

**2008**  
**FWF League**  
**BABE RUTH BASEBALL**  
**Local playing rules – 8 & 9 year olds**

**Game Time Limit**

- ◆ First games will be at 5:30 to 7:00, with no new inning starting after 6:45.
- ◆ Second game will be at 7:15 to 8:45 with no new inning starting after 8:30.
- ◆ Games will last 6 innings or end after completion of inning started before 7:15 and 8:45 respectively. NO LIGHTS.
- ◆ There is no 10 run rule, only time limit rule ends a game.
- ◆ Tie games will remain a tie for league standings.
  - ◆ Exception: In the case of tie games, extra innings will be allowed until time limit restrictions are reached.

**Batting Order**

- ◆ Local playing rules are primary, Babe Ruth Rookie rules are secondary. Local rules include:
  - ◆ All players will be in the batting order.
  - ◆ The 5 pitch limit or the fair ball rule DO NOT APPLY.
  - ◆ 9 players on defense – no extra fields.
  - ◆ ½ inning will be 3 outs or no new batter after 7 runs have been scored within that ½ inning, which ever happens first.

**Playing time**

- ◆ All coaches will be required to use the player rotation forms provided to each team. Instructions for their use will be explained at the coach's meetings. These forms must be kept with your scorebooks and be available for review by any Board member or League Commissioner.
- ◆ Players who do not start in the field for the 1<sup>st</sup> game will start in the field for the 2<sup>nd</sup> game.
- ◆ A coach may reduce playing time for injuries, unexcused absences, unacceptable behavior (e.g., throwing the bat or helmet, improper communication such as taunting or profane language, unsportsman-like conduct). Coaches will inform the umpire and opposing coach before the start of a game if a player will not be playing.

**Pitching**

- ◆ All teams will use the pitching machines provided for both practices and games.
- ◆ Home team will provide pitching machine for league games.
  - ◆ Machines will be placed directly in front of the pitching rubber.
  - ◆ All machines will be set at the standard pitching speed recommended.
  - ◆ The offensive team coach will pitch and will also act as the field umpire for the entire season. The offensive coach will pitch the remainder of the season.
  - ◆ No walks, but players can be called out or strike out swinging.
  - ◆ Hitting, fielding and running are the primary objectives of the game!

**Stealing/Advancement**

- ◆ No stealing.
- ◆ No advancing on wild pitches, passed balls or throws from the catcher to the pitcher after a pitch.
- ◆ Batters CANNOT advance to 1<sup>st</sup> base on a dropped 3<sup>rd</sup> strike.

**Bunting**

- ◆ Bunting is allowed, whether for a base hit or a sacrifice.

**Coaches**

- ◆ One coach will be in the field when his/her team is on defense;
- ◆ He/she can stop the game to emphasize a coaching point.

**Umpires**

- ◆ Umpires will call the game from behind the plate.
- ◆ The umpire has the right to overrule the field coach/umpire.

**Team**

- ◆ Games may be played with 8 players. (NO automatic out)

**Shoes**

- ◆ Shoes with metal cleats or spikes are not permitted by any player, coach or manager.