

Bambino Major League Rules

(April 2002)

1. All players present at a game must be in the batting rotation at all times, unless injury prevents that player from taking his/her turn at bat.
 - A. If a player arrives after the start of the game, he/she is to be inserted into the last batting position in the lineup.
 - B. If a player fails to appear at the plate for his./her turn at bat due to an injury or situation beyond control of the manager, no out shall be recorded provided that seven players remain actively in the batting order.
 - C. A game may start with a team that has less than 9 players. No out will be recorded for the 8th or 9th spots in the order if only 7 or 8 players are present.
 - D. A forfeit is declared when a team cannot field seven eligible players.
2. All players present at a game must play a minimum of two complete innings on the field of play.
3. Each team must place nine players in defensive positions on the field unless less than nine eligible players are in attendance, in which case all players present will play the field.
4. A regulation game is declared over when:
 - A. The visiting team is ahead after six complete innings.
 - B. The home team is ahead at any time after the visitors have completed their sixth at bat.
 - C. A game is scheduled for 1 hour and 45 minutes with no new innings to start after one and one-half hours.
 - D. The game is considered a tie after six complete innings when the score is tied. There are no extra innings. (This rule does not apply to championship or tournament games.)
5. A game is declared over according to the ten run rule when:
 - A. The visiting team is behind by ten or more runs at the conclusion of their fourth or fifth at bat.
 - B. The home team is behind by ten or more runs at the conclusion of their fourth or fifth at bat.
6. Due to time limitations, the visiting team will not come to bat in the top of a new inning when there is less than fifteen minutes remaining prior to the start of the next scheduled game.
 - A. Players are expected to hustle on to and off of the field of play.
 - B. Coaches are reminded that intentionally stalling or giving outs while at bat to make strategic use of the time limit is not consistent with the spirit of the game.
 - C. Time lost due to injury, rain delay or late start of a previous game will be added to the next scheduled game time.
 - D. There is no time limit for the last game of the day if played by Major League teams.
7. When the umpire call a game due to the time limit, the game is complete and the score stands regardless of the number of innings which have been completed.

NOTE: If the score is tied, the contest will be officially recorded as a tie.

8. The umpire shall keep the official time.
9. If a game is called by the umpire for any reason other than the time limit (weather, darkness, etc.) it will be a regulation game after three and one-half innings have been played if any of the following are true:
 - A. The visitors have completed their fourth at bat and are trailing at the moment that the game is called. (Regardless if they are at bat or not.)
 - B. The home team has had at least four full at bats, was behind when they completed their last full at bat, and remains behind, regardless if they are now further or less behind.
 - C. The home team has scored a sufficient number of runs in its half of the inning to tie the game at the moment the game is called.

NOTE: This is a regulation game and is recorded in the books as a tie.
10. If a game is called by the umpire for any reason other than the time limit (weather, darkness, etc.) while either the fifth or sixth inning is in progress, the game is a "suspended game" if:
 - A. The visiting team has scored one or more runs to tie the game, and the home team has not yet had it's full opportunity to take the lead.
 - B. The visiting team has scored one or more runs to take the lead and the home team has not yet taken back the lead, nor have they tied the game.

NOTE: The overall result of this rule is that if a game is called when at bats are not equal between the home and visiting teams, and the visitors team gained the advantage of tie due to that inequity, the home team is given it's full opportunity to win the game, or else the game is suspended. In the case where the visitors actually took the lead due to that inequity, the home team must be given it's full opportunity to at least salvage a tie, or else the game is suspended.
11. A suspended game is to be continued from the point of suspension at a time agreed upon by the team managers involved and league officials. All pitching limitations, substitutions, etc are to be as they were at the point the game suspended.
12. Other than a game called due to the time limit, all games which do not reach the regulation three and one-half (home team ahead) or four complete innings as outlined previously shall be ruled "no game" are to be made up as a new game. Innings pitched do not count in any way.
13. Metal cleats are strictly prohibited.
14. Any player who throws his/her bat or helmet may be ejected from the game.
15. It is the base runners responsibility to minimize violent collisions with the fielder at all times and locations along the base paths, whether the fielder is in the act of fielding a hit ball, receiving a put out throw or awaiting a put out throw, by what ever means available (including sliding) when such a situation arises. Any base runner who does not attempt to minimize the collision (in the umpire's opinion) in such a situation will be called out, and if flagrant, ejected from the game.

NOTE: When a fielder, in the umpire's judgement, is obstructing the runner's advance (without the ball), the runner is awarded that base which he/she would have advanced to had there been no obstruction. If, however the base runner chooses to "steamroll" the fielder rather than minimize the contact, he will be called out.

16. Pitching limitations:

- A. One pitch thrown in any inning is counted as an inning pitched for that particular pitcher.
- B. A pitcher may pitch no more than six innings in a single game.
- C. A pitcher may pitch no more than six innings in a calendar week.
- D. A calendar week is Monday through Sunday.
- E. If a pitcher pitches more than two innings in a single game, that pitcher must be rested for no less than two calendar days.
Example: Pitcher who pitched three innings on Saturday, may not pitch on Sunday or Monday. (The end of the calendar week does not affect the two days required rest.)
- F. When a pitcher pitches two or less innings in a single game, there is no mandatory rest requirement, although we strongly encourage coaches to rest pitchers after each pitching assignment.
- G. A coach may make only one trip to the mound to talk with his/her pitcher per inning. If a coach makes a second trip to the mound in the same inning (not counting trips due to injuries), the pitcher must be removed from the mound.
- H. A pitcher who is removed from the mound cannot return as a pitcher in the same game.

17. Score book

- A. In order for any player to be eligible to represent Chippewa Falls Youth Baseball as part of a 12 year old tournament team, we are required to provide proof through official score books that the player chosen has played in at least half of the regular season games for his/her team. This proof is provided by the team score book. These books must contain only Babe Ruth Bambino games. Please keep them accurate and in decent condition.
- B. The score books must be turned in at the end of the season.

18. Re-entry: Except for the pitcher, as it pertains to the rule 16(H), re-entry of starters or substitutes is unrestricted.

19. Base-stealing: *one warning per team*-the next occurrence, that player is called out. The pitch is ruled a dead ball or no pitch.