.
- O. All 13-year-old league (Prep League) games shall be played on a regulation field that has 80 feet between bases and the distance between the pitcher's plate and home base (the rear point of home plate) shall be 54 feet.

### VIII. PLAYING RULES

- A. Practice times at Frank Repp Field and Lippold Park will be reserved by starting with the highest won/lost percentage from previous year unless the majority of the team managers approve some other type of selection process.
- B. The Crystal Lake Babe Ruth Baseball League modifies the pertinent provisions of the organized baseball rules by placing all players present at the game in the batting order.  
Ex.- if you have 12 players at the game, the batting order is 12 players
  1. The batting order remains the same for the entire game (players may not exchange places in the batting order)
  2. There are no pinch hitters, pinch runners, or courtesy runners except where stated elsewhere in these rules.  
Exception- in the case of an injury, a base runner may be replaced by the last player in the lineup to make an out (if it is the first batter of the game, he is replaced by the last player in the lineup.)
    - a. If a player is forced to leave the game because of injury, leaving game, etc., and the team still has 9 or more players, his spot in the batting order is "skipped."
    - b. If a player is forced to leave the game because of injury, leaving game, etc. leaving the team with 8 players, his spot in the order is considered an "automatic out". (No pitches need to be thrown and the ball remains in play.)
    - c. If a team is down to 7 players or less after the start of a game for any reason, the game is considered a forfeit.
    - d. Exception if a player is ejected from the game his spot in the order is considered an "automatic out" regardless to the number of players remain in the lineup. If the team is down to 7 players or less the game is considered a forfeit.

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3. If a player is injured during an at-bat and is unable to complete the at-bat, the batter is “skipped” and play continues with the next batter in the order with a new count. Any actions that occurred during the “skipped” at-bat remain. If the injury leaves the team with less than 9 players the “skipped” at-bat becomes an automatic out.
  4. If a player arrives after the start of a game he is placed after the last player in the batting order.
  5. Teams are allowed free defensive substitution (except for pitcher limitations). Players may enter and re-enter the game with no restrictions.
  6. The players may be placed in the batting order in any order (the nine defensive players do not have to be the first nine in the batting order)
  7. Temporary replacement players may be placed anywhere in the batting order.
  8. Every inning the manager will need to tell the official scorekeeper the players on the bench (not playing defense) and the pitcher. This is so the scorekeeper can insure all players receive the minimum playing time and record the correct pitcher and innings pitched.
- C. Every uniformed player on both teams must have a minimum of one complete appearance at the plate and nine (9) outs in the field per scheduled game. Failure to comply will result in forfeit (See Section IV; FORFEITS) of the game by offending team and the player who did not play must play the next game that he/she is available to play, **in its entirety**.
1. This rule shall not apply in less than six (6) complete innings by both home and visiting teams; injured players; absent players; disciplinary action of a player by manager, coach or League.
  2. If an umpire calls a game and the player would have been up in the last half of the inning for his only appearance at the plate in the game, it will not be a forfeit. (This is a situation where three outs are counted as a complete inning such as the top of sixth with the home team winning.) However, this does not apply to the last of the seventh with the home team winning.
- D. If a runner is injured running to a base, a courtesy runner may be used to replace the injured player on base. The courtesy runner will be the player who made the previous out unless the injured player is the team's leadoff batter for the game. In that case, the last batter of the batting order will be the courtesy runner. A player may be replaced by a courtesy runner only once per game. See "Hot Days" as per Rule VI.G. STARTING THE GAME, for additional courtesy runner.
- E. A batter shall not delay the game by failing to take his position promptly in the batter’s box within twenty (20) seconds of the pitcher receiving the ball. The batter must keep at least one (1) foot in the batter’s box throughout the time at bat.

EXCEPTIONS: A batter may leave the batter's box when:

1. The batter swings at a pitch, or;
2. The batter is forced out of the box by the pitch, or;
3. The batter attempts a "drag bunt," or;

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4. The pitcher or catcher feints to any base, or;
5. The pitcher leaves the dirt area of the pitching mound after receiving the ball back from the catcher, or;
6. A member of either team requests and is granted "time," or;
7. The catcher leaves the catcher's box, or;
8. The catcher does not cleanly catch pitched ball.

PENALTY: If the batter leaves the batter's box and none of the above exceptions apply, the plate umpire shall charge a strike to the batter. The pitcher need not pitch, and the ball remains alive.

- F. CONTACT RULE: When approaching any base, including home plate, the runner's intention must at all times be to reach the base. A runner's intention should not be to cause contact, interfere with the fielder, or dislodge the ball. If a runner attempting to reach any base, including home plate, intentionally and maliciously runs into a defensive player in the area of the base, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for crashing the defensive player rather than trying to reach the base. This is an umpire's judgement call.

### IX. PITCHING RULES

- A. Trips to the mound by the manager or coach may not exceed one chargeable trip per pitcher in any one inning. The second chargeable trip will automatically result in removal of that pitcher from the game, as a pitcher. The determination of a chargeable visit to the mound is the decision of the umpire. Major League rules apply except that visits between innings and during warm-ups will be allowed and not charged as a visit. Once the umpire indicates "play ball," the manager/coach must leave the mound or be charged with a visit. The umpire must notify the manager when a visit has been charged.
- B. The announced starting pitcher must complete pitching to the first opposing batter before he can be removed from the starting lineup, except in the case of injury.
- C. Any Pitcher, once removed from a game, **may not pitch** in that game again. A pitcher may change to another position only once during the same inning; e.g. the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning. Any player other than a pitcher substituted for an injured player shall be allowed five warm up throws Refer to Rule IX.A. PITCHING RULES, TRIPS TO THE MOUND, for pitching eligibility.
- D. A ball player is a pitcher of record only after he has thrown a legal pitch or put the ball in play via pick-off attempt at any base. No other action, including warming up on the sidelines or the mound, tossing the ball to the catcher from the mound, or announcement to the official scorekeeper, constitutes being a legal pitcher.

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### E. Pitching Limitations:

1. A pitcher, regardless of age, may pitch no more than seven (7) innings per calendar week per team.
  - a. Rule IX.F.1. Applies to all regulation games regardless of when played. This includes re-scheduled and make-up games.
  - b. Prep League **only**: A pitcher may pitch no more than five (5) innings per game.
  - c. If a pitcher delivers one (1) pitch in an inning, that pitcher shall be charged for one inning pitched.
  - d. If a team has more than three (3) games in a week, the seven innings per week pitching rule is waived with the following conditions:
    1. A pitcher has the normal seven (7) innings per week for the first three games of the week. A pitcher may pitch up to eleven (11) innings per week starting with the fourth game of the week.
    2. A pitcher must still be eligible to pitch under rule IX.E.3. (must have the specified rest after an assignment of more than three innings) for all games of the week.
2. The calendar week is Sunday through and including Saturday.
3. A pitcher must have two (2) calendar days rest after a pitching assignment in which a player pitches more than three (3) innings. Each game in which a pitcher pitches is considered an assignment. Example: A player pitching in more than three innings on Sunday cannot pitch again until Wednesday. Calendar days and not clock hours are the determining factor.
4. The pitchers of record in every game must be accurately recorded in the official scorebook indicating the pitchers first and last name, jersey number and number of innings charged. The team manager must sign the official pitching record on the official game summary every game.
5. Games in which an ineligible pitcher has been used as specified in paragraphs IX.E.1, 3, and 4 shall be declared forfeited. (See Section IV; FORFEITS.)
  - e. If an ineligible pitcher has been used that pitcher is ineligible to pitch in the next two games that he is available to play (regular season or playoffs). The suspension of pitching shall begin the first two games the player participates in after the League statistician has recorded the ineligible pitcher.
  - f. If an ineligible pitcher has been used the team manager shall receive a warning. A second violation by the same team during the same season will result in the team's manager being suspended for two games (Regular season or playoffs). The suspension shall begin after the League statistician has recorded the ineligible pitcher. If needed, the Board of Directors will provide a coach during the suspension to the team if no other coach or parent is able or willing to coach the team during the suspension.

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## X. PROTEST RULES/PROCEDURES

- A. The Crystal Lake Babe Ruth League protest rule is an interpretation of the current National Babe Ruth and Major League Rules. Local Rules supersede all other rules.
- B. NO PROTEST SHALL BE CONSIDERED ON UMPIRE JUDGMENT.
- C. Protest Procedure:
  - 1. Manager, or designated manager, when lodging a protest, shall call time, and protest to the umpire-in-chief of the infraction of the rule before the next pitch. The protesting manager shall notify the opposing manager or designated manager of the protest, and sign the official score sheet of that game-time-inning and number of outs when the protest occurred. The umpire shall also sign the score sheet.
  - 2. The protesting manager shall turn in to the President of the league, within 48 hours of the time of the score sheet, a written report of the protest. The President of the League, or the authorized protest committee, will rule on the protest and hand down a written report of the decision. This decision must be made available to the managers and the umpire involved within one week (seven days) of the time the official protest is officially submitted to the President of the League. It is the duty of all involved in the protest and the Board of Directors to help insure this process is completed as thoroughly and as quickly as possible.
  - 3. The decision on the protest shall be made by the President or his authorized committee. No President or committee member shall rule on a protest if he/she is involved in the protested game as manager, coach, player, umpire, scorekeeper, parent of player, or any other means that might impact their impartiality.
  - 4. This decision on the protest by the President or his authorized committee shall be final.

## XI. REGULAR SEASON STANDINGS

- A. The Crystal Lake Babe Ruth Major League is divided into two separate leagues: American League and National League. Each league is further divided into two divisions. The four division champions will be determined from regular season play by their overall won/lost percentage with ties counting as 1/2 game won and 1/2 game lost. The Prep League may be composed as one or two divisions and the division champions are determined by the same method as above.
- B. The following procedures apply if teams are tied in won/lost percentage for first place in a division. There will only be one division champion in each division.
  - 1. Two teams - Winner of head-to-head series determines division champion with loser becoming second place team. If head-to-head series was tied, won/lost percentage of games within division determines division champion. If won/lost percentage within division is tied, then won/lost percentage of games within league determines

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division champion. If none of the above determines a clear champion, toss a coin as a last resort.

2. Three teams – Standings to be determined from won/lost percentage compiled from games played between the teams involved in the tie. If tie still occurs, won/lost percentage of games within division determines division champion. If won/lost percentage within division is tied, then won/lost percentage of games within league determines division champion. If none of the above determines a clear champion, toss a coin as a last resort.

## XII. CITY TOURNAMENT FORMAT

- A. A post-season tournament is held in both the Major League and Prep League to decide the Frank Repp City Champion.
  1. In the Major League, for each league, the two division champions and the next three best overall won/lost percentage records from the remaining teams (wildcard teams), will compete in the tournament. A total of ten teams will qualify (5 National and 5 American.)
    - a. If two teams are tied for any playoff spot where one team will qualify and the other team will not qualify for the playoffs, one game will be played between the two teams to determine who advances to the playoffs.
      1. The game will be played under regular season playing and pitching rules.
      2. The game will be played at the best possible time and place as determined by the Board of Directors.
      3. If the schedule of the regular season and the playoffs do not allow enough time for such a game to be started or completed, then the regular tie-breaker rules as described elsewhere in these rules will determine which team will go to the playoffs. The Board of Directors will make the determination of whether there is enough time for a game.
    - b. If more than two teams are tied for any one playoff spot where one team will qualify and the other teams will not qualify for the playoffs, the tiebreaker rules described elsewhere in these rules will narrow the number of teams involved in the tie to 2. These two teams shall then play a game as described above in (a).
    - c. Any other scenario involving ties where a number of teams may not make the playoffs will be decided upon by the Board of Directors at the time that they occur.
    - d. Any ties among playoffs teams where all the teams involved make the playoffs will not play a game and will be seeded as per the tie-breaking rules described elsewhere in these rules.

## Crystal Lake Babe Ruth Baseball League Rules

2. In the Major League, for each league, the two division champions and the next three best overall won/lost percentage records from the remaining teams (wildcard teams), will compete in the tournament. A total of ten teams will qualify (5 National and 5
- B. Teams are seeded based on regular season overall won/lost percentage records as defined in Section XI.B. Standings by division within league are not considered. The original seeding of the teams within each league remain in order throughout the tournament regardless of which teams are eliminated. Teams are not reseeded after each round.
- C. If teams are tied in won/lost percentage for a seeded league position, the following procedures apply:
1. Two teams - Winner of head-to-head series determines higher seed with loser becoming second place team. If head-to-head series was tied, won/lost percentage of games within division determines division champion. If won/lost percentage within division is tied, then won/lost percentage of games within league determines division champion. If none of the above determines a clear champion, toss a coin as a last resort.
  2. Three teams – Standings to be determined from won/lost percentage compiled from games played between the teams involved in the tie. If tie still occurs, won/lost percentage of games within division determines division champion. If won/lost percentage within division is tied, then won/lost percentage of games within league determines division champion. If none of the above determines a clear champion, toss a coin as a last resort.
- D. The playoff format within each league is as follows:
1. The playoff format for the Regular League and Prep League will be a double elimination tournament with the brackets and pairings for the entire tournament to be determined before the end of the regular season.
  2. In general, the first round will have the highest seeded teams playing the lowest seeded teams. The brackets and the winners and losers of any previous rounds will determine any later rounds.
  3. Any byes that are available in the first round will go to the #1 seeded team. The brackets and the winners and losers of any previous rounds will determine any byes in later rounds. No team in the tournament shall receive a second bye until all teams that are still alive have had one bye and that no team shall receive a third bye until all teams still alive have had two byes, et cetera. If necessary, the brackets may be readjusted during the tournament by the board of directors to follow this rule. If readjusted, the byes will be awarded to undefeated teams and then to the higher seeded teams (#1 being the highest seed.)

## Crystal Lake Babe Ruth Baseball League Rules

4. In the case of extreme weather or other such reasons for game cancellations, the tournament may be reduced to a single elimination tournament at any time (before or during the tournament) by the Board of Directors.
- E. Frank Repp City Championship Game: In each tournament (Major and Prep) the championship game will be between the final two teams without two losses in the tournament. They will play either one or two games (until all but one team has two losses) to determine the city champion.
- F. The highest seeded team (#1 being the highest seed) in each game shall determine if they wish to be the home or visiting team. The determination must be made immediately when the teams arrive for the game (or earlier.) Once a decision has been made it may not be changed. If the highest seeded team makes an indication as to preference, the highest seeded team will be the home team.

### XIII. CRYSTAL LAKE BABE RUTH LEAGUE TOURNAMENT RULES

The current season's rules apply to the tournament with the following changes, additions, and modifications:

- A. All tournament games will be scheduled on continuous days with no days off except that the City Championship should be scheduled on a Saturday or Sunday if possible.
- B. All tournament weekday games not played under the lights will start at 5:30 P.M.
- C. No pitcher in tournament play shall be allowed to pitch in more than seven (7) innings in any two successive league games (including the last regular season game, unless, there is at least two calendar days rest between the last regular season game and the first tournament game). The starting pitcher in any tournament game, if he started and has pitched the entire seven (7) inning game of a tie game, may continue to pitch up to an additional three (3) innings in the tie game. The extra innings will not count against the seven (7)-inning limit in two successive league games. **Except: Prep League only: A pitcher may pitch no more than five (5) innings per game and no more than seven (7) innings in any two (2) successive league games.**
  - a. If a pitcher delivers one (1) pitch in an inning, that pitcher shall be charged for one inning pitched.
  - b. A pitcher must have two (2) calendar days rest after a pitching assignment in which a player pitches more than three (3) innings. Each game in which a pitcher pitches is considered an assignment. Calendar days and not clock hours are the determining factor.
6. The pitchers of record in every game must be accurately recorded in the official scorebook indicating the pitchers first and last name, jersey number and number of

## Crystal Lake Babe Ruth Baseball League Rules

innings charged. The team manager must sign the official pitching record on the official game summary every game.

- D. Temporary player must be one of the “sister” team players as determined at the beginning of the season. If there are none of the “sister” team players from any of the teams that did not make the playoffs, then any player from the pool of teams that did not qualify for the tournament may be the temporary player.
- E. There shall be no time limit in tournament games; however, no new inning shall start after 8:30 p.m. (10:30 p.m. if played under lights.)
- F. The President, Officers, and Board of Directors will select a committee to be present at each tournament game. In the event of any protest, this committee must determine a decision on the protest before the next pitch is thrown.
- G. All games will be played to a full seven (7) innings (6-1/2 if the home team is winning) or until a winner is determined.
  - 1. Any tournament game not completed to a decision that is delayed for any reason such as darkness or weather shall be declared a suspended game.
  - 2. If a regulation game ends in a tie, it will be declared a suspended game and continued from that point on.
  - 3. A suspended game will be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The line-up and batting order in place at the moment of suspension will apply, subject to the rules governing substitution. Innings pitched will be considered as if in the same game.
  - 4. Maximum Run Lead: Games will be declared official complete games when a team is ahead by:
    - 12 runs after 5 innings (4 1/2 innings if the home team is ahead)
    - 10 runs after 6 innings (5 1/2 innings if the home team is ahead)

## XIV. MANAGERS, COACHES AND BOARD

- A. When a team loses a manager, coaches are contacted first to see if any of them are interested in managing the team. If no coaches are interested, parents of team members are asked next. If none of the above are interested, anyone desiring to manage a team who does not have a son coming up in the following year is considered next. If no one is available from these groups, the Board will consider candidates who have draft options in the upcoming year. Those deemed qualified will be assigned to a team by the Board.

## Crystal Lake Babe Ruth Baseball League Rules

- B. In all of the above cases, the Board has to approve the manager. For example, if a parent was asked if there was interest in managing a team and that parent gave an affirmative reply, but had no baseball experience, it is doubtful that the Board would approve him and in turn the Board would move into the next group.
- C. Meeting attendance: Each team must be represented at eight (8) of the twelve (12) regular monthly membership meetings for November through October of each year. Additionally, the Opening Ceremonies and Team Picture Night are required in addition to the 8 of 12. Attendance at regular monthly membership meetings is defined as attendance by a manger, coach, player, player's parent, or other responsible representative of the team who can report the results of the meeting back to the manager. Attendance is also defined as being at the majority of the business meeting (not just signing in and then leaving.) Attendance at Opening Ceremonies and Team Picture Night is defined as at least one manager, coach, or player's parent and at least six (6) players. Failure to meet these attendance requirements will result in forfeit of its first round draft the following season. The Board of Directors will decide on any special situation involving the manger that quit and replacement managers.
- D. Any new team manager to the League must attend a Board approved coach's clinic his first year of managing or he will not be allowed to manage. Each year after that, the manager or one of the team's coaches must attend a Board approved Coach's clinic - it does not have to be the manager again. If a member of that coaching staff does not attend, the manager will not be allowed to manage that year.
- E. Any officer, board member, manager, coach, umpire, or scorekeeper not performing up to standards will be subject to Board review and possible dismissal.
- F. In accordance with Babe Ruth League, Inc Rules and Regulations: all rostered managers, coaches and any on field person assisting the team during a team practice or game are required to complete coaching education and certification either through Babe Ruth League, Inc or an approve ASEP certification class. The certification of completed class must be dated as of February 2007. The certification is valid for the entire career.

## XV. OPTION RULES

- A. Only manager and brother/sister options are allowed. The Board of Directors may allow other special options (such as sponsor, grandfather, or coaches options) on a case-by-case basis.
- B. No manager will have an option on a son, daughter, grandson, granddaughter, or a brother or sister of a current team player until the Board of Directors has approved them as an official manager.

## Crystal Lake Babe Ruth Baseball League Rules

- C. The official manager request involving a draft option must be in written form, and turned in to the Player Agent or a member of the Board of Directors prior to draft night preceding the season involved. If the authorized individual submitting the request is a Board member, the request will be submitted to the Player Agent or another Board member.
- D. Managers declare manager and coaches options. Parents declare brother/sister options. The Board of Directors must also approve coach's options. A declared option is not required to try out. Each team may only have 1 coach option, 1 manager option, and an unlimited number of brother/sister options.

### **XVI. DRAFT PROCEDURES**

- A. Draft Order of players:
  - 1. The draft order of players for the Major League will be from the lowest to the highest won/lost percentage from the previous regular season standings with tie games counting as 1/2 game won and 1/2 game lost. If ties for a position exist, a coin flip or a draw from a hat will be used to break the tie. Every team will have a selection in the last round of the draft. If a team has only 1 selection remaining they will not make a selection until every team has 1 selection remaining.
  - 2. The draft order for the Prep League will be determined by a blind draw or other such form. The draft order will then reverse itself in every round of the draft (except the third round.)
- B. There will be a two-minute time limit between draft selections.
- C. Each team will consist of no less than 12 or more than 13 players as determined by the player availability and Board decision.
- D. Team Composition:
  - 1. Each Major League team shall include a maximum of six and a minimum of four 15-year-old players and a maximum of six and a minimum of four 14-year-old players and at least one 13-year-old player. Depending on the availability of players in each age group, players remaining in any age group will be frozen to meet the team's requirements. If a brother option of a player currently on a team roster puts the team over the limit, that brother option is excluded from this limit. Teams with five 14 or five 15 year olds on their roster (returning and already drafted or future option players) cannot draft from those age groups until the fourth round or later of the draft. If necessary, based on the number of each age group available, the board of directors may adjust these maximum and minimum numbers per age group before the draft.
  - 2. Each Prep League team shall consist of only 13-year-old players.

## Crystal Lake Babe Ruth Baseball League Rules

- E. All players who try out must be drafted on a Babe Ruth team.
- F. The Player Agent will advise the League of all options prior to the start of the draft.
  - 1. Manager and brother/sister options will occur in the third round. If a team does not have a third round pick, the pick moves up in rounds.
  - 2. Coach's options will occur in the first round. If a team does not have a first round pick, the option moves to the first available round.
  - 3. Coach's option will not carry over as a coach's option from previous year. Player will be frozen on the roster but not considered coach's option for current year.
- G. If a player drafted in the first or second round has a brother/sister option, the brother/sister option must be taken in the third round or succeeding round if other options are involved. If the first player is taken in the third round or later, the option(s) must be exercised in the next following round.
- H. All new, registered players who do not try out are placed in a blind draft to be drawn at any time during the draft process. These draftees are to meet the frozen player requirements and the age group limitations per team.
- I. All players not drafted but assigned to a Major League team due to late registration will play that season and future seasons he/she is eligible for the Major League for the assigned team.

## **XVII. GAME DRAFT PROCEDURE**

- A. There will be no player pool to draft from for individual game replacements players. All players are assigned to a team in the League.
- B. Sister Teams:
  - 1. To provide each Major League team with a temporary player for a game, each team in one league will be assigned a team from the other league. The selected team will provide a list of four players that can be used as temporary players to its matched team as a first choice. These four players will be determined before the season and will include all 13-year-old players and any 14-year-old players to fill out the list of four.
  - 2. To provide each Prep League team with a temporary player for a game, each team in will be assigned to another team from the Prep League. The selected team will provide a list of four players that can be used as temporary players to its matched team as a first choice. These four players will be determined before the season.
- C. The manager of a team that needs a temporary player to meet the player minimum or 10 player maximum will call any of the 4 players from his randomly assigned sister team. Players should be rotated so as the same players are not always used. If the manager cannot get the required player or players from his assigned team, he may call any player on the

## Crystal Lake Babe Ruth Baseball League Rules

substitute player list from the opposite league. If none of those players agree to play the manager may call any other player on the list.

- D. A team can draft up to four substitutes to bring its player roster up to a maximum of ten players per game. A team must field a team of six of its own rostered players. If a team cannot field six of its own players, the game will be forfeited.
- E. Only players that were included on the player list submitted before the season and any additions approved by the board of directors are eligible to be drafted. Any player drafted who was not included on the list is considered unauthorized and ineligible.
- F. The manager drafting a player must report the player on the Game Summary form.
- G. It is not mandatory that a requested player accept the temporary draft. If all players in both leagues turn down the draft, no draftee is selected.
- H. A player should not be drafted if his team is scheduled to play at the same time as the team requesting the draftee.
- I. If an unauthorized player is used, the player shall be declared ineligible to play in that game and the game will be forfeited.
- J. Any drafted player is considered a regular team member for that game.
  - 1. A draftee cannot pitch.
  - 2. A draftee must meet minimum batting and playing requirements as a regular team member according to the rules of the League. (See section VIII.C, Minimum Playing Time.)
  - 3. If a player is drafted for a game and then the regular player of that team shows up, both players are considered regular players and must meet all batting and playing requirements. Once drafted for a game, the draftee must play that game. (See section VIII.C, Minimum Playing Time.)
  - 4. A drafted player cannot start a game ahead of a regular roster member and cannot play more innings than a regular roster member. Disciplinary action and injuries are an exception. When the scorekeeper or the opposing manager notes an infraction of this rule, the illegal player is immediately declared eligible for only his minimum playing time. The regular player(s) must play the next game that the player(s) available to play in its entirety.
  - 5. At no time shall any team have more than 3 non-rostered players in the game at one time.
  - 6. The draftee will wear his own team's uniform.
- K. At the discretion of the Player Agent a draftee can play in more than one consecutive game, but all attempts should be made to use different draftees. No player may be drafted twice consecutively to play for the same team, unless the other approved players decline. A

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different player must be drafted and play in a game before he is eligible again, unless approved by the Player Agent.

- L. No drafted players are to be considered part of the drafting team at the end of the season.

## XVIII. SEASON DRAFT PROCEDURE

In the event of a team not being up to the maximum number of players, or in the event of the loss of a player from a team roster prior to or during the regular season, due to moving, injury or other situation (approved by the Board of Directors); the Player Agent, with Board approval, will assign players to those teams out of the player pool, if available, in the order of sign-up and/or based on the age roster make up of the team. Player pool players assigned to a team remain on that team for that season and become a regular member of the team.

## XIX. AWARDS

The Board of Directors determine the type and number of awards and arrange to obtain the various trophies, plaques, etc. to be presented at the awards banquet. These awards will be within the rules and guidelines as established by the Illinois High School Athletic Association. Awards may include, but are not restricted to the following:

### A. Team Awards:

1. The Frank Repp City Series Championship trophy will be combined with that team's division Championship trophy as one trophy. The Frank Repp City Series Championship runner-up trophy will be combined with that team's division Championship trophy as one trophy. Each member (including managers and coaches) of the Frank Repp City Series Championship team and Frank Repp City Series Championship runner-up team will receive a trophy. The managers and up to 3 coaches on each team receive trophies. A manager can get more trophies at his/her own expense.
2. Each member (including managers and coaches) of the first place team in each division will receive an award (trophy, or similar item.) The manager and up to 3 coaches receive the award. A manager can get more awards at his/her own expense.

### B. Sponsor Awards:

1. A sponsor will receive the same place trophy as their team receives.
2. A trophy will be presented to the sponsor of the Frank Repp City Series Championship team.
3. A trophy will be presented to the sponsor of the team in each League that wins the Sportsmanship Award. The managers in each league voting vote this award on for the team in his league (other than their own) they believe displayed the best

## Crystal Lake Babe Ruth Baseball League Rules

sportsmanship-like attitude through the year. The League President will tabulate the votes.

### C. Individual Awards:

1. Each graduating 19 year old who has been with Crystal Lake Babe Ruth every season eligible will receive a gift from the League.
2. Each player who hits a home run during the season (regular season, classic play, tournament) will receive an award. Home runs can be either over the fence or inside the park.
3. Each player who pitches a no-hit game (the game must be considered a complete game) will receive an award. In the event that two or more pitchers combined for the no-hit game, each of these pitchers will receive an award.
4. All players who attend all their team's scheduled games will receive an "Ironman Award." This will include injured players who show up for all games even though they do not play. Excused absences by the manager cannot qualify a player for the award. A player who qualifies for the "Ironman Award" for three consecutive years shall receive an "Ironman" trophy.
5. The League President and the Auxiliary President will each receive an appropriate award.
6. All players of all three age groups of the Classic teams will receive a certificate to be presented at the awards banquets.

D. Presidential Appreciation Awards: Awards of appreciation will be given to individuals who, in the opinion of the President, made significant contributions to the Babe Ruth Baseball League during the current season.

E. Consideration for any awards other than outlined above, must be submitted to the League President at least three weeks before the banquet.

## XX. PLAYER AGENT AND TRY-OUTS

A. The Player Agent is an elected officer of the League, preferably not a manager. His responsibilities include but are not limited to:

1. Conduct annual registrations and try-outs.
2. Preside at player selection meetings (draft.)
3. Co-ordinate all trades and review them with the Board of Directors for their approval. If a player is not satisfied with his situation on his current team, he and his parents must appear before the Board to present his facts. The manager will be present and present his facts. The Board will consider all the facts in making their decision. All attempts will be made to resolve the situation without a trade. If not resolved, the options available are: (1) disallow a trade, (2) refund the registration fee to the player and the Board will assign a replacement player from all the players not drafted and left in the player pool after the draft; if none left, then is assigned the

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next player in order of late sign-up from the player pool, (3) arrange a trade with another team but the player cannot select the team and the manager cannot select the replacement player, (4) if the situation occurs between sign-up and draft, the player must try-out again to be drafted by another team; the Board will decide on a draft choice pick to be awarded as compensation, (5) any other solution the Board feels appropriate per the individual situation.

4. Keep up-to-date records of team rosters.
  - a. All team rosters will comply with Section XVI.D and E.
  - b. The coaching roster must be submitted by the team manager to the Player Agent by April 1. This is required for insurance purposes.
  - c. Registration fee for all team members must be paid by Opening Day. Any youth not credited with payment for his registration fee who plays, or appears in uniform, will be considered an ineligible player and by doing so will result in his team forfeiting that game or games unless hardship is approved by the President and the Board of Directors. (See section IV. FORFEITS.)
- B. Any youth who has moved into the Crystal Lake Babe Ruth District after the draft who wishes to register is eligible per the following:
  1. All new move-in players who register after the draft will be assigned to a team by the Player Agent based on roster size and age mix of teams.
  2. All new move-in players will be assigned first to any team that is under normal roster size, second to the next team needing players to equalize the number of players on the team, and third, if all teams are equal in number, to the next team in the order of the draft. Mix of players by age group will also be a determining factor.
- C. Any registered player who withdraws before Opening Day will receive a refund. That refund will be the full payment amount after a 10% administrative fee is deducted. If the player withdraws after Opening Day there will be no refund.
- D. Any registrant who joins the League before Opening Day will pay 100% of the League registration fee. If a player joins after Opening Day the fee will be determined based on the number of games remaining.

## XXI. CLASSIC TEAMS

- A. The annual CLASSICS, if played, are exhibition games honoring the best players of each age group in the League. The 15-year-old Classic shall include only 15 year olds from the Major League. The 14 and under Classic shall include only 14 and 13 year olds from the Major League. The 13-year-old Classic shall include only 13 year olds from the Prep League.
- B. Two teams are selected from the best players for each Classic game; one representing the American League and the other representing the National League. If there is no split of

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leagues the two teams will be selected by a draft by the games managers and each team will include players from all teams.

1. In each league, the managers of the classic team will be the team managers determined by the following:
    - a. The 15-year-old classic managers are from last year's City Championship game teams. If the two teams were from the same league, the winner of the City Championship game will be the manager of one team and the manager of the other team will be the manager from the highest seeded playoff team of the opposite league.
    - b. The 14 and under classic managers are from last year's City Championship game teams. If the two teams in the City Championship were from the same league, the loser of the City Championship game will be the manager of one team and the manager of the other team will be the manager from the second highest seeded playoff team of the opposite league. If the two teams in the City Championship were from the same league, the managers will be the highest playoff seeded teams not selected in b. above.
    - c. The 13 year old classic managers will be determined by the best record among Prep League teams after ten games or a certain date set by the board of directors. If the Prep League has is split into divisions, the game's managers will be determined by the best record in each Prep League division after ten games or a certain date set by the board of directors.
    - d. The Coaches classic managers are from the previous year's worst won/lost percentage Major League teams.
  2. The manager of each team will select the coaching staff for his team.
  3. Each team will consist of 18 rostered players or another limit set by the Board of Directors.
  4. Each regular team manager will submit his team's list of 15 and 14 and under year old or 13 year old candidates, ranked in order with age group, to his Classic team managers. The Classic team managers will make his selections from the players submitted to reach the roster limit.
    - a. Each team must have a minimum of one representative.
    - b. No team can have more than three representatives. (This number may be increased for certain games each year depending on the number of teams available to select each Classic team from.)
  5. Alternates for selected players, who for whatever reason cannot play, will be selected by the Classic manager from the list of players submitted but were not chosen
- C. Each rostered player must play a minimum of nine (9) outs in the field and all rostered players are place in the batting order. All players bat their turn in the batting order regardless if they are playing in the field or on the bench. There will be free substitution (no limit) regarding position changes and substitutions.

## Crystal Lake Babe Ruth Baseball League Rules

- D. If a Classic game is being played between the National League and American League, the home team in odd numbered years will be the American League. In even number years, the National League team will be the home team. If a Classic game is being played without regard to leagues, the home team will be determined by a coin flip.
- E. The game will be nine innings.

## XXII. TOURNAMENT TEAMS

- A. The Board of Directors may endorse and form a tournament team in any age group(s) they feel may be beneficial to the league.
- B. The Board of Directors will make the selection of the manager for any Tournament Team.
- C. The team manager will determine his own team's roster. A tryout open to all eligible players must be held for all interested players. All players selected for the team must meet the following conditions:
  - 1. All players must be registered in the Crystal Lake Babe Ruth League and play on a local in-house team.
  - 2. All players must make 60% of his/her in-house team's games.
  - 3. If there is a conflict in the schedules between the tournament team and a player's in-house team, the player must play with his in-house team.
- D. The team manager will determine his team's own coaches, schedule, fees, and team rules while working with the various Leagues' committees and Board of Directors.
- E. All Tournament Team personnel (including players and parents) must meet all rules, regulations, obligations, and code of conduct for any game, league, or tournament that they participate in. Any violation of the rules, regulations, obligations and code of conduct will be subject to review by the team manager and/ or the Board of Directors.