

Novato Babe Ruth Baseball League Inc.

Local Rules

Adopted: December 8, 2004

Amended: March 4, 2009

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SECTION 1 - GENERAL LEAGUE REQUIREMENTS

1.1 MANAGERS AND COACHES

1. A. Managers for the league will be selected and approved by the Board. Managers must apply on an annual basis. Application may include fingerprinting and background checks.
A manager applicant who has managed a team in previous years is not a guarantee of a managing position for the following year.
Criteria for managers will include, but shall not be limited to, the following:
 1. Manager experience
 2. Coaching experience
 3. Baseball knowledge and experience
 4. Ability to commit self to team and League throughout season
 5. Compliance per Manager Responsibilities Form
 6. Must pass National Babe Ruth coaching certification course
2. B. Coaches must fill out an application.
3. C. All managers and coaches shall be 18 years of age and older, and not be a player in the Babe Ruth League. Exceptions to this requirement can be considered by the Board.
4. D. Background checks on managers and coaches that reveal any negative information may be cause for dismissal from the league at the sole discretion of the Board.

1.2 PARTICIPATION BY MANAGERS AND COACHES

5. A. All managers and coaches are expected to participate in at least 75% of the regular season games and practices.
6. B. Failure to participate in the minimum game requirement will be subject to review by the board and may result in the following:
 1. Suspension with time of suspension to be determined by Board.
 2. Expulsion for the remainder of the season.
 3. Team may be excluded from the post-season tournament.

1.3 REGISTRATION AND FEES

7. A. Player registration shall be accomplished:
8. Through an online registration process offered through the league website or through the mail. The waitlist order for these registrations shall be determined by the online registration date, or if mailed, by the postmark. Late registrations received by means other than mail to the official mailing address will be deemed invalid.
- 9.

10. B. The League will determine number of total roster spots annually based on number of registrants as well as number of available, qualified managers.
11. C. The official wait list will be maintained by the Registrar. Managers must promptly notify the registrar when a player drops from their team. The registrar shall determine who is next on the wait-list and that player shall replace the dropped player. Refer to 1.7-B of these rules for minimum team size.
12. D. A player who registers after the yearly determined cutoff date will be placed on a wait list and might not be picked for roster spot on a team. Returning players registering after the league determined cutoff date lose their seniority over new league players.
13. E. A player who registers prior to the yearly determined cut off date but whose team has been disbanded will be ensured placement on a team. These players must attend try outs.
14. F. If a player registers before the yearly determined cutoff date and tries out, that player will be placed on a team, as long as a roster spot is available.
15. G. Returning players will remain on the team that they played for during the previous season.
16. H. Returning Players who do not register by the yearly determined cutoff date will lose their place on their previous team and will be placed on a waiting list. They might not be picked for a roster spot on a team.
17. I. A Registration Fee, to be determined annually by the Board will be required from every player on the team roster prior to the conclusion of tryouts. Players will not be eligible to be selected on a team or play until the registration is paid.
18. J. Financial Hardship: The Board feels that there are very few cases where registration fees will create a financial hardship. However, if the manager or player agent feels that he has a hardship case, he should bring it to the Board's attention and The Board will find a suitable volunteer position for a family member by which they can pay the fee.
19. K. The league will hold registration fees for all potential players placed on the waiting list. If a Refund is requested and granted by the League, that Waitlist Player will be dropped from the waiting list.

1.4 REFUNDS

20. A. Under normal circumstances, registration fees will not be refunded after the player has participated in any portion of the tryout except for special hardship circumstances that are brought to the Board for review and consideration.

28. B. Each team shall consist of no fewer than thirteen (13) players and no more than fifteen (15) players, a manager and up to two coaches. EACH Team SHALL INCLUDE A MINIMUM OF three Thirteen-YEAR-OLD PLAYERS AND NO MORE THAN FIVE 15-year-old PLAYERS. Manager of any team that exceeds these requirements shall drop players to be placed by the manager into the draft. Refer to 1.8-B
29. C. If a player quits a team and re-registers the following year, that player will be on their original team of record unless released by the manager.
30. D. Manager may be required to take a player to increase the roster to 14 or 15 players.
31. E. If a player quits during the season, they will not be eligible to play during the remainder of that season or in post-season play. If a player announces their intention to quit, they must be informed of this rule immediately so that the player is aware of the consequences when they make their decision. For purposes of this rule, the season starts on the day of the player draft.
32. F. Should a player elect to stay out of baseball for the entire current season, they must re-register, tryout and, at such time, shall be placed in the player draft and must play for any manager who drafts them.
33. G. Players who were not selected to a team due to full rosters might be picked to a team if said team loses a player pursuant to the order of the wait list as provided by the designated league official.
34. H. The Board shall always seek to equalize the teams to promote the best competitive situations.

1.8 PRE-DRAFT PROCESS

35. A. No manager may go into the draft with more than five (5) fifteen (15) year old players on his "pre-draft" roster. Teams with more than the above number will be subject to reduction and redistribution of excess players to other teams at the determination of the Board. Should a manager have to drop any players to conform to this Rule the player's name will appear on the player draft list. Teams will not be allowed to draft a player if it means the team would exceed these allowed maximum.

1.9 DRAFT

36. A. Draft Order shall be in reverse order of the regular season standings as determined by win-loss record recorded in the Previous Year, preceded by any expansions teams.
 1. Worst Overall Record of the previous year picks first.
 2. Best regular season record picks last.
 3. Ties:
 - a. Win loss record against each other.
 - b. If win/loss records are identical, total runs scored against each other will determine the draft order.

- c. Best intraleague record.
 - d. If the above listed process of determining draft order does not resolve the tie, then draft order will be determined by coin flip between those teams. Winner will pick before the loser of coin flip in the draft order.
37. B. Draft will follow in a non-snake format where teams will draft in continuous sequential order (i.e. 1-12, 1-12) until all eligible players are selected based on roster limits determined by the Board.
38. C. Draft Day: Draft day shall be announced by the league prior to the start of registration.
39. D. Draft Attendance:
- 1. Only Managers, two (2) Coaches, and Board members will be present.
 - 2. No cell phones, recording devices or communication devices of any kind will be allowed in the draft room.
 - 3. No Parents of players that are not Managers or Approved Coaches are allowed in the draft.
 - 4. No players are allowed in the facility where the draft is taking place at the time of the draft for any reason.
40. E. Sibling Rule. Siblings will not be split among teams unless requested by the sibling's parent(s). The Sibling option may not be taken if it means that a team will have too many or not enough players of a certain age.
- 1. When no sibling is active on a team: Once the first sibling is drafted, the subsequent sibling(s) will be assigned to a draft round as pre-determined by the draft committee.
 - 2. When a sibling is already on a team: The new sibling will be assigned to a draft round by the draft committee, based on try-out and past performance.
- F. There shall be two manager/coach options per team; these options shall be declared by all managers prior to the yearly determined cutoff date.
- 1. A manager/coach option is the parent and or legal guardian of the draftee. Proof of guardianship may be required by the league.
 - 2. A player designated as a Manager option may a 13, 14 or 15 year old player. A player designated by a Coach option may only be a 13 year old player.
3. G. Manager/coach options apply for as long as the draftee remains on that team.
4. H. If an impasse results during the draft due to disagreements, or confusion between drafting teams, a spot decision by the draft committee in attendance shall be rendered. Decision by the committee will be final.
5. I. Manager/coach options shall be carried out under the following conditions:

1. Managers shall submit to the league President by noon on draft day, their ranking of the best players for two full rounds.
2. The draft committee will use the ranking list as well as their own observation to assign the manager and coaches options to the round the committee feels is fair and appropriate.

6. J. Trades: NO TRADES ARE ALLOWED.

7. K. Notifying Players of Team Status: Managers shall call all players within 24 hours of the conclusion of draft.

1.10 PLAYER POOL

A. The Player Agent shall administer a player pool or a designated league official appointed by the league. Managers, coaches or others who are not the designated administrator of the player pool cannot be the point of contact with a pool player at any time. The designated official shall perform all contacting and locating of a pool player.

B. Managers, coaches or others who do not follow protocol in attaining a pool player will be subject to disciplinary action as determined by the Board.

PART 2 - C. Player Pool: 13 and 14 year-old rostered players shall comprise the Player Pool as fill-in players for teams short of players in any given game.

PART 3 - D. Manager or Coach shall call the Leagues' Player Agent or designated official at least 24 hours prior to game time to allow the official to contact and assign the team a pool player otherwise the league takes no responsibility for filling a pool player position for any game. When calling, the Manager must list the players that are not coming to that game. Managers may not request additional pool players to bring their team beyond the minimum of 9 players. If a team has requested a pool player and the team plays with more than the minimum of 9 players, following a league review, that game may be subsequently forfeited.

PART 4 - D. The 13 and 14 year-olds who fill out the League's Form to become a 'Pool Player' will be allowed to play for the team that will be missing a player(s) to make the minimum 9 man roster.

1. Pool Players are limited to the following participation:
 - a. Pool players cannot pitch for a team when being used as a pool player
 - b. Pool player is to start the game and play the entire game.
 - c. Pool players must bat at the end of the lineup, after the regular team players.

1.11 FORMATION OF NEW TEAMS

PART 5 - At the time that the Board determines that the number of teams needs to be either increased or decreased, The Draft Committee will decide how this process will go forward based on the League's concept of equalizing teams to allow teams to be competitive.

PART 6 - TEAM PRACTICES

PART 7 - Teams may not practice prior to the league announced practice start date.

SECTION 2 - DAY OF GAME RESPONSIBILITIES

2.1 GAME DUTIES

PART 8 - A. Home Team Manager

1. Provide an official scorekeeper.
 - a. Official scorekeeper is required to record the plays, and substitutions that transpire during the game, and keep an inning-by-inning pitch count for every pitcher in the game. Foul balls are to be included in the pitch count.
 - b. Pitch Count Notification: When pitch count reaches the counts noted below, Official Scorekeeper shall notify both managers and home plate umpire.
 - 1) For 13's Notification shall be at 60 to 65 pitches.
 - 2) For 14 or 15's, Notification shall be at 70 to 75 pitches
2. Provide an announcer if applicable
3. Provide one concession volunteer.
4. Provide a minimum of one field preparation volunteer before and after each game. This also applies to consecutive games to expedite the start of the following game.

PART 9 - B. Visiting Team Manager

1. Provide a scoreboard operator
2. Provide one concession volunteer
3. Provide a minimum of one field preparation volunteer before and after each game. This applies to consecutive games to expedite the start of the following game.

PART 10 - C. All Team Managers

1. Be present at the field with equipment in sufficient time to start games.
2. Exchange lineups before scheduled time of game and provide lineups to the scorekeepers, head umpire and announcer if applicable at least 15 minutes prior to game time.

3. Responsible for the conduct and behavior of his players, and coaches at all games.
4. Ensure that all of his players have played at least the minimum time required
5. Responsible for supporting umpire, particularly in confrontations or abuse by spectators.
6. Responsible for knowing and abiding by Babe Ruth Rules and the rules of Major League Baseball.
7. Provide a game synopsis within 24 hours to the President for publication in the paper and for posting on the league web site.
8. In the event of a schedule delay coordinate a makeup game with the Manager Representative and League's Schedule Coordinator.
9. Have the field ready to play prior to game time. Ensure the field is properly marked, raked and infield watered down to settle dust.
10. After the game, dugouts shall be clean, field prepared in game ready condition as follows:
 - a. Home plate area, mound and areas around bases shall be raked, infield dragged, and the mound, home plate area and base areas shall be thoroughly watered. Failure to perform any of these requirements during the regular season will be subject to the following consequences:
 - 1) 1st offense: = a warning
 - 2) 2nd offense: = a one game suspension to be served by the manager and or coach or both.
11. Games cannot start until representatives from both teams' staff the Snack Shack.
 - a. Snack Shack: Both teams are required to have one person in the snack shack 20 minutes before the start of the game. If a team does not have a person in the snack shack by this time requirement, a coach or manager from that team missing the snack shack person MUST fulfill the snack shack commitment until a suitable replacement arrives.
 - b. Failure to follow this rule shall result in forfeit of the game.
12. Field is safe
13. Any other task needed to ensure a game starts on time
14. Make sure the ballpark is secured after all games and practices
15. All equipment is properly stored and secured.
16. Lights off, scoreboard shut down and control board securely stored in designated location.
17. Buildings locked.
18. No players left waiting for a ride.
19. Both managers must verify that all of the above conditions are met before they leave the field at the end of each game.

PART 11 - D. Each Manager will be issued a key, which opens the storage and batting cage. All keys will be turned in with equipment to the Equipment Manager at the end of the season. Any Manager failing to return League keys, as requested, will not be considered for any future managerial positions with Novato Babe Ruth Baseball League, Inc. Baseball League.

2.2 BENCH ASSIGNMENTS

PART 12 - A. Home Team will occupy the first base dugout.

2.3 GROUND RULES

PART 13 - A. Game Rules

The rules of Major League Baseball-National League Rules will apply, BUT the Local Babe Ruth League rules will have precedence. If there is a conflict in the local rules and Major League Baseball- National League Rules, then the National Babe Ruth League Rules shall apply.

PART 14 - B. Number of Managers and Coaches on the Field: There shall be one Manager and no more than two coaches on the field including the dugout during the time of play. If there are more than two coaches on the field during play, the additional coach will be asked by the Chief umpire to leave the field of play. Failure to do so immediately will be cause for a one game suspension of the Manager as determined by the League President and Manager's Representative or designated league official.

Manager will serve the one game suspension at the next game following this determination.

PART 15 - C. Only rostered players, approved coaches and managers of a team may occupy the dugout during play.

PART 16 - D. Minimum Play: Every player will play at least two innings in the field as defined as 6 (six) consecutive defensive outs and have had a completed plate appearance.

1. Situations that deny Minimum Play: If a player does not get their minimum two innings of play and at least one at-bat due to a shortened game caused by time limitations, the ten run rule or a game called because of darkness that player must start the next game and play two consecutive innings and have one at bat before being replaced in the game.
2. Penalty for Non Compliance of Minimum Play: If such a player does not get the minimum playing time and one at bat in a regulation 6 ½ or 7 inning game, that player shall play the entire following game.
 - a. Failure to adhere to this rule shall result in a one game suspension for the manager.

3. The only exception to this rule is for a player who arrives after the start of the game, so long as the player is listed on the Manager's lineup card.
4. For purposes of minimum play, a walk will be a completed plate appearance.

PART 17 - E. Player Late to Game: If any player arrives after the start of the game, and is listed on the lineup card as 'LATE', (at the manager's discretion) that player, may or may not play in the game. The manager shall notify the chief umpire as to the situation if the player will or will not play in the game once that player arrives. Failure to make such notification will automatically make the late arriving player available for play in that game and is subject to the minimum play rule.

PART 18 - F. Infield Practice: Both teams are allowed 10 minutes for infield practice. The umpires will begin the game at the assigned times. This means that the team taking infield practice first (visiting team) shall relinquish the field 10 minutes before the scheduled start time

PART 19 - G. Substitutions and Re-Entry

1. The Novato Babe Ruth Baseball League, Inc. adopts the following re-entry rule: Any of the nine (9) starting players may withdraw and re-enter during the game as follows:
 - a. Substitution: A substitute cannot come out of the game until he has met the minimum play rule of playing 6 (six) consecutive defensive outs and have had at least one complete plate appearance during a game.
 - b. Re-Entry: Once a starter or substitute has been taken out of the game that player may re-enter after their team has made six defensive outs and may re-enter at any part of the line up as long as it is for a player who has met their minimum play.
 - c. If a player re-enters illegally as a pitcher, fielder or runner, there is no penalty except that he must be removed from the game immediately when discovered. If he re-enters illegally as a batter, such illegal re-entry is penalized according to Official Baseball Rule 6.07, Batting Out of Order.
 - d. A starter may be removed from a game prior to having met their minimum play.
2. Local Tournament Play: Local Rules apply and minimum play rule will be enforced.

PART 20 - H. Player Injury: If an injury occurs after all eligible players have been used, a substitute may re-enter the game. The substitute will occupy the position in the batting order formally occupied by the injured player. The opposing manager will choose this player only if there are not any eligible players.

PART 21 - I. Player Ejection: If a player is ejected from the game he may be replaced by an eligible substitute. If a team is playing with nine players, and if there are no eligible substitutes, that team will play until a player become eligible. If there is no eligible substitutes when it becomes the ejected players turn at bat there will be an automatic out and a DNB (did not bat) will be recorded in the scorebook. If a player becomes eligible that player may enter the game at the time of eligibility for the ejected player.

PART 22 - J. Protective Equipment: Players must wear a league approved protective helmet while on deck, when at bat, and while running the bases.

PART 23 - K. CATCHER'S Protective Equipment

1. Game Day Catcher or Replacement Catcher at minimum shall be wearing the following Protective equipment:
 - a. MASK: A throat protector is considered part of the catcher's mask.
 - b. PROTECTIVE CUP and athletic SUPPORTER
 - c. Chest Protector
 - d. Shin Guards
2. This protective headgear that covers the top of the head and properly fits the player wearing it, shall be worn during practice and all games
3. Warm Up Catcher or any other player warming up a pitcher at any other location shall at minimum wear a mask with throat protector, a cup and chest protector.
4. Catcher's at Practice: All catchers' protective equipment requirements shall be followed as outlined in the required equipment for the game day catcher or warm up catcher. This includes bullpen work.
5. It is the manager's responsibility to see that catchers and warm-up catchers have the minimum protective gear as outlined in the rule.

PART 24 - L. Pitching Rules

1. The pitching limitations for regular season games shall be those defined by The National Babe Ruth Rules and Regulations Booklet. A pitcher must take his signal from the catcher while standing on the rubber. A warning will be issued for the first offense, but on the second offense, the pitcher may be removed from the mound and should not be allowed to pitch for the remainder of the game.
 - a. ALL team members are eligible to pitch.
 - b. The pitching week extends from MONDAY - SUNDAY.

- c. A pitcher CANNOT pitch more than 7 innings in a pitching week.
- d. ONE PITCH CONSTITUTES AN INNING PITCHED.
- e. Rain Outs: Innings pitched prior to a game being called due to rain shall count toward a pitcher's weekly total.
- f. Pitching eligibility in effect for rescheduled and makeup games go in accordance to the calendar week in which the games are played.
- g. A pitcher who pitches more than 3 innings in any one game MUST have at least two (2) consecutive calendar days rest before being eligible to pitch again.
- h. Pitcher entering the same inning twice, removed and re-entered will constitute two innings pinched for rest rules and innings per week.
- i. Pitch Counts: Any manager who returns a player to the pitching position after that player has reached the maximum pitch count will receive a mandatory three (3) game suspension and the player will automatically receive a mandatory rest period of four (4) consecutive calendar days of rest. A pitcher must be removed from the mound at the end of the at bat in which his pitch count has been reached.
 - 1) Maximum Pitch count for a 14 or 15 year old player is 90 pitches
 - 2) Maximum Pitch count for a 13 year old player is 75 pitches
- j. The official scorer must record pitch count after each inning and number of innings pitched for every pitcher.
- k. The official scorer may as a courtesy notify the manager(s) that the pitcher(s) have reached their pitch count. Regardless of whether the official scorer notifies the manger as to the pitch count, it is the Manager's responsibility to verify the pitch count as recorded by the official scorer. Also refer to Part 2.1- a.
- l. The designated league official will notify the manager of the infraction and designate the next three games to be served as the suspension for the manager, and establish the start date when the player will begin and end their mandatory rest period.

PART 25 - M. Pitcher Returning to the Mound:

- 1. A starting pitcher removed from pitching may pitch again in the game as long as he has not been removed from the game. If he is removed from the game or if the manager and/or coach make two trips to the mound in the same inning as to the same pitcher, then the pitcher cannot pitch again in that game. Any other pitcher in the game cannot return to the mound in the same game once he is removed from the mound irrespective of whether that pitcher assumes a field position or is removed from the game.

SECTION 3 - GENERAL RULES

3.1 OFFICIAL GAME

PART 26 - A. An official game is seven innings if the Home Team is behind, and six 1/2 (or five & 1/2) innings if the Home Team is ahead.

1. If a game is called due to rain or darkness after 5 full innings, or 4 ½ innings if home team is ahead, that game will be considered a complete game.
2. If such a game is called due to darkness or rain before the completion of the bottom half of the sixth or seventh inning, the game score shall revert to the last completed inning. There will be no official record for the cancelled half inning.
3. The official time limit for Novato Babe Ruth Baseball League, Inc. is 2 hours and 15 minutes.
4. A new inning begins when 3rd out is registered at the bottom of the inning.
5. A new inning will not start after this time limit has been reached
6. The official start time stated by the home plate umpire must be recorded in the official book.
7. A game suspended before it becomes an official game shall resume play from point of stoppage.
8. Games played during playoffs will have no time limit and will be considered official only when at least six ½ innings are played. If the game is suspended due to darkness or rain, it will be continued from the point it left off, when rescheduled.

3.2 POSTPONED GAMES

PART 27 - A. Postponed games (Rain and or No Umpire) MUST be made up upon the first non-conflicting date mutually agreed upon by both managers.

PART 28 - B. All game arrangements, including contacting the umpires, are the responsibility of a designated league official. If the managers cannot agree on a makeup date within 48 hours, the designated league official will reschedule the game. The designated league official must then determine field availability and coordinate with the Chief Umpire and both managers. The designated league official will then notify the Home Team manager when the game can be played.

3.3 NO UMPIRE AT THE START OF GAME

PART 29 - A. In the event a game is ready to begin and no umpire has arrived, wait 15 minutes after game time, and if possible, contact

the appropriate Chief Umpire. If all else fails, volunteer(s) may umpire so long as BOTH MANAGERS are in agreement. If an agreement cannot be reached, then a practice game may be played and the game can be rescheduled through the Player Agent or designate league official. NOTIFY THE CHIEF UMPIRE OF THE PROBLEM.

3.4 TIE GAMES

PART 30 - If an official game ends in a tie due to darkness, rain or time limitation, the game shall remain a tie in the official records.

PART 31 - A tie game counts in the standings as a half a game won and a half a game lost.

3.5 RAIN-OUTS

PART 32 - A. Procedures required to determine a 'Rain-out' shall be as follows:

1. The Novato Unified School District (NUSD) rain phone shall be called by a designated league official to verify if the message date and information are current for the day of-game, and verify if the field is or is not listed as closed due to rain.
 - a. The designated league official shall make the call to the Rain Phone at or after 3:00 PM for weekday games or by 8:30 AM for weekend games. Calls made to the rain phone before these times will not figure in the decision on whether or not a game is cancelled due to rain.
 - b. The designated league official will notify game day managers as to the School District's message whether or not the game is cancelled due to wet field conditions and or if teams are to show up and be prepared to play as outlined in these rules.
 - c. If no rainout message is received by the managers from the designated league official, both teams and coaching staffs shall show up at the ball field and be prepared to play.
 - d. Only the designated league official has the authority to cancel a game based on the information provided on the rain phone.
 - e. The designated league official and or designated Board members will make all efforts to get the game played on that day.
 - f. The designated league official will make efforts to contact both teams' managers no later than ½ half hour after calling the rain phone if the game has been rained-out.
2. Managers may call the NUSD rain line for their own information. As a courtesy, this information should be shared with the opposing manager. It is also required that this information be shared with the designated league official if the manager(s) have not heard from the official after the designated call

time. Timing of call to NUSD rain phone shall follow the requirements as that required by the designated league official.

- a. Managers and coaches do not have the authority to cancel games.
 - b. Upon notification by the designated league official that the game is cancelled due to rain, managers and coaches shall notify all their players that the game has been rained-out and will be rescheduled.
3. Head Umpire has the authority to make the final determination if the field is safe for play or game is rained-out and will be re-scheduled at a later date.

PART 33 - B. Re-Scheduling a Rained-Out Game: Any regularly scheduled game that is rained out will be played on the next open day, weather and field conditions permitting. The games will be rescheduled in the order of the original schedule, if possible.

1. If teams are unable to make up games within the same week of the original schedule, the makeup game can be played after the last round of play or whenever the managers agree, with prior Board approval. The designated league official will be responsible for rescheduling games. The Board may cancel re-scheduled games if the game does not affect the standings and would disrupt the scheduling of postseason tournaments. These rules will be strictly followed.

3.6 PROTESTED GAMES

PART 34 - A. With regards to protests. If a manager or designated spokesman feels a rule has been violated, he shall consult with the umpires on the field. If after consulting with the umpires, he still feels the decision is incorrect, he will then notify the plate umpire that he is playing the game under protest and he shall make sure that the plate umpire notifies the scorekeeper's booth. The protest must be made before the next pitch is made or the protest will not be considered.

PART 35 - B. If the above procedures are not followed, no protest will be considered. Also, remember that those people who are umpiring are giving their time too and are doing their best to eliminate a protest.

PART 36 - C. Protest Committee shall be comprised of League Umpire-in-Chief and two other Board members; its' decision shall be final.

PART 37 - D. Ejections are not protestable. However, the board reviews them.

3.7 GAME BASEBALLS

PART 38 - A. Each team is given new baseballs during the course of the season. The HOME TEAM is responsible for providing the umpire with 5 new baseballs at the start of each game, and more if need be. At the completion of the game, the HOME TEAM manager should then be given these balls back by either the VISITING MANAGER or UMPIRES.

3.8 FIELD DECORUM

PART 39 - A. The actions of Managers, Coaches, Players and League Officials must be beyond reproach at all times.

PART 40 - B. Profanity, acts of aggression or disrespect by any Manager, Coach, or Player towards his own or other team's players or other managers, coaches, spectators or players will NOT be tolerated. Any use of the noted actions noted above will result in a warning for the first offense. The second offence will result in ejection from the game by the head umpire on the field. Also refer to Section 3, Item 3.9

PART 41 - C. Managers, Coaches and Players shall not question balls, strikes or judgment calls made by an Umpire. A designated individual (Manager or Coach) has the right to discuss a call or play in a diplomatic manner. The Umpire will NOT tolerate repeated arguing on the part of this designated individual.

1. If any other individual other than the designated spokesman becomes involved in the discussion, that person will be subject to automatic ejection by the Umpire.

PART 42 - D. There will be only one designated spokesperson per team during the game. If this spokesman is not the manager, the umpire must be notified prior to the start of the game as to who is the team spokesman. In the case where the manager is not present, only one of the team coaches can be designated as the team spokesman.

PART 43 - E. The throwing of bats or helmets in anger will NOT be tolerated. The first offense will result in a warning and the second offense will result in the player being ejected from the game

PART 44 - F. Ejection: Any individual ejected by the Umpire from a game MUST leave the field immediately. Continued arguing and/or failure to leave the field of play will result in additional disciplinary action by the Board of Directors. The disciplinary actions associated with ejection are as follows:

1. Ejection from 1 game - Next game suspension.
 2. Ejection from 2 games - 1 Week suspension.
 3. Ejection from 3 games - Automatic dismissal from the League.
 - a. Field includes any and all public space within 100' feet of the out of play area of the ball yard and or field.
- G. If in the judgment of the umpire, action is so flagrant, excessive, or offensive, that player, manager, or coach may be ejected without previous warning. Note** that running over a catcher or field is subject to immediate ejection. (Forced slide Rule).

3.9 CODE OF CONDUCT

PART 45 - A. Managers, coaches and players shall not taunt, antagonize or harass other players, coaches, or spectators. Overly aggressive or abusive behavior by one player upon another will not be tolerated and the player will be subject to ejection from a game or expulsion from the league. Players are expected to show respect for their coaches, league officials, spectators and especially their fellow players, managers and coaches.

1. This code of conduct is in effect on and off the field of play within the school grounds or facility where game is played.
2. This code applies as long as people are on the field or facility.

PART 46 - B. Managers and coaches are expected to monitor player's behavior and prevent any inappropriate behavior. Managers and coaches are expected to set a positive example by being fair, honest and uplifting with their players. Managers and coaches should not berate or belittle their players. Managers are responsible for the behavior and conduct of their teams. If there are any concerns or problems the player agent should be notified immediately. Behavior of this type is a serious offense and will be handled as follows:

1. Serious Offenses: Certain serious offenses, such as assault and/or battery of an umpire, player, or coach (this includes, but is not limited to hitting, kicking, spitting, throwing objects) will be subject to a meeting between offender, offended, team manager, president or vice president or Board designated committee and Umpire-In-Chief to determine the best course of action to address the issue.
2. The player and or manager, or coach may receive a verbal or written reprimand, and be required to apologize or make amends. Additional Consequences for Serious Offenses may include:
 - a. Suspension for a certain number of games, or removal from a team or expulsion from the league as determined by the Board.
 - b. A hearing may be called to address the situation in more detail. During the interim, the Umpire with counsel of the Umpire-In-Chief may rule and assign suspensions until a hearing can be held. Minimum suspension is for one game.
 - c. This meeting will be held as soon as possible, but a one game suspension is automatic with this type of offense.
 - d. Any expulsion from the league requires a vote of the Board after a full hearing of the offense or series of offenses.
 - e. Hearing: The offending and offended parties and parents if applicable, may attend any and all meetings regarding the offense; however, they do not have a vote and can only voice an opinion if requested. The purpose of these rules is to ensure that baseball remains a fun game to the players and volunteers who have paid their money and invested their time and effort. The League owes it to the players, parents, managers, coaches and all other volunteers to remove any individual who deprives them of having fun by repeatedly arguing with an Umpire or causing disruptions to the game.

3.10 PARENTAL MISBEHAVIOR

PART 47 - A. Parental misbehavior will not be tolerated. Unruly parents may themselves be banned from the ballparks and their behavior could ultimately result in their child's suspension or expulsion from the program. Refer to time frame as outlined in 3.9 a 2.

PART 48 - B. Continued misbehavior after warnings by the Chief Umpire may result in the calling the police and possible charges filed by the league.

PART 49 - C. Hearings where applicable will be performed in the manner as outlined in the Code of Conduct portion of these Rules.

3.11 UMPIRES RESPONSIBILITIES

PART 50 - A. Umpires responsibilities shall include:

1. Always have a Rule Book at each game - and know the rules.
2. Move the game along - all teams run on/off the field, the catcher should have his equipment on ready to go, there should always be a batter in the on deck circle.
3. Be consistent on your ball/strike calls - know the strike zone.
4. Know what constitutes a balk.
5. Communicate with the other umpire on base coverage.
6. Use discretion on issuing a warning/ejection but control the game.
7. Don't hesitate to ask for assistance from your fellow umpire.
8. Do not tolerate abuse from a spectator - work with appropriate manager to alleviate the problem.
9. Make sure all equipment used by the players is Babe Ruth League approved.
10. Be sure field is clear of all extraneous material and the playing surfaces are safe for play. Direct both teams Managers to make corrections of field conditions that pose safety hazards to players, and attendees to the ballgame. Corrections shall be made to the satisfaction of the Chief Umpire before the game may start.
11. Be firm, but fair.
12. Maintain a calm authoritative demeanor no matter how volatile a situation may be at the time, and react in a manner that does not make the situation worse.
13. Umpires must uphold NBRBL Local Rules

PART 51 - B. Umpires are subject to the same rules of decorum as outlined in these rules.

3.12 PLAYERS ABSENCE

PART 52 - A. If a player misses a game and does NOT notify his/her manager, the manager may withhold that player from the next game. The team should be advised of this rule in advance. The opposing manager should be notified in advance when this situation occurs. In any situation whereby a player is not going to be playing the minimum due to disciplinary actions taken by the Manager, the umpire and opposing manager must be notified prior to the start of the game.

1. If time and situation is permissible, notice needs to be provided prior to game time. If a player is absent from a significant number of practices, the manager may withhold that player from the next game. The team should be advised of this rule in advance. The opposing manager and umpire should be notified in advance when this situation occurs.
2. The manager's failure to notify the opposing team and umpire as to a player's status; (play or not play) will make that player subject to the minimum play rule as outlined in these rules.

3.13 DUAL PARTICIPATION

PART 53 - A. To insure player safety, any registrant in the 13 to 15 year old league who participates in another Baseball League, except High School, will not be permitted to participate in Novato Babe Ruth Baseball League, Inc. High school players will join their Novato Babe Ruth Baseball Teams at the conclusion of the High School baseball season.

1. This Rule does not apply to 16 to 18 year old teams.

3.14 FORFEITS

PART 54 - A. Forfeits are best avoided. Baseball games should be won or lost out on the field, not due to insufficient players. However, it is not right to penalize one team that had enough players just because the other did not. The manager of a team may borrow a player from the player pool to fill his roster for a game.

1. NOTE: If the Home Team has 9 players, but the visiting team has less than 9 then the game MAY START after waiting 15 MINUTES after the scheduled start time. If the visiting team still has less than 9 players after making their 3rd out or the eight (8) batters have batted, the game is declared a forfeit. ALL managers should stress the importance of what can happen if less than 9 players show up. The league President, Vice President or Players' Agent shall have the authority to provide extensions of time in specific occasions resulting from extraneous schedule conflicts. Examples of this might be late arriving buses from school functions.

3.15 MERCY RULE

PART 55 - A. Mercy Rule: Any game shall be terminated once becoming regulation if one team is ahead by ten or more runs after the fifth inning and has had equal times at bat or the home team is leading.

3.16 LATE ARRIVALS

PART 56 - A. A player on a teams' roster that arrives late can enter a game upon his arrival as long as the player he is replacing has met the minimum playing requirements - including innings and at least one at-bat. This late arriving player may not have sufficient time to meet the minimums and the manager will not be penalized.

3.17 FORCED SLIDE

PART 57 - A. Forced Slide In the case of a close play at either second, third or Home Plate, the runner is not required to slide. However, He cannot intentionally or maliciously (in the judgment of the head umpire on the field) run over, run into, or knock down a defensive player. Flagrantly running into defensive player may result in the runner being called out by the umpire and is grounds for ejection.

3.18 EXHIBITION AND PRE SEASON GAMES

PART 58 - A. Exhibition Games and Preseason Games- inter and intra league play:

1. The League approves of exhibition games and inter league play in general.
2. Managers must notify and receive permission from the League President for out-of-town exhibition games.
3. The League does not deem it necessary to establish a rule concerning pitching in an exhibition or inter league game.
4. Managers, coaches, players and adults accompanying a team to a game must remember that they are representing the Novato Babe Ruth Baseball League, Inc. Let's show other teams that we are gentlemen and good sports, as well as good ball players.
5. For exhibition or inter league games played in Novato the local rules are in effect.

3.19 DRUG AND ALCOHOL POLICY

PART 59 - A. Drug, Alcohol and Tobacco Policy: The use of any non-prescription drugs, alcohol or tobacco is forbidden. The use or possession will result in a players' ejection from the game.

Managers, coaches, parents, spectators, umpires and all other people at the game or at the ball park at any time are prohibited from using or possessing any of these substances.

SECTION 4 - POST- SEASON PLAY

4.1 TOURNAMENT PLAY

PART 60 - A. Exceptions to Novato Babe Ruth Baseball League, Inc. Rules for tournament play shall be as follows:

1. Pitching Rule: A pitcher cannot pitch more than seven (7) innings in two consecutive games.
2. Team with best league record can chose to be either home or visitor
3. Board shall determine number of teams in the tournament based on team records and availability of fields.
 - a. For ties, the procedure will follow those outlined in Part 1.9 of these rules.

SECTION 5 - ALL STARS

5.1 ALL STARS

PART 61 - A. The All Star teams are intended to be a competitive team that will represent Novato Babe Ruth Baseball League at the Regional, State, National Babe Ruth or various non-Babe Ruth Tournaments. The team members, manager and coaches should all be carefully selected to provide the best possible chance of winning. The choice of non-Babe Ruth tournaments to compete in should be decided early in the year by the All Star Committee. The players and coaches should be notified prior to All Star team selection what non-Babe Ruth tournaments the league will be competing in. The board may decide to field as many or as few teams as it desires. The board may elect to not field any All Star teams, or to field one, two or three teams. The teams fielded should be competitive. Parents, Managers, Coaches and Players should be made aware that participating on All Star teams is a privilege and an honor. Players, parents, and coaches will represent Novato Babe Ruth Baseball League. The commitment to an All Star team goes far beyond the desire to be on the team. The time, money, effort and emotion invested by coaches, players and parents can be extreme. All involved should be aware of the requirements and expectations of being on an All Stars Team.

PART 62 - 5.2 All Star Team Selection

PART 63 - A. Selection for a team will be based both on performance during the current season as well as by tryout. Selection will be made following a tryout at a designated time and place chosen by the league. There will be a separate tryout for each 13, 14 and 15 & under year old Team, as well as an alternate date if necessary. A player may tryout for a team of league age older than his league age, as well as his own league age team. If desired, he may tryout for more than one team, but may only be selected to one team.

PART 64 - 1. Tryouts are opened to every player who participates in the Novato Babe Ruth League.

PART 65 - 2. Date, time and place of tryouts will be posted by the League no later than April 1st.

PART 66 - 3. A player must tryout to be selected to an All Star Team.

PART 67 -

PART 68 - B. All Star Team composition: All Star Teams will be comprised of 15 players, with two alternates.

PART 69 - 1. Team selection breakdown; Players shall be selected by the All Star manager, with approval of the selection committee.

PART 70 - 2. Selection committee will be comprised of Board Members or parents who do not have a child participating in the tryouts. Selection committee will be approved by the Board.

PART 71 - 3. The selection committee has the right to reject a manager's selection if that manager selects a player that should not be on the team.

PART 72 - 4. All Star Team is an open roster team; manager can drop or add players at his discretion, with approval of selection committee.

PART 73 - 5. At the Babe Ruth All Star tournaments, team must consist of no more than 15 players and two alternates.

PART 74 -

PART 75 - C. Costs and management of teams

PART 76 - If league uniforms are used by an All Star team, there will be an upfront cost of \$50.00 for each player that makes the All Star team. This fee will be reimbursed upon return of their uniform.

1. Each team will have a designated team parent or treasurer to collect fees for each tournament and send to the league. If the team does not have a team parent or treasurer the manager will be responsible to collect the fees.

2. Each player that participates in a tournament will be billed for their per diem of the tournament fees. This money will be collected by the team parent or treasurer. Billing will be on an each tournament basis. Failure to pay will disqualify that player from participating in any future tournaments, until that player becomes current with the league.

PART 77 - 3. Any new players added to the team will have to pay the upfront cost, at the same level of other players, before they can play.

PART 78 - 4. The league will not pay for traveling expenses, food or miscellaneous costs.

PART 79 - 5. If a family cannot afford the costs of an All Star Team, with board approval a scholarship may be granted.

PART 80 - D. General All Star Team Rules.

1. A player will not miss a regular season game to practice with their All Star Team.
2. There is no must play or minimum play in All Star games. Parents need to discuss with their players that they may not play during a tournament game. Playing time will be determined solely by the manager.
3. Parents are responsible for providing transportation to and from practices and games.
4. Parents and players are required to abide by the Babe Ruth Code of Conduct while participating in tournament games. Abusive or foul language is inappropriate and is prohibited during games.
5. An original copy of a player's birth certificate may be required to be submitted at tournaments.
6. Managers and Coaches are required to know tournament rules and abide by them. Remember, you are representing Novato and the league.
7. All Star players must have played in at least 50 percent of their eligible regular games.

PART 81 - E. MANAGERS AND COACHES SELECTION

PART 82 - 1. Managers and Coaches will be on a volunteer basis.

2. The Board must approve all managers and coaches before they can coach an All Star team.
3. If more than one manager applies for a team, the board will select the most qualified candidate.
4. A manager or coach cannot manage or coach on more than one All Star team, however, they can help out on multiple teams at practice.
5. All Star team managers or coaches can be managers or coaches of regular season teams.

END OF LOCAL RULES FOR:
NOVATO BABE RUTH BASEBALL LEAGUE, INC.