

**2008**  
**FWF League**  
**BABE RUTH BASEBALL**  
**Local playing rules – 12 year olds**

**Game Time Limit**

- ◆ Games with a start time of 6:00 will have no new innings starting after 7:45.
- ◆ Second game start times of either 7:15 or 8:00 should have no new inning starting 1 hour and 45 minutes after the game's start time.
- ◆ Games will be 6 innings or end after time limit.
- ◆ 10 run rule is in effect after 4 innings or 3 ½ innings if the home team is ahead.
- ◆ 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**

- ◆ National Rookie League rules apply except:
  - ◆ All players will be in the batting order.

**Substitution**

- ◆ Free substitution is allowed, but all players will play at least 3 complete defensive innings (9 outs) except in the case of games that are shortened due to time, weather or the ten run rule.

**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 of Director member
- ◆ Players who do not start in the field for the 1<sup>st</sup> game will start in the field for the next 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**

- ◆ 5 innings per week (league week is MONDAY to SUNDAY), 3 innings per game maximum.
- ◆ NO curve balls.
- ◆ A pitcher must have two (2) calendar days rest between pitching assignments if he pitches in MORE than two (2) innings in any one game. Each game in which a pitcher pitches is considered an assignment. If a pitcher delivers one (1) pitch in an inning, he/she shall be charged for one inning pitched.
- ◆ Our intent is to save arms and to get more kids involved in pitching.

**Stealing/Advancement**

- ◆ **Stealing is allowed, but the runner cannot leave the base until the ball is over home plate.** If in the judgment of the umpire, a runner leaves his/her base early, the umpire will immediately call "DEAD BALL", and the runner will be returned to the base he/she just left. No other penalty will be assessed. However, if in the judgment of the umpire, a particular runner is a chronic offender of this rule, he/she will be ruled out for "DELAY OF GAME". These are judgment calls by the umpire and cannot be appealed.
- ◆ **ALL** runners can advance on wild pitches, passed balls, balls thrown back to or overthrown to the pitcher, or throws down to a base, etc.
- ◆ Batters CANNOT advance to 1<sup>st</sup> on a dropped 3<sup>rd</sup> strike. Runners already on base can advance at their own risk.

**Bunting**

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

**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.