



Southeast Volusia Babe Ruth General League Rules All Divisions

Updated 1-31-24



The official rules of playing shall be found in the current Babe Ruth Baseball and Softball Official Regulations and Playing Rules book. These rules are amended by the following local Ground Rules and By-Laws in accordance with Rule 3:13. All divisions play by Babe Ruth rules with the addition of local playing rules for those divisions.

1. Game Time Limits

- 15u Juniors – no new inning after 1:45 of the start time
- 12u Majors - no new inning after 1:30 of the start time
- 10u Minors – no new inning after 1:30 of the start time
- 8u Rookies(machine pitch) no new inning after 1:15 of start time; Game ends immediately at 1:30 or 6 innings (whichever comes first)
- 6u/5u T-ball – 1:00 game time. The game will end immediately one hour after the start time.
- Tie Game: In the event of a tie, or once the time-limit has expired game will be declared a tie.

Note: The game clock begins at game time or after the plate meeting with the umpire. Managers, Umpires and/or Official Scorekeepers should note the start time and agree on the no new inning / cutoff time at the plate meeting.

2. Equipment:

- **Batting helmets:**
 - 10U Baseball Division and below: All players, while batting, are required to wear batting helmets with Chin Guard or Full Face Mask
- **Bats:**
 - Please see official bat regulations
 - ALL bats must have a USA bat logo or be wood. If an illegal bat is discovered prior to a batter completing his “at bat”, the bat is simply removed from play and the “at bat” batter continues. If a player uses an illegal bat or non-conforming barrel dimension and hits a fair ball, player will be ruled out. No base runners can advance and any outs during the play will stand. This is an appeal play. The “at bat” will be considered legal once a pitch is thrown to the next batter. Any bats found prior to the game that does not conform to the SEV Babe Ruth rules, shall be removed from the dugout immediately and shall not be allowed for use during the game. Any player that is found using an illegal bat after being warned may be suspended by the SEV Babe Ruth Board of Directors.
- **Baseballs:**
 - Each head coach will be given two boxes of 12 balls with their equipment bag. One box is for practice balls, and the other is to be used for games. Each coach will supply one new ball and one used ball for games. One of these may be given for game ball.
- **Equipment Bag**
 - Each head coach will check out an equipment bag (if needed) that contains catchers gear and will be kept by the coach for the duration of the season. The coach will be required to return the bag before trophies will be handed out. Tees are not to be taken from the Sports Complex.

3. Game Schedules:

- All games are scheduled and approved by NSB Athletic Department
- All games are official games. If play is interrupted for any reason, an attempt to reschedule or pick up the game will be made. The game is considered complete after 4 complete innings or after 3 ½ innings if the home team is winning.

4. Forfeits / Pool play

- 8u - 15u BASEBALL: there will be no forfeits or game cancellations. Pool play will be utilized to fill any player shortages for 10u and older before game time. For 10u, 12u and 15u during the game, should the batting lineup fall to 8 batters, an out will be recorded in the place of the missing batter. For 8u, the penalty will apply if the lineup falls to 7 batters. If the game begins with only 8 players (or 7 players in 8u), the out will be recorded in place of where the #9 batter would be (#8 batter in 8u). If the lineup returns to normal, then the penalty is removed. A team will not be penalized for more than one out, regardless of the deficiency in the lineup.

5. Pool play protocol

- At the beginning of each season, the League will create and manage a pool/list of eligible players to be utilized for teams, which for valid reasons as cannot field nine (9) players. These players will be contacted and assigned to the teams by the League on a rotating basis. The management of the player pool list will be done by the League.
 - The goal of this regulation is to provide an additional method of ensuring games are played, rather than being rescheduled due to occasional player shortage. Obviously, the more notice that is given to the League of the shortage, the more likely a pool player(s) can be assigned in time. Pool players who are assigned to games may not pitch or catch, and must bat at the bottom of the batting order. All minimum play and substitution requirements still apply.

6. Dugout / Field

- All Divisions: One roster coach or approved volunteer must remain in the dugout while players are present in the dugout. 8U and older while on defense two coaches (Maximum) may be outside the dugout (in the immediate area) and in foul territory. The only equipment that may be outside the dugout with the coaches during this time can be a covered bucket for each

7. League age:

- Baseball division assignments by player league age:
 - Ages 4 - 5 T-Ball Jr. Ages 4-5
 - Age 6 T-Ball Senior
 - Ages 7 – 8 8U Rookies
 - Ages 9 – 10 10U Minors
 - Ages 11 – 12 12U Majors
 - Ages 13 - 15 15U Juniors

Players may choose to go to evaluations for the division one age older but must be drafted by a team ***no later than the end of the 6th round.*** Players must attend their correct age evaluation as well to be considered to play at the older division. Special considerations (ex. Special needs, safety concerns, etc) may be considered by the NSB Athletics Director upon request. A player's eligibility to play in post-season tournaments may be effected if they play out of their division.

8. Uniforms

- Each player is issued a hat and shirt by the league.
- Parents will need to provide solid gray pants (no piping or pin stripes), socks, belts and athletic supporter with cup (male players) and mitt. A team may choose to wear different color pants if agreed upon by entire team and everyone matches.
- All players must be in full uniform, with no exception

9. Scorekeeping

- 6U and above: Official scorebook must be kept by the home team for each game. This includes the use of electronic scoring. 6U just needs to record the lineup for all-star eligibility
- Line-ups will be exchanged 10 minutes prior to each game. You MUST list each player's number, first initial & last name

10. Interleague

- Will be considered when a division cannot field 4 teams within the league or at the request of the district

11. Batting Cages:

12. Batting cages are available for use to all teams. Players must wear tennis shoes in the cages. **NO CLEATS** Please be mindful of time spent in cages when there are others waiting.

13. Skills Assessments:

- Divisions 8U and above: All 8U and above players MUST attend one day of player evaluations. Two evaluation dates per division will be announced during the open registration period. If a player misses the evaluations, and there are open spots for players at the time of team formation, the players will be selected to the teams by random/blind draw.
- Skills Assessment: shall consist of activities necessary to evaluate players in an effort to have equal competition throughout the division.

14. Draft Procedures 8U and above:

- All teams are formed new each season. Players that participated in the evaluations will comprise the player pool eligible to be selected to a team during the draft. Draft style will be a serpentine style draft. (Example for a 6 team Draft: Round 1, teams will select Team 1 thru Team 6; Round 2 would then select Team 6 thru Team 1; Round 3 would mirror Round 1; Round 4 would mirror Round 2 and so on...) The draft order will be determined by blind draw prior to the player evaluations each season.
- Draft Protection: A manager may declare, to the league, one roster coach. For the purposes of player draft protection, this coach must be named PRIOR to the start of the evaluations. Manager's children as well as the ONE roster coach's children will be protected and automatically taken in round 3 and round 4. If there is only one protected player, they will be automatically selected in round 4
- 12U and above: A sibling of any selected player, eligible to play in the same division by virtue of league age only, will automatically be placed on the same team in the next available round. if the parents request children to be on the same team. If parents do not require children to be on the same team, the sibling will be protected from being drafted by another team for ONE CONSECUTIVE ROUND
- 10U and below: A sibling of any selected player, eligible to play in the same division by virtue of league age, will automatically be placed on the same team in the following available round.

- Please note this rule does not guarantee players who evaluate for older divisions selection to a team just because they have a sibling in that division. They must still be drafted.
- All Trades must be submitted to the league for approval within 24 hours after the start time of the draft.

15. Spring Mandatory play

- 12U and above: Every Player must play in the field for 2 consecutive innings (6 defensive outs) and bat at least once per game. Any player who does not meet minimum play in a game must start the next game and complete his or her minimum play missed and then complete the minimum for that game before being removed.
- Players who arrive to the ball field after the start of the game are not subject to the minimum play requirements.
- 8U & 10U: Each team will bat the entire roster and will have free substitutions during the spring season. Every Player must play 2 innings (6 defensive outs) per game. Any player who does not meet minimum play must start the next game and complete the remaining minimum play missed plus the current game's minimum play. Players are exempt from the 2 inning mandatory play if they show up after 1 completed inning.
 - Second half of the spring season: Each 10u player must play a minimum of 1 inning in the infield.

16. Run Rule

- There will be a 5 Run per inning rule in effect for 8u and 10u divisions during spring regular season play. A half-inning will end when there are three recorded outs or when the offense scores 5 runs in their half-inning.
 - For any division that has a run limit, all runs will count on a HR that goes over the fence. The ball must go over the fence and not be a inside the park HR.
Example: Team has scored 3 runs in a 10u baseball game and a player hits a 3 run HR. All 6 runs will count that inning.
- The game will end if one team (a) has a 12-run lead after three (3) innings (or 3½ if the home team is winning) or (b) is ahead by 10 runs or more after four (4) full innings of play.
- There will be a 10 run mercy rule after 5 innings in Juniors & 4 innings in Minors and Majors

17. Noisemakers

- The use of noisemakers is not permitted in the stands or dugouts. This includes, but is not limited to horns, drums, bells, boom boxes, and whistles.

18. On-deck batters

- For 10u and above: All on-deck batters will position themselves behind the batter against the fence in foul territory near the dugout. With a right-handed batter up they will be on the 3rd base side and with a left-handed batter up they will be on the 1st base side. Players will NOT cross over while the batter is in the box and the battery is assembled. In order to keep the game moving along, on-deck batters may assist in retrieving foul balls and passed balls when there are no runners on base and when applicable it is not a dropped third strike.

19. Courtesy Runners

- For 12u and above with 2 outs, if the catcher of record (catcher from the previous inning) is on base, you may run for the catcher so he/she can get ready and reduce delay in between innings.

For 10u and below, if the player that will be catching the next inning is on base, you may run for that player so they can get the catcher's gear on quicker

20. Pitching Limitations / Rules

- a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game)
- b) 12u Major and below: A pitcher once removed from the mound cannot return as a pitcher in the same game.
- c) 15u and above: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- d) The manager must remove the pitcher when said pitcher reaches the limit for his/her division as noted below, but the pitcher may remain in the game at another position:

Division:	18U	105 pitches per day
	15U	95 pitches per day
	12U	85 pitches per day
	10U	75 pitches per day

Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning.

- Note 1: A pitcher who delivers 51 or more pitches in a game cannot play the position of catcher for the remainder of that game.
- e) Pitchers league age 15 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 1 - 35 pitches in a day, no (0) calendar day of rest is required.

Violations of pitch count may result in sanctions against the manager as determined by the League.

Rest period begins at the end of the day. If a team has a double header, the player may pitch up to their max daily pitches for the entire day. Required rest begins at the end of the calendar day.

21. All – Star Eligibility

- For a player to be eligible to play All-Stars they must play 50% of the games played plus one (12 game season would mean player played at least 7 games)

22. Weather Policy

- NSB Staff will notify all coaches with weather updates in regards to game cancellations.
- The NSB Sports Complex has installed the Thor Guard Lightning Prediction & Warning System at the complex. This is to inform you of the updated inclement weather policy stemming from the Thor Guard installation.

- The Thor Guard System constantly measures the millivolts of static electricity both in the air and on the ground in a 2 mile radius. When the system detects enough electricity in the area to predict a lightning strike within an 8-20 minute window, the warning system will sound.
- The following is the procedure for all Recreational activities during inclement weather:
 - a. The first horn will sound for 15 seconds. This indicates that the Thor Guard System detects a lightning strike will occur in the 2 mile radius in less than 20 minutes.
 - b. When the horn sounds, ALL outdoor activities will cease immediately and will be cleared. All patrons are asked to seek safety in their cars, as we do not have the space to safely accommodate waiting patrons.
 - c. While there is still potential lightning within the 2 mile radius, a strobe light will continually flash.
 - d. When the Thor Guard System determines that it is safe to resume activities, the strobe light will turn off and you will hear 3 five (5) second horn blasts.
 - e. If after 20 minutes of weather delay, the game is called final.
- **Players, parents, spectators, and coaches are to immediately seek shelter in their cars in case of danger of lightning**

Fall Season Additions

The following rules override the specific division rules for the Fall Season.

1. Each team will bat the entire roster in all divisions
2. 5 Run Rule in all divisions (Exception: T-Ball and Coach Pitch.) No continuous play
3. Free Substitution Rule



Southeast Volusia Babe Ruth 8U ROOKIE DIVISION (Ages 7 and 8) Ground RULES



1. Length

- A regulation game is six (6) innings or time limit whichever comes first.
- A half inning shall be complete when three (3) outs occur or immediately when five (5) runs have been scored. Exception: All runs will be scored on over-the-fence homerun.

2. Minimum Players

- A team may start or continue to play with as few as seven (7) players. Before the ball leaves the pitching machine, the pitcher must have one foot on the clay area of the pitcher's mound and must be even or behind the pitching machine.

3. Stealing, Lead Offs, Dropped Third Strike & Infield Fly

- Steals and advancing on passed balls are prohibited. The Batter cannot advance on a dropped third strike and there is no infield fly rule.

4. Coaches

- Offense team
 - Up to (4) Adult coaches will be allowed on the field for the offense team and stationed:
 - Each of the coach's box
 - On the mound to pitch.
 - Behind home plate to assist batters and help with ball
- Defensive team
 - One coach stationed in the outfield and one coach in foul territory in the grass behind 1st base and 3rd base.
- Coaches may not touch players or the ball during a play.

5. Batting:

- Teams will bat the entire roster
- Each batter will get five (5) pitches or three (3) swings. Whichever comes first.
- There will be no walks
- Errant pitches shall be declared "No pitch" by the umpire.
- Foul balls and foul tips will count as strikes. If the batter fouls the fourth pitch, the at bat will continue until the ball is put in play or a strikeout is recorded.
- Any time after the fourth pitch, the batter shall be called out on strikes on a "taken" pitch unless the pitch is ruled a "no pitch" by the umpire.

6. Bunting

- Bunting will be permitted. Fake bunting is not permitted. Penalty for fake bunting will be as follows (whether contact is made or not): 1) Batter will be called out. 2) Ball will be declared dead and all runners will return to bases. On the 2nd occurrence the manager will be ejected from the game. If it is the 2nd time for the same player, player will also be ejected. Bunting on the last pitch, if foul, batter is out. Pitcher cannot charge on bunts, until the ball has been released by the machine.

7. Fielding:

- Teams can play 11 players on defense. The players must be positioned with 4 outfielders, 4 infielders, 2 players fielding the pitchers position and 1 catcher. The 2 players fielding the pitchers position must be positioned on the right and left side of the

pitching machine but not in front of the machine. Each player will have a minimum of 1 inning in the infield position.

8. Catchers:

- Each team must have a catcher in protective gear stationed behind the batter, within the catcher's box, and in the catching position. Protective gear MUST include a cup

9. Pitching Machine

- A coach from the team at bat shall operate the pitching machine
- pitch will be delivered from the forty six (46) foot rubber
- Each batter will receive a maximum of 5 pitches or 3 swinging strikes, whichever comes first. If the ball is not put into play before three swinging strikes or after the 5th pitch, the batter is out.
- Any batted ball that strikes the pitching machine /sand bag shall be declared a dead ball and the batter shall be awarded a hit. Every runner shall advance one base from where they started the play.
- If the ball is thrown by a fielder and strikes the machine "dead ball" shall be declared and runners may not advance.

10. Guidelines for "No Pitch

- If the batter does not swing at the ball and it either (a.) crosses home plate above the eyes, (b.) hits the ground before or at home plate, or (c.i) is sufficiently outside or inside as to be un-hittable, a "no pitch" will be called by the umpire.
- If the batter swings at the ball it will be considered a strike unless it is the forth pitch or final pitch of the at-bat.
- Both are judgment calls by the umpire and cannot be challenged.
- **Hit Batters:** Players hit by a ball from the pitching machine are not awarded first base. The pitch is considered an errant pitch, i.e., "no pitch."

11. Mandatory play: if a team has more than 11 players, no player will sit out more than 1 consecutive inning. Less the 11 players No player will sit out 2 consecutive defensive innings. No player will play more than 2 innings in the same position. All players will have a minimum of 1 inning in the infield.

12. Dead Ball:

- The ball will be declared dead (time out) by the umpire when the defensive team stops the lead runner and all succeeding runners abandon their effort to advance. It will be up to the umpire to determine when the ball is dead and to cease play by holding both arms in the air.

13. Overthrows

- Definition: An overthrow shall be defined as a thrown ball that is not caught and travels into foul territory or is not recovered by the intended fielder.
- Only one (1) base advance is possible on an overthrow. One (1) overthrow per play. The runner is at risk to be put out if advancing on an overthrow.

14. Out of Play:

- If a non-deliberate overthrow goes "out of play" (i.e., in the dugout, over the fence, under the backstop, through the gate, etc.), then the runner is awarded two bases - the base the runner was advancing to and one extra base (+1) due to the ball going "out of play". If the runner was not advancing to another base, the runner is only awarded one base (+1) due to the ball going "out of play". Example: If a ball is non-deliberately thrown "out of play" before the runner reaches first base, that runner is allowed to advance to second base on the "dead ball". If another runner had already rounded second base before the

“dead ball”, that runner would be allowed third base as well as home plate on the “dead ball”. This is a judgment call by the umpire and cannot be challenged.

- Example: The batter hits ball and runs to first base, center fielder fields the ball and throws to the shortstop, the shortstop misses the ball, the runner can now advance at his or her own risk to second base. The third baseman retrieves the ball and throws to second base and the second baseman misses the ball; if the runner advances beyond second base, the runner must return to second base. The runner is always at risk of being put out when not touching a base and the ball is live.

15. Umpire:

- The Umpire will be stationed either (i) behind Home Plate or (ii) behind the pitching machine in a position as to not to obstruct the fielders.

16. Late Arrivals:

- If listed on the lineup card turned into the scorekeeper prior to the game as “substitute,” late players are added at the bottom of the batting order.

17. Injured Players:

- If a player becomes sick or injured and is removed from the lineup, he may not return and his place in the batting order will be skipped without penalty. If the batter is injured and unable to continue the next batter shall inherit the at-bat.



Southeast Volusia Babe Ruth T-Ball DIVISIONS (Ages 4 thru 6) Ground RULES



1. A game is regulation after 2 complete innings.
2. Bunting, stealing, and lead-offs are not permitted.
3. Three (3) Adult coaches will be allowed on the field for the offense. One Adult Coach is to be stationed at the plate to put the ball on the tee, while the other coaches may be positioned in the coach's boxes at first or third base. A coach or approved adult volunteer must remain in the dugout. Two (3) Adult coaches will be allowed on the field for the defense stationed either in the outfield or foul territory. Adult coaches may not touch players or the ball during a play, and should make every effort to avoid becoming physically involved in the play. (Two Adult coaches will be allowed on the field as long as one adult coach is in the dugout at all times. **NO EXCEPTIONS**)
4. Teams will field all players each inning. Players shall be stationed as the catcher, pitcher, first baseman, second baseman, third baseman, shortstop (all positioned on the infield grass near the base paths), left field, left center field, right center field, right field. Extra players will be placed as (1) roving infielder and the remainder will be placed as roving outfielders. Rovers are to be positioned in the clay, midway between bases. Outfielders may be positioned no closer to home plate than the edge of the outfield grass. The players must rotate traditional correct positions each inning.
5. All players present are placed on each team's batting lineup. All players bat in order each inning. Reverse batting order alternating innings. For example, top to bottom in the first inning, bottom to top in the second inning. Substitutions are not permitted. An "at bat" will be completed at the end of the play caused by the last batter having batted for the offensive team.
6. T-Ball **Junior 5U** - The batter shall use a batting tee situated on home plate. The batter will be given five (5) attempts to hit a fair ball. If the last attempt passes the arc and then goes foul the batter will be awarded another attempt. Since the objective of T-Ball is to give every player an opportunity to participate in all aspects of the game, strict adherence to the number of attempts is not appropriate unless, in the opinion of the manager of the team on offense, it is obvious the batter has no chance of hitting a fair ball.
7. T-Ball **Senior 6U only** - Coaches will have the option to throw **ONLY** 3 pitches to each batter or 5 attempts off the tee. This must be done from a knee & overhand. If the batter doesn't hit a pitch, he/she then must hit off of the tee. If the ball is not put into play on by the third attempt off the tee, the batter is out. The coach must move off the field of play once the ball is placed on the tee. When batting off of the tee the catcher moves to the back of the box. (Note for post season play (All-Stars) all batter will be hitting off a tee)
8. When the ball is hit, this coach must immediately move away from the play into foul territory. Baseball Coach Pitchers will pitch from no closer than 25 feet.
9. An arc will be established approximately fifteen (15) feet from home plate. Any batted ball not advancing past the arc will be counted as a miss.
10. Runners will be called out & removed from the base. Coaches are responsible for safe/out calls.
11. The ball will be considered dead under these circumstances:
 - A: The runner is out & ball is in the infield
 - B: The ball is overthrown (1 base per runner)
 - C: The batter has reached 1st base & ball is in infield without a play to be made.
 - D: The ball hit into the outfield is thrown back into infield (doesn't have to be in possession).
12. Players cannot play pitcher & 1st base more than 1 inning each

13. If the pitcher fields the ball with any body part within the pitching circle he/she must throw the ball to record an out. They may not run and tag the runner with the exception of plays at home. Only one (1) base advance is possible on an overthrow. One (1) overthrow per play. The runner is at risk to be put out if advancing on an overthrow.
- a. Definition: An overthrow shall be defined as a thrown ball that is not caught and travels into foul territory or is not recovered by the intended fielder.
 - b. Example: Batter hits ball and runs to first base, center fielder fields the ball and throws to the shortstop, the shortstop misses the ball, the runner can now advance at his or her own risk to second base. The third baseman retrieves the ball and throws to second base and the second baseman misses the ball; if the runner advances beyond second base, the runner must return to second base. The runner is always at risk of being put out when not touching a base and the ball is live.
14. Scores will not be officially kept. Remember this is an instructional league meant to prepare them for future baseball or softball.

No umpires or 5 run Rule in this division