

WINTER PARK BABE RUTH

Major Division Local Rules

Approved: January 21, 2026

GAME PRELIMINARIES

- MA.1.** The Babe Ruth calendar week is Monday through Sunday.
- MA.2.** Games may not be rescheduled without prior consent from the division commissioner.
- MA.3.** The home team is responsible for the following:
1. Supplying 2 new baseballs to the head umpire
 2. Providing an Official Scorekeeper
- MA.4.** The visiting team is responsible for the following:
1. Mound and batters' box repair at the end of the game
 2. Covering the batters' box and mound with the tarp if last game of the day
 3. Removing the bases, and replacing with base plugs if last game of the day
- MA.5.** Each team must have a minimum of 8 players at the official start time of the game. A team without the required number of players to start the game will forfeit. If both teams do not have the required number of players, the game will be a double forfeit.
- (NOTE)** – It is permissible after a forfeit has been declared to play the scheduled game as a scrimmage. Player's may be shared as necessary, but player's playing for the opposing team should play the outfield.
- MA.6.** Once the game has started, a team may continue to play as long as they can field 8 players. If at any point, a team cannot field the minimum number of players, the game shall be declared a forfeit.
- MA.7.** All participating players must be in matching uniforms. This includes:
- A jersey with matching artwork and color, and a number on the back
 - A hat with matching artwork and color
 - Teams should strive to wear the same color pants (grey or white), socks, and belt, but exceptions should be made on a case by case basis.
- MA.8.** Shirts should be tucked in, and hats worn with the brim forward when on the field.
- MA.9.** Exposed jewelry or any other item judged dangerous by the umpire, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry, but if worn must be taped to the body.
- MA.10.** No music will be allowed during warm-ups or games, including "walk-up" songs.

TIME LIMITS OF GAMES

- MA.11.** The umpire will keep the official time for the game.
- MA.12.** Games delayed due to rain may not start after 7:00 PM
- MA.13.** No new inning may begin 2 hours after the start of the game.

- MA.14.** A drop-dead limit of 2 hours and 20 minutes will be observed for all games. When the drop-dead limit is enforced, the game score reverts to the last completed inning.
- MA.15.** The game timer will stop during weather delays, or lighting issues, and restart with the resumption of play. The game will be suspended if stopped, and not restarted within 30 minutes.
- MA.16.** A game stopped due to the time limit will be considered a regulation game regardless of the number of innings played.
- MA.17.** Games that end in a tie due to the time limit will be final.

DURING THE GAME

- MA.18.** Four coaches are permitted in the dugout or on the field during the game (manager, and three assistants), one (1) of which must remain in the dugout. No other adults should be in the dugout, or on the field.
- MA.19.** Coaches are permitted outside of the dugout while their team is on defense, but must remain on the warning track in front of their own dugout. While on offense coaches must remain in the coaches' boxes at 1st and 3rd base.
- MA.20.** An adult must remain in the dugout to supervise the players at all times, even if this means players have to coach the bases.
- MA.21.** Individuals outside the field/dugout are not permitted to give signs, call plays, call pitches, etc. All coaching is to come from the on-field personnel.
- MA.22.** Players arriving after the start of the game may be used, but must be placed at the bottom of the batting order.
- MA.23.** A courtesy runner may be used for the pitcher or catcher when there are 2 outs. The courtesy runner will be the last recorded out.
- MA.24.** A 10-run rule will be observed. The run rule will be in effect once 4 innings have been completed or 3.5 innings if the home team is ahead. The game may be continued after declaring a winner by run rule at the option of both managers. The scoreboard must be turned off in such instances.

PITCHING

- MA.25.** Innings pitched are determined by appearances, and not based on outs (as in standard scorekeeping). Delivering a single pitch in an inning constitutes an inning pitched.
- MA.26.** The maximum number of pitches per day is 75 [**FALL:** 55]. If the pitch limit is reached in the middle of an at bat, the pitcher may continue to pitch until the at-bat is completed, or the 3rd out of the inning is recorded, whichever comes first.
- MA.27.** A pitcher may pitch 6 innings per calendar week [**FALL:** A pitcher may pitch 5 innings per calendar week, and a maximum of 3 innings per game].

MA.28. The following rest requirements will be observed:

- 1 – 25 pitches – no rest requirement
- 26 – 50 pitches – two full days rest
- 51+ pitches – 3 full days rest

Approved Ruling – A pitcher that throws 50 pitches on Tuesday is not permitted to pitch again until Friday

MA.29. Pitches thrown in an inning that is not completed due to the drop-dead time limit are counted.

MA.30. If a pitcher throws more than 50 pitches in a game, that player is ineligible to catch for the remainder of the game.

MA.31. Pitchers who are removed during a game, regardless of whether it is between innings or on a visit to the mound during an inning, will not be able to return to pitch in that game.

MA.32. The pitcher is not required to throw to the batter on intentional walks. However, pitches (even those not thrown) will be counted against a pitcher's pitch count.

Approved Ruling – If the count on the batter is 1-0, and an intentional walk is declared, the batter is awarded first base without the need to throw the remaining 3 pitches. However, 3 pitches are added to the pitcher's pitch count.

MINIMUM PLAY RULES

MA.33. A continuous batting order will be used. As such, if a player is unable to take his turn at bat, there is no penalty.

MA.34. Each player must play a minimum of 3 defensive innings (9 recorded outs). Players arriving after the 1st defensive inning are exempt from this rule.

(NOTE) – Exceptions are also recognized for games that do not go a full 6 innings.

PROTESTS

MA.35. Protests can only be submitted in reference to rule interpretations.

MA.36. The rules for protesting are as follows:

- 36.1.** The protesting manager must register the protest immediately (before the next pitch is thrown) by calling time-out and notifying the home plate umpire, the opposing manager, and the official scorekeeper, who should record the protest in the scorebook.
- 36.2.** The game will be completed under protest.
- 36.3.** The protesting manager will submit, in writing, the conditions of the protest to the division commissioner within 48 hours of the games' completion.
- 36.4.** The division commissioner will rule on the merits of the protest within 48 hours, with board assistance if necessary.

MA.37. If a protest is upheld, the game will be replayed from the point of the protest. If the protest is overturned, the game stands as played.

END OF SEASON TOURNAMENT

At the end of the regular season, an end of season tournament will be held. The format of the tournament will be determined by the division commissioner, and approved by the Board of Directors.

Seeding will be determined by the regular season record. The first tie-breaker is head-to-head. 'Runs-scored-against' in the head-to-head matchup will be the next tie breaker.

Tournament pitching rules will be used:

- There are no inning restrictions in tournament play
- Daily Maximum pitches in a Game/Day - 85
- 1 to 40 pitches – no rest required
- 41 to 65 pitches – one (1) full day of rest
- Pitcher throws 66+ pitches – two (2) full days' rest

There is no time-limit for tournament games. All games will be played to completion.

The run-rule will still be observed for tournament games, except in the championship game.

Document History

Version	Approval Date
V1	11/26/17
V2	01/11/2023
V3	01/7/2026