

Prep (13) and Alliance (14/15) League Rules — 2018 Season

Official Major League Baseball Rules and official Babe Ruth Rules are followed except for the following local rules.

Time Limit

Games are seven (7) innings long. No new inning can start after one hour and 50 minutes on a weeknight or two (2) hours on a weekend have elapsed from the scheduled start time. Umpires will start the home plate conference five (5) minutes before game time. A new inning starts immediately after the home team makes the third out when it is batting. Both managers should be in agreement with the umpires on the official starting time of the game. There is a drop dead time of 2 hours for week night games and 2 hours and 15 minutes for weekend games. All games running the full time are official, reverting to the previous complete full inning if necessary to determine the outcome. Games delayed for any reason are complete if three (3) innings have been played. Tie games can occur. Umpires will stop the clock for up to 15 minutes for rain delays, lightning delays, injury delays, etc. Rain delays of longer than 15 minutes can occur, but the time beyond 15 minutes is taken from the official length of the game.

A team can elect to forfeit an inning or any part of an inning at any time.

Dugouts

The home team shall occupy the third base dugout, and the visiting team shall occupy the first base dugout. No more than three adults may be in the dugout or bench during any game.

Game Balls

The home team is responsible for providing TWO new official Babe Ruth baseballs prior to each game. The home & visiting teams will provide additional official baseballs equally as requested by the Chief Umpire.

Uniforms and Equipment

All players are required to be in full uniform whenever a game is in progress and they are on the playing field or in the bench area. The head coach shall be responsible for enforcement of this rule. Wearing of jerseys with the shirttail out is prohibited during game play. All players shall wear cups while playing. A player on deck, or protecting a pitcher warming up, must wear protective headgear. Bullpen catchers must wear masks while warming up a pitcher. A spotter is required when the bullpen is in foul territory within ball field. When the spotter is a player, a helmet must be worn. The wearing of metal cleats is strongly discouraged. If players are allowed to wear metal spikes on other team they are on, they may also wear them in their ASBR games. Metal spikes are allowed in Alliance League games.

Number of Players

A team must have eight (8) players to start an official game and to continue play throughout the game. Seven of these players must be on the official roster for that team. If this requirement is not met by ten (10) minutes after the scheduled game time, it is a forfeit.

Prep League teams can borrow only from other Prep League teams and should borrow players of equivalent talent to those who are absent. Alliance League teams may borrow players from another Alliance team or as a last resort, from Prep League teams, to meet their minimum number. A team can borrow the same player only three times per season, including the end-of season tournament. Teams that need to borrow players must obtain approval from the head coach from whose team the player(s) is (are) being borrowed, and must notify the opposing coach at game time. If a team has fewer than nine (9) players at game time, its manager may request one or more players from the opposing team, and the

opposing manager, if having ten or more players, must loan players of his choice. Borrowed players cannot pitch.

Minimum Playing Time

It is the intent of the Prep League and Alliance League to ensure that all players receive as much game time as possible. Defensively, no player may be on the bench for more than ONE consecutive inning at a time. That is, each player must play AT LEAST every other inning in the field. It should be the goal of each Manager for each player to have equal playing time during each game. Free substitution is allowed in the field after any inning. This rule shall not interfere with the right of the manager to deny any player's playing privilege for disciplinary reasons. If a player is injured or becomes ill during a game the decision of, first, a parent and then, a doctor will be final as to whether or not the player may continue in the game. If a parent or doctor is not present, the Chief Umpire will decide if the player is able to continue. An injured player may be used as a base coach provided the injury does not interfere with good safety practices.

Batting Order

The Prep League and Alliance League will run a continuous batting order for all players that are present for the game. Late arriving players will be placed at the bottom of the batting order. For the Prep and Alliance Leagues there is free substitution throughout the game; and no out will be charged for a player leaving the game early because of injury or other commitments.

Courtesy Runners

Courtesy runners may run for catchers with two outs. A courtesy runner is not a substitute. When a continuous batting order is used the courtesy runner will be the player who made the last out. Otherwise, the courtesy runners must be selected from one of the players not currently in the game. If a team has no substitutes, the player who made the last out will be the courtesy runner. The courtesy runner shall not be the next inning planned catcher or pitcher.

Pitching Eligibility

Pitchers may pitch seven (7) innings per week. Any pitch in an inning counts as a full inning. The week runs from Monday through Sunday. A pitcher, once replaced by another pitcher, cannot pitch again in that game. Coaches must, upon request, inform the opposing team of the eligible pitching innings remaining for any pitcher. If more than 3 innings are pitched, two full calendar days of rest are required. Coaches are required to observe the following guidelines.

Batters Faced (Pitch Count) Limit: 21 (85) per game 32 (130) per week

Recommended Days of Rest after throwing:

-  40 Pitches: 2 or more Days
-  60 Pitches: 3 or more Days

Calling Balks in the Prep League

During the month of April, umpires will issue warnings to pitchers for balking and give the pitchers (and coaches) brief instruction on what they are doing wrong. Repeated offenses of the same kind can result in balks being enforced in April. Starting in May, balks will be called with the first infraction with no warnings. Alliance League - balks will be called with the first infraction with no warnings.

Mercy Rule

A game ends as soon as any of the following occur:

-  the away team is ahead by 12 or more runs after four or more completed innings, or
-  the home team is ahead by 12 or more runs after three and one-half innings, or

- ☉ if the home team gets a lead of 12 runs after the third inning.

Saftey

A runner must slide into any base including, home plate (if the catcher has the ball) or attempt to avoid the tag. No head first slides are permitted into home plate except when returning to home plate due to a missed tag. Players are to avoid contact with the catcher at all times at home plate by either sliding or going around the catcher. Umpires will enforce this rule to reduce injuries due to running into the catcher, or any other player at another base, who is attempting to make a tag. Failure to slide or attempt to avoid will result in the player being called "out," and, if in the umpire's judgment contact was malicious or severe, the player is automatically ejected from the game and declared out. Runners are entitled to the baseline and catchers and other fielders can be called for obstruction if they do not have the ball and interfere with the runner. If, in the judgment of the umpire, obstruction has occurred, runners shall be awarded the next base (or more, based on the umpire's judgment).

The following actions by the runner during a slide are illegal:

- ☉ Runner slides or runs out of the baseline in the direction of the fielder;
- ☉ Runner uses a rolling cross-body or pop-up slide into a fielder;
- ☉ Runner's raised leg is higher than the fielder's knee when standing;
- ☉ Runner goes beyond the base and makes contact with the fielder;
- ☉ Runner slashes or kicks the fielder, or engages in similar flagrant conduct.

If, in the judgment of the umpire, the runner makes an illegal slide at any base, including home plate, interference shall be called. With less than two outs, the batter-runner and the interfering runner shall be declared out, and no runner(s) shall advance. With two outs, the interfering runner shall be out and no other runner(s) shall advance.

Reporting Scores

Both managers are responsible for reporting scores and keeping track of pitcher usage statistics (innings pitched and batters faced). Scores should be updated via the website or by using the SIPlay app within 48 hours of completion of each game.

Field Use and Preparation

Each team is responsible for cleaning its respective dugout and spectator areas after each game, which shall include placing all trash in trash containers. We are guests of Arlington County and the School Systems at these fields. Managers and coaches will take responsibility for the condition in which fields are left after practices or games.

Coaches Behavior

Coaches are encouraged not to yell instructions to their players on the field but to discuss points to be made in a constructive manner between innings. Arguing with the umpire, umpire baiting, or arguing with the other team's coaches will not be tolerated, as it sets a poor example for the kids and emphasizes winning or making one's point over teaching the game to the players.

Suspensions

If the umpire ejects any player or coach from a game for displaying willful or flagrant acts of temper or misconduct from the game, the League President must be notified within 24 hours. In most cases, at the discretion of the League President, a one-game suspension will be enforced. Any player or coach receiving such ejection shall be subject to review by the Board and may be subject to suspension or dismissal from the League.