

Springfield Babe Ruth League (SBRL)

2018 Local Rules and Regulations

The Official Baseball Rules and Babe Ruth Rules govern play, except as modified herein.

The Sportsmanship Code of Babe Ruth League

- Develop a strong, clean, healthy body, mind and soul.
- Develop a strong urge for sportsman-like conduct.
- Develop understanding of and respect for the RULES.
- Develop courage in defeat, tolerance and modesty in victory.
- Develop control over emotions and speech.
- Develop spirit of cooperation and team play.
- Develop into real, true CITIZENS.

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1.0 TEAM COMPOSITION AND PLAYER SELECTION

1.1 Player Registration and Tryouts: Any player registered during any of the announced registration dates will be assured of a team assignment as long as the established League structure has not been exceeded. Once the limit has been reached, all persons registering thereafter will be placed on a waiting list.

1.1.1 14-15-year-old League Eligibility:

(A) If the player capacity limits for the 14-15-year-old League have been reached, any league age 14 or 15-year-old player, including returning players, who does not properly register prior to the draft will not be eligible for assignment to a 14-15 year old League team.

(B) Any league age 14 or 15-year-old player who does not attend a 14-15-year-old League tryout shall not be eligible for initial assignment to the 14-15-year-old League.

EXCEPTION: All league age 14 or 15-year-old players, registered in accordance with the above rules, who are on High School team rosters, are automatically eligible for the 14-15-year-old League Auction. Any other exception to this requirement must be approved by the President, or Vice President (Administration), and Player Agent.

(C) Returning 14-15-year-old League players properly registered and meeting eligibility requirements, are automatically reassigned to the same 14-15-year-old League team and are not required to tryout unless they wish to waive their right at the time of registration or at the tryout.

1.1.2 Senior and Prep Leagues:

(A) Player tryouts shall be held each year for each League.

(B) Any Prep League player failing to attend the regular tryout shall not be eligible for auction unless approved by the Player Agent.

(C) Late registration (after the league draft of the appropriate age group) will entitle a player to be placed on the Player Agent's waiting list or to be assigned to an appropriate team.

(D) Returning Senior League players properly registered and meeting eligibility requirements are automatically reassigned to the same League team. Senior League players are not required to try out unless they wish to waive their right at the time of registration or at the tryout. Players assigned to teams off the waiting list will return to the draft the following year, but are eligible to be drafted by the same team. All High School players are

automatically eligible for auction. All Senior League players are eligible for auction.

1.1.3 Special Player Restrictions: Special player restrictions as to playing positions are discouraged. However, a parent or guardian may establish a playing position restriction (e.g., not allowed to pitch) by submitting a written request to the Player Agent at registration or prior to the beginning of tryouts.

1.2 Player Selection:

1.2.1 General:

(A) The auction process shall be used for all, unless waived by the Board of Directors.

(B) Player auctions for each League will be conducted by the Player Agent and his designated assistant from a list compiled from the registrations and tryouts. This Player Agent's list will include the player's name, tryout number, league age, current high school team, and previous year All-Star participation, arranged in alphabetical order. Copies of this list will be made available to each team manager prior to tryouts.

1.2.2 Option Players: Prior to the start of tryouts, any manager exercising an option on any candidate must notify the Player Agent, who, in turn, will notify the other managers. Option players are as follows:

(A) The sons and daughters of each team manager may be designated as option players. Sons or daughters so designated shall be automatically assigned to the teams of their respective parents. Sons and daughters not designated as option players will be subject to the same tryouts/auction procedures as all other players.

(B) A sister or brother of a player already on a team may be placed on that team if the parents so request and subject to the approval of the President or Vice-President for Administration and Player Agent.

1.2.3 Auction Point Credit: Each team will be given 2,000 points for each player required to fill out the roster up to the authorized number of players. Manager's option players are charged against each team's point total at a rate not lower than 1,500 points and not higher than 3,500 points, to be determined by the Player Agent and League Director. Factors to be considered in determining option points include, but are not limited to, prior year All-Star selection, high school baseball experience, strength of tryout, and any other factor deemed appropriate.

1.2.4 Auction Procedures:

(A) "Select Bidding" will be the first step of the auction. Managers in the Prep and 14-15 year old leagues shall present to the Player Agent prior to the Auction a list of the 10 (or a number to be determined by the Player Agent) most talented players from the tryouts for consideration in "select bidding." This select group may include High School players. In the Senior League, the 10 (or a number to be determined by the Player Agent,) most talented, will be selected from a list of all registered players. Bidding shall begin on the 10 players receiving the most nominations at 2,000 points and increasing in 100 point multiples. Player names will be presented randomly. If there is no bid on a player initially included in this group, that player's name shall be removed from the list and returned to the list of players otherwise available for auction.

(B) "Normal Bidding" will be the next step of the auction. The bidding for each player shall start at a minimum of 800 points. Subsequent bids will be made in multiples of 100 points, with no maximum. Names of players will be presented in random order for auction. Each candidate will be presented for auction until he or she is acquired, or is earmarked for the player's pool. This procedure shall be repeated until all managers have filled their rosters, or all the candidates have been auctioned or placed in the player's pool.

(C) Bids by a manager shall not exceed an amount which would reduce his remaining point total to less than that required to fill the team roster at a cost of 800 points per player. When all managers with unfilled rosters reach a point where they have no more than 800 points per vacancy remaining, the remaining players will be chosen from the player's pool. The managers involved will alternately select from the pool with the initial order of selection established by a draw.

(D) In the situation where the number of players per team will not be the same, the following will occur:

(1) The number of uneven players will be determined.

(2) Each team will draw a number to determine which team(s) will draft any additional player(s).

(3) Each team will receive 2000 points for each player needed to fill his or her roster. Example: if eleven players needed, that team will receive 22,000 points; if twelve, 24,000 points.

(4) Teams will select players via the auction system. Teams that draft additional players (paragraph 2 above) will select the extra player during the auction.

1.2.5 Duration of Team Assignment:

(A) Player trading: Managers may exchange players at the conclusion of the auction. Exchanges of players may be made only with the approval of the Player Agent and both managers concerned. Exchange of returning 14-15 year old or Senior League players may be made only with the approval of the Player Agent, League Director, both managers, the player, and the parents of the player (if a minor).

(B) For the Prep, 14-15 year old and Senior Leagues, a player acquired through the selection procedure shall remain a member of the selecting team for the duration of the player's 14-15 year old or Senior League career, unless the player is subsequently traded or released for cause, the player voluntarily leaves the program, the team is disbanded, or he or she decides to reenter the draft.

(D) **Player Released for Cause.** The League Director, with the manager in attendance, will personally present for consideration and action by the Board, justification for recommending release of a player from SBRL for cause. Presentation of the case shall include the following:

(1) Reasons for the recommendation including specific sportsmanship violations or failures to attend practice and/or games without an acceptable excuse, along with frequency of alleged actions.

(2) Steps taken by the manager to improve the player's actions.

(3) A statement that the player and his/her parents have been advised that he/she is to be recommended for release.

(4) The League Director shall advise the player and parents of their right to appear in his/her behalf before the Board.

(5) No refund of any fees collected at registration will be made without the approval of the President, Treasurer, and League Director.

NOTE: The above procedures will also be followed in the case of managers or coaches the league directors may believe should be released from the SBRL program.

1.2.6 Filling Vacancies in the Senior and Prep Leagues:

(A) Vacancies in the Leagues can only be filled from the waiting list. The waiting lists will contain the names of applicants who registered after the maximum player limit was reached. Names will be placed in order of the date/time registration occurred.

(B) Team managers who have vacancies shall notify the League Director immediately, who in turn, will notify the Player Agent. The Player Agent will assign a player to that team from the top of the waiting list, and will provide the necessary information to the appropriate team manager.

1.2.7 Special Cases: Any deviations from these player selection and replacement rules and any situation not covered by these rules may be executed only with the approval of the President, Player Agent, and the League Director. Managers affected by these rules will be notified.

2.0 PLAYING AND SCHEDULING PROCEDURES

2.1 Forfeiture of Games: Managers shall not voluntarily forfeit games, nor act in such a manner as to intentionally force a forfeiture. Violation of this rule is grounds for disciplinary action by the Board. **Note:** The intent of this rule is to discourage managers from seeking advantage for their teams through intentional forfeiture.

2.2 Termination of the Game:

2.2.1 The 10-Run Rule: A game may be terminated on becoming a regulation game if one team is ahead by 10 runs and has equal times at bat, or the home team is leading; at the request of the losing team's manager. The team that is ahead at the time the game is terminated shall be declared the winner. If, however, a team is ahead by 15 runs, the losing manager will be required to concede unless both managers agree to continue playing.

2.2.2 The 10-Run provision will also be applicable if the limits established by 2.5.4 (Time Limits) have been met and a game has not been completed in accordance with the provisions of 2.3.2. (E.g. the team that is ahead by 10 runs, 10 minutes before the start of the next scheduled game, will be declared the winner.)

2.2.3 A team may play with 8 players. No automatic outs will be charged. If the ninth player arrives after a game is in progress, the player must be inserted into the lineup immediately in the ninth position of the batting order. If a team is unable

to field 8 players at any time between the time specified in paragraphs 2.5.2 or 2.5.3 and the completion of the game, the game will be forfeited to the opposing team.

2.3 Rescheduling Games:

2.3.1 Any scheduled game which is postponed or must be replayed for any reason shall be rescheduled on the first available date, except that no team shall be scheduled to play more than four (4) games per league week. The Schedule Director shall have the authority to reschedule games to allow the maximum number of games in the least amount of time.

2.3.2 All games will be either regulation games or "no games" as defined in Babe Ruth and Official Baseball Rules. There shall be no suspended games as defined in Official Baseball Rule 4.12 for local games. In the case of games that would be considered "suspended" in accordance with Rule 4.12 (5), the score will revert back to what it was at the end of the last complete inning. Games called before completing the number of innings required for a regulation game shall be declared "no game" and must be played from the beginning with the exception of the provisions in 2.2.2 (10 Run Rule) and 2.5.4 (D) (Games called because of time limits).

2.3.3 Tie games, fulfilling the requirements for a regulation game, shall be entered as a "Tie" in the official record. No "Tie" game shall be played again.

2.4 League Champion and Team Standings:

2.4.1 League Champion: A team shall be credited with two (2) points for each win, one (1) point for each tie game, and zero (0) points for each loss. The League Champions shall be the team with the most points after completing the regular season schedule. The League Director will use only intra-league games for this purpose. If there is a tie for first place, Co-Champions will be declared. In case of ties, the initial pairings in the tournament will be decided as follows:

Head to Head
Run differential between the tied teams

2.4.2 Other Standings Relative team standings below first place shall be determined as above. No playoff games will be played to resolve ties.

2.5 Time Limits:

2.5.1 Infield Practice: The home plate umpire will not allow more than five minutes per team for infield practice. However, he or she will not delay the game's scheduled start time solely for infield practice. (*The intent of this rule is to keep*

games moving, particularly on Saturdays. If teams wish to take infield practice, the time is to be deducted from their playing time.) There will be no pre-game batting practice on the game field.

2.5.2 Initial Game of the Day: If a team is not ready to play fifteen (15) minutes after the scheduled game time, and upon notification by the umpires that the game shall begin, that team shall forfeit the game if the other team is ready to play.

2.5.3 Second and Subsequent Games of the Day: If a team is not ready to play within ten (10) minutes after the scheduled game time or fifteen (15) minutes after the end of the preceding game, whichever is later, and after notification by the umpires, that team shall forfeit the game if the other team is ready to play.

2.5.4 Game Time Limits:

(A) Prep Leagues: For any game, no inning may start later than two (2) hours past the scheduled start time, nor continue later than ten (10) minutes prior to the scheduled start time of the following game (i.e. an inning in progress will be halted by the umpires ten minutes prior to the next scheduled game). Scheduled start time is the planned time the teams are scheduled to play on a reserved field. If by the scheduled start time, the umpire determines that circumstances exist which justify delaying the game's start, he or she may delay the scheduled start time up to fifteen (15) minutes. If the umpire delays the scheduled start time, it will also push back the allowed start time for the last inning. However, it will not change the time for finishing the last inning because it does not change the scheduled start time of subsequent games. **EXAMPLE:** The home plate umpire delays by 15 minutes the start of a game scheduled to begin at 6 PM in order to remove water from the vicinity of home plate. For this game, no new inning may now begin after 8:15 - two hours after the delayed start. Despite this delayed start, the game may not continue past 8:20 if there is a game scheduled for 8:30.

(B) For all games, no new inning will begin after 10:40 P.M., nor continue past 10:50 P.M. An inning starts when the final out of the preceding inning is made.

(C) If a game is called, it is a regulation game if four (4) innings have been completed or if the home team is ahead at the end of 3 and 1/2 innings.

(D) If a game is called because of time limits, it is a regulation game, even if four (4) innings have not been completed (or 3 and 1/2 innings or if the home team is ahead.)

(E) If a game reaches the no-new inning limit, is in a tie and no game is scheduled to follow, it will be allowed to be played to completion except for rule 2.5.4 (C).

Note: If there is no following game and it is not 10:50 PM, the last inning will be completed. If the umpire must stop the game during an inning, because of a time limit, he will do so at the completion of an at bat or the completion of the play resulting from that at bat. To avoid either team taking advantage of the situation, the umpires will not inform coaches and/or players in any way that it is the “last batter” or “last play.” The league understands and accepts that in such cases the game may go for a minute or two longer than the time limit.

2.6 Condition of the Field: The appropriate League Director or individuals designated by the President or Vice- President for Administration shall determine if the field is not in condition to play and so notify the Schedule Director, umpire scheduler, and Field Maintenance representative. Failing such notification and the field is in questionable condition, the opposing managers shall decide whether the game will be played. If they disagree, the home plate umpire will make the decision. After the game is turned over to the umpires, fitness of the field for play is strictly the home plate umpire’s decision.

3.0 PLAYER PARTICIPATION

3.1 Mandatory Participation: All players present must play at least three (3) complete innings (or at least one-half of the innings in a shortened game), and shall bat at least once. **EXCEPTION:** In the Senior League, when 14 players are present, a two inning rule shall apply and each player will bat at least once.

3.2 Player Reentry Rules:

3.2.1 Any of the nine (9) starting players may be withdrawn and reentered once during each game.

3.2.2 A reentering player may reenter at any position in the batting order except that he/she shall not bat before his/her substitute has played in the field and has batted at least once. If a reentered player comes to bat before the player who previously replaced him/her has played in the field and has had a turn at the plate, the reentered player shall be automatically declared out on appeal at any time after the first pitch to the illegal batter and before the first pitch to the following batter. After the first pitch to the following batter, the reentered player's turn at bat becomes legalized. When declared out on appeal, any base runner advanced during the illegal turn at bat must return to the preceding base.

3.2.3 All non-starting players must be entered in the line-up no later than the beginning of the fourth inning and must remain in the line-up for three consecutive complete innings before being withdrawn. A player playing less than half of the available innings in a shortened game will start the following game and shall play at least three consecutive innings.

3.2.4 A substitute withdrawn from the game cannot reenter the game, except when necessitated by player injury or ejection, and no eligible replacement is available on the bench.

3.2.5 Alternatively, a manager may elect to bat the line-up and freely substitute players in the field provided each player meets the mandatory participation in accordance with paragraph 3.1. A player playing less than half of the available innings in a shortened game will start the following game and shall play at least three consecutive innings.

3.2.6 A courtesy runner may be allowed to enter the game for the catcher when there are two outs. The courtesy runner must not be in the line-up at the time the change is made, unless you have nine (9) or fewer players. Note: if a team is batting the line-up, the manager may select any player. (The purpose of this rule is to speed up the game.)

3.2.7 A player may pitch in a game, be removed, and later reenter as a pitcher as long as he or she was removed during the manager's first visit to the mound, to that pitcher, during that inning. If the pitcher was removed on the manager's second visit to the mound during the same inning, he can reenter the game, but not as a pitcher.

3.3 Borrowed Players:

3.3.1 General: All leagues will be allowed to borrow players to avoid forfeiture of league games or post-season SBRL "in-house" tournament games. Teams may and should borrow to bring the number of players on their game roster to ten (10) players, but may not borrow to exceed ten (10) (Senior League 11) players at the start of the game.

3.3.2 Borrowing Players:

(A) Prep League teams may borrow only from within the Prep League.

(B) 14-15-year-old League teams may borrow players from other 14-15 year old League teams and Prep League teams.

(C) Senior League teams may borrow players from other Senior League teams and 15-year-old players in the 14-15 year old League. It is desired that Senior teams attempt to borrow from other Senior teams then from 14-15-year-old teams.

3.3.3 Participation Rules for Borrowed Players:

(A) Borrowed players are not allowed to pitch.

(B) A borrowed player must play at least three (3) innings and bat at least once. If a borrowing team has at least nine (9) players of its' own, a borrowed player may not start or play more than three (3) innings. If a borrowing team has eight (8) or fewer of its own players, they all must play the complete game.

(C) If a borrowed player starts the game, and subsequently one of the team's own players arrives at the field to play, the late arriving player will be treated as a non-starting player and entered into the line-up in accordance with paragraph 3.2.3. A late arriving player should be given adequate time to warm up prior to entry into the game.

3.4 Pitching Eligibility:

3.4.1.1 Pitch count limitations will apply to all Springfield teams. There are no limitations on the number of innings a pitcher may pitch in a week subject to the following pitch count limitations.

PITCHING REST REQUIREMENTS				
AGE	DAILY MAX (PITCHES IN GAME/DAY)	REST PERIOD		
		0 Days	1 Day	2 Days
13-15	95	1-45	46-75	76+
16-18	105	1-45	46-75	76+

3.4.1.2 If the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.

3.4.1.3. Intentional Walk Rule – An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.

3.4.1.4 Games in which an ineligible pitcher has been used, as specified above, shall be declared forfeited. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a preparatory (warm-up) pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Managers are urged to take precautions to prevent protests.

3.4.2 Official Pitch Count Record

3.4.2.1 The home team Manager must designate the scorekeeper or another game official as the official pitch count statistician. The pitch count statistician shall record all pitches as defined in the rule book (Rule 2.00 – A pitch is a ball delivered to the batter by the pitcher.), in addition to any pitches delivered to the batter ruled a “no pitch” by the umpire.

3.4.2.2 The pitch count statistician or scorekeeper must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager has the ultimate responsibility for knowing when his/her pitcher must be removed to meet the mandated rest requirements.

3.4.2.3 The official pitch count statistician or scorekeeper should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted above. The umpire-in-chief will inform the pitcher’s manager that the pitcher must be removed. However, the failure by the pitch count statistician or scorekeeper to notify the umpire-in-chief, and/or the failure of the umpire-in- chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

4.0 SPORTSMANSHIP

4.1 Code: The Sportsmanship Code of the Babe Ruth League shall be adhered to by all managers, coaches, umpires, and players.

4.2 Violations: The following violations by team members shall be punished by expulsion from the game, including removal from the dugout.

(A) Smoking, including the use of smokeless tobacco products, or using intoxicants during the game or warm-up period.

(B) Use of vulgar or obscene language, or unacceptable behavior (at the discretion of the manager or umpire).

(C) After one team warning, any player or coach throwing bats or helmets may be ejected from the game at the discretion of the umpire.

(D) Any team member involved in a fight and any pitcher intentionally throwing at a batter may be ejected from a game at the umpire's discretion.

4.3 Punishments: A violation of rules 4.2 (A), (B), (C), or (D) may result in that player, manager, or coach being suspended from the next game at the discretion of the Board of Directors. A second offense by the same player shall be reported to the League Director by the player's manager. The Board of Directors **will** impose a one game suspension in this case and **may** present the offense to the Board under the provisions of 1.3.6(D).

4.4 Managers and Coaches: Managers and coaches shall set the sportsmanship example at all times. Only the manager, coaches and players shall be permitted to coach the bases or occupy the dugout while the game is in progress.

4.5 Tobacco Products: Use of tobacco products will not be permitted within the confines of the playing field. Managers or coaches desiring to use tobacco products during the game may do so outside the boundaries of the playing field. (Please note that tobacco products are **prohibited** at all high school fields.)

5.0 PROTESTS AND RULE INTERPRETATIONS

5.1 Protest Procedure: Notice of protest must be made to the home plate umpire at the time of the incident causing the protest, and before play proceeds. No protest will ever be considered on judgment calls by the umpires. Protests will be considered by the Protest Committee when a manager claims that an umpire's interpretation of the rules is not correct, and when all of the following conditions are met:

(A) The manager has properly notified the home plate umpire that the game is being played under protest.

(B) The official scorer (scorer for the home team) has recorded the protest in the score book showing the exact time and place in the game where the alleged violation occurred.

(C) The manager shall submit a factual, detailed, written protest to the League Director, emailed, post-marked or hand delivered within forty-eight (48) hours from the time the protest was recorded in the score book. The protest shall refer to the rule believed violated, by title and number. The manager should also request that the umpire making the decision submit a similar written report.

(D) The Official Score Book or the page from the book must be submitted with the protest. It will be returned after a final decision is reached.

(E) The Protest Committee consisting of the Administrative Vice-President, applicable League Director or Assistant League Director, the Umpire Director (Rules), and other members as the Administrative Vice-President deems appropriate *or necessary* will make every effort to render a final decision within (7) days after receiving the protest. However, if clarification is involved, then a longer period of time may be required. Normally, all decisions will be telephoned to both managers involved.

NOTE: If one of the parties to the protest (manager, coach, umpire) is a member of the protest committee, he or she shall be excused from the deliberations.

5.2 Protests of Other Offenses: It is the intent of the SBRL that all managers work together to ensure that substitution rules, participation rules, and pitching limitations are strictly adhered to. Toward this end, managers are strongly encouraged to call suspected violations to the attention of the opposing manager so that corrective action can be initiated. When necessary, however, protests may be made of an opposing manager's failure to adhere to substitution rules, participation rules, pitching limitations, or other local regulations which the umpire may not be in a position to enforce. The same general procedures, as described above, shall be enforced. Additionally, protests involving Local Rule 3.0 (Player Participation) must be filed within forty-eight (48) hours after the completion of the game.

6.0 PLAYER EQUIPMENT AND SAFETY

6.1 Equipment: Helmets and other equipment will not be defaced by painting or other means. The manager will be responsible for the proper usage of equipment and disciplinary action should be taken against players who willfully deface or damage equipment.

6.2 Base Running: In the interest of safety, the SBRL requires a strict enforcement of the rules related to the obligation of the base runner to slide into bases where a play is imminent or the fielder already has the ball and is in the position to make the tag. The umpire retains full judgment in these situations.

The following rules will be enforced:

6.2.1 Any runner is out when he or she:

(A) Does not legally slide and causes contact and/or alters the actions of a fielder making a play on the runner. NOTE: Runners are not required to

slide if contact with the fielder is otherwise avoided. If a runner elects to slide, it must be a legal slide:

(1) A legal slide may be either feet first or head first. If a runner slides feet first, at least one leg and buttock must be on the ground. A runner must slide within reach of the base with either a hand or a foot.

(2) A slide is illegal if the runner uses a rolling, cross-body, or pop-up slide into the fielder; the runner's leg/legs is/are raised higher than the standing fielder's knees; the runner slides beyond the base and makes contact with or alters the play of the fielder; the runner kicks or slashes the fielder; or the runner otherwise tries to injure the fielder.

(B) Does not legally attempt to avoid contact with a fielder attempting to make a play on him or her.

NOTE: Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground.

(C) Dives over a fielder.

(D) Initiates malicious contact.

6.2.2 Penalties for violation of Paragraph 6.3.1 are:

(A) The interfering runner will be called out for interference. The ball is dead. If the play occurred on a batted ball and the batter is not the interfering runner, the batter will be awarded first base and no other runners may advance unless forced to do so by the batter/runner reaching first base.

(B) If the umpire judges that the runner's interference prevented a subsequent play on another runner, the umpire may rule the other runner out as well, if, in his or her judgment, the defense had a realistic chance to make the subsequent out.

(C) If a runner is guilty of malicious contact, the umpire will eject him or her from the game.

6.3 Fake Tag: Any player faking a tag in order to force a runner to slide unnecessarily, or to take other actions to avoid contact, is guilty of obstruction. The runner will be awarded those additional bases which the umpire judges the runner would have attained without the obstruction. The umpire will issue a warning to both teams and eject any subsequent violators.

6.4 No one is permitted on the playing field including the dugout during the game or warm up period except players, managers, coaches of record, umpires, and League Officials.

7.0 TOURNAMENT TEAMS (District and Above)

7.1 Managers: Tournament team managers will be selected by a secret, written ballot. All managers and roster coaches are eligible to vote. The league directors will set up the election and tally the votes. All managers and coaches who have indicated a willingness to manage the League's Tournament Team shall have their names entered on the ballot. The ballot must be approved by the Executive Board prior to a vote. The selected manager will have the authority to select his coaches from any of the League's roster managers or coaches. A name may be on more than one ballot (e.g. league age 14-Year-Old and 14-15 year old League, or league age 16 Year Old and Senior League). If selected for both, the manager can choose which team to manage and the individual receiving the second highest vote for the other team will be named the manager. The President, the Vice-President for Operations, the Tournament Director, and the Assistant Tournament Director may not manage an All-Star Team unless exempted by the full Executive Board.

7.2 Tournament Team Practices: Any Tournament Team player, whose regular season team has not completed its regular schedule, shall not be permitted to practice with the Tournament Team without the consent of the player's regular season manager.

8.0 POST-SEASON “IN-HOUSE” TOURNAMENTS

8.1 All Leagues: SBRL may conduct post-season tournaments for all the leagues. The schedule director will develop tournament schedules in coordination with the applicable league directors, the Player Agent, and VP-Ops.

8.1.1 Eligibility: For Prep and 14-15 year old levels only, players must be registered before Jun 1 and play 1/3 (one third) of their eligible games to participate. The eligible games are defined as, from the beginning of the season or from the end of the High School season.