

GATEWAY BABE RUTH 2009

Local Minor League Playing Rules for Regular Season Games

The primary focus of our Minor League is to indoctrinate players to the 90-foot diamond and senior

baseball. The league is operated as an instructional division. Records of wins and losses during the

regular season are to be kept only to better evaluate the player's performance. A coach or manager is

allowed to have instructional conferences during the game as long as they do not interfere with the

normal flow of the game. There is no limit on trips to the mound; however, it is up to every manager and

coach to do their instructional teaching while the game is proceeding without delaying the game. If

managers or coaches abuse this practice, the umpire will be allowed to restrict their actions.

There will be no forfeits! If a team can not field 9 players, then players from the opposing team may play

for them, or fill the vacant defensive positions.

A continuous batting order is to be used. All players that come to the game must play. Any player arriving

late is to be placed last in the order.

Free and continuous substitution will be used. No defensive subs, except for pitcher, will be allowed after

the defense takes the field. The only exception is in the event of a player injury or ejection. All players in

the batting order must play at least three innings on defense per game in the field.

The game **MUST** be scored in the team's official scorebook. First and last names of players must appear

in the lineup. Please keep scorebooks neat and accurate. They will be collected at the conclusion of the

regular season.

If a pitcher balks, the umpire will make the call, and will then explain to the pitcher what he did incorrectly.

Base runners will not advance on the first balk call per pitcher. From a pitcher's 2nd balk forward, base

runners will advance. This will be the case for every pitcher.

No pitcher may pitch more than 3 innings per game and 6 per week. A pitcher may have up to 8 warm up

pitches.

A courtesy runner may only be used for catchers when there are 2 outs, to help expedite the game. The

courtesy runner can only be the last batter of the previous inning.

Games will consist of seven innings - or a 2 1/2 hour time limit. Rain-outs MUST be rescheduled with in 2

weeks. Coaches are strongly urged to get their players in and off the field as quickly as possible.

6 run rule: Once the 6th run of an inning crosses the plate, the inning is potentially over. That does not

mean the play is over. For example, 5 runs are in, and runners on 2nd and 3rd. Base hit to the outfield.

The runner on 3rd scores, and the runner on 2nd attempts to score. The play at the plate is made and he

is thrown out. NOW... the inning is now over, but the offensive team scored 7 runs. In other words, PLAY

until an out is made or the play is dead. During the last inning, the 6 run cap is removed. The last inning

will be played until the 3rd out is made, or the game is won.

The home team is to supply two new baseballs at the start of each game.

There are no protest rules for this league.

The league will provide one umpire per game. Unless there are extenuating circumstances, the umpire

will call from behind the plate.

At the conclusion of the game, the home team MUST rake the infield, home plate area and pitcher's

mound. Both teams are responsible for rubbish pick up.

Good sportsmanship, fair play and exemplary conduct will be mandatory for all players, coaches, managers, umpires and fans. The umpire will have sole discretionary judgment on continuance of play if a

disruption of any kind occurs; i.e., rain, weather, fan disruption, etc. Remember this is an instructional

league and that the teaching of skills is the most important aspect of the game