

Babe Ruth League, Inc. Southeast Region

1. A spring-loaded Portable Pitching Machine (currently the UPM Black Flame or its equivalent) is required to be used.
2. Age: 8 & Under (must have been registered with Babe Ruth League, Inc.). Players cannot turn 9 before January 1 of the tournament year.
3. Player roster: 12- to 15-player roster with 10 players batting in order (11 with EP).
 - A. An Extra Player (EP) can be used as the 11th batter. If a team elects this option, it must start with the EP and end with the EP or forfeit the game. [Both teams in a game are not required to use this option.]
 - B. There will be four outfielders. ALL outfielders must remain in the grass area of the outfield (cannot be positioned in the infield at any time).
 - C. The player that assumes the pitcher's position must keep 2 feet within the "mound" 8-ft. radius circle, behind the machine, and on one side or the other until the ball is hit. If the pitcher violates any of these requirements and the ball is hit, then the opposing coach has the option to take the result of the play, or have the play nullified and have the pitch count as 1 of the 4 and runners return to their original base. The umpire(s) will warn the violating pitcher's manager that if that same pitcher violates the rule again, the player will be removed from the pitcher's position. The player can assume another position but cannot re-enter as a pitcher in that game. The player may not be ejected from the game for this infraction. A "Courtesy Runner" is not allowed for the pitcher.
 - D. The catcher takes the catcher's normal position in full gear.
4. Game length: Time limit of 1 hour 30 minutes no new inning will begin or 6 innings whichever comes first. Each batter receives a maximum of four pitches. If the batter strikes out, or if the ball has not been hit into play after four (4) pitches, the batter is out. Once the ball is "pitched" the catcher must return that ball to the home plate umpire.
 - A. If the batter fouls the 4th pitch, the batter will receive pitches as long as the batter continues to foul pitches. [Note: Any fouled bunt after two strikes is an out.]
 - B. The half inning is over when three outs are made.
 - C. The batter is out if the batter swings on a third strike and misses the ball.
5. Field dimensions: Standard Babe Ruth 12U Softball Division base length of 60 ft.
6. Pitching machine: The pitching machine is placed at 35 ft. with a speed of 32 mph plus or minus 3 mph (established when ball crosses home plate). The front two legs of the machine must be placed in front of the pitching rubber. Coaches are not allowed to check the machine before their team bats. Only umpires may decide if adjustments should be made.

7. UMPIRE:

A. The umpire will feed the machine. Machine should be checked prior to the game start. Only the umpire may make adjustments during play. Adjustments will be made after the inning is complete.

B. The umpire(s) is/are allowed to declare "no pitch" if the umpire(s) judges that it is not reasonably hittable. This is a judgment call and thus not subject to protest.

8. Dead ball:

A. The ball will be declared dead when in the Umpire's judgement the defensive team stops the lead runner or the lead runner abandons the effort to advance. Once play has been stopped, no other runners may advance beyond the last base tagged.

B. The ball will be declared dead when a player is injured and in the umpire's judgment is unable to continue the play.

C. If a batted fair ball hits any part of the pitching machine without touching any defensive player first, the ball is immediately dead. The batter will be awarded first base. All other runners return to the base that they occupied before the ball was hit unless forced to advance as a result of the batter being awarded first base. (Rule 5.09f and 7.04a) If a batted fair ball is first touched by a defensive player and then hits any part of the pitching machine, it is a live ball.

D. If a batted fair ball touches an umpire on fair territory before it touches or passes an infielder, the ball is dead and the batter is awarded first base. All other runners return to the base that they occupied before the ball was hit unless forced to advance as a result of the batter being awarded first base (Rule 5.09f and 7.04a).

E. If a thrown ball hits any part of the pitching machine, it is a live ball.

9. Infield fly rule: There is NO INFIELD FLY RULE.

10. Bunting: Bunting is allowed. However, NO FAKE BUNTING IS ALLOWED. If the batter offers to bunt, then the batter must bunt the ball or pull the bat back to take the pitch. If the batter offers to bunt, pulls the bat back, and then swings at the pitch, the batter will automatically be declared out by the umpire and the manager will be ejected.

11. Courtesy Runner: The catcher may have a courtesy runner run for them every time that they are up to bat. Each courtesy runner used must be a player who is not in the game at the time. Each courtesy runner may only pinch run once per inning.

12. Base stealing: **Base stealing is not permitted.** Runners may not leave their base(s) before the batter hits the ball or before the ball reaches the plate. The penalty (Rule 7.12) is that the runner will be called out. The batter will remain at bat or return to bat with the count that existed before the runner was called out. Players can only advance to the next base on a batted ball.

13. Softballs: Must use approved Babe Ruth 11-inch softballs.

14. Run rule: The fifteen-run rule (3 complete innings or 2 ½ innings if home team is ahead) as well as the ten-run rule (4 complete innings, or 3-1/2 innings if home team is ahead) will be in effect for this tournament.

15. Umpires: Two umpires will be on the field at all times (one on the field and one at home plate, behind the batter). One will feed the pitching machine.

16. Babe Ruth Softball patches must be displayed as specified in the current Rule Book.

17. Pitcher, corner infielders (1st/3rd) are required to wear approved fielder facemask. Facemasks are strongly recommended for all fielders.