

## Latest Rule Changes for 2009

Updated 12-15-08

1. **SHOULDER EMBLEMS – (All Baseball & Softball Divisions)** The Official Cal Ripken Baseball (4-12) or Babe Ruth Baseball (13-18) and Babe Ruth Softball (4-18) Shoulder Emblem are required to be worn and permanently affixed to the uniform jersey for **World Series Competition**. (Teams will continue to have the option to use either the Shoulder Emblem or Cap Emblem Option for District, State and Regional tournament play.)
2. **16-18 Babe Ruth Baseball Division (only), Rule 0.02, Paragraph 2(a) now reads** – Any player born prior to May 1, 1993 and on or after January 1, 1990 will be eligible for Babe Ruth 16-18 League competition – Season 2009. Any player born in 1990, 1991, and 1992 are eligible for Babe Ruth 16-18 Division. Players born in January, February, March and April of 1993 must play in the 16-18 Division. Players league age 15 by May 1 age determination date are eligible to be swing players in the 16-18 Division.
3. **TOURNAMENT RULE, 11.05 PLAYING RULES, Paragraph 4 – (Cal Ripken Baseball and Babe Ruth 13-15 Divisions)** No pitcher in Cal Ripken tournament play shall be allowed to pitch in more than six innings in any two successive tournament games within the same tournament level, (e.g. All players have full pitching eligibility beginning at each level of tournament competition.) Example – teams advancing from District Tournament competition to State Tournament competition, players have full pitching eligibility.

No pitcher in 13-15 tournament play shall be allowed to pitch in more than seven innings in any two successive tournament games within the same tournament level. (e.g. All players have full pitching eligibility beginning at each level of tournament competition.) Example – teams advancing from District Tournament competition to State Tournament Competition, players have full pitching eligibility.

**For the 2009 season the pitching eligibility regulations will be in effect throughout the entire tournament level. Pitching limitations, if applicable, will not begin over (reset) at the beginning of the single-elimination competition.**

4. **TOURNAMENT RULE. 11.06 JURISDICTION, PARAGRAPH 9 – (All Baseball & Softball Divisions)** When housing of players is required during tournament competition, the Host Family Plan will be under the jurisdiction of the respective district, state and regional commissioner as per Rule 11.06, #1, 2, and 3. The World Series will be under the jurisdiction of Babe Ruth League, Inc. Headquarters. Any team or player refusing to comply with this rule shall be ineligible for tournament competition.
5. **TOURNAMENT RULE 11.05 PLAYING RULES, PARAGRAPH 3 – (All Baseball & Softball Divisions)** When competition begins with pool play format, each team will play a pool play schedule as determined by the commissioner whose jurisdiction the tournament falls.

At the end of the pool play schedule, a pre-determined number of teams from each division will advance to the single elimination competition. Participating teams will be advised, in writing, prior to the start of tournament competition how many teams will advance to the single-

elimination round. (Remember, under the new tournament pitching rule as stated in number 3, the pitching does **NOT** reset for the single elimination round).

Pool play standings will be determined as follows:

1. *WIN - LOSS RECORD*

The tie breakers are used in order to advance or seed ONE team at a time. Each time a tie is broken to advance one team, leaving a tie between two or more teams, the situation reverts to criterion #2. (Head-to-Head results).

**If still tied:**

2. *RESULTS OF HEAD-TO-HEAD COMPETITION*

Example: Three teams are tied with identical records for the first place at the end of pool play. Teams A, B and C played against each other once in pool play. Team A won all of its games Team B and Team C during pool play. Result - Team A advances, which creates a two-way tie between Team B and Team C. That tie then is broken by reverting to criterion #2.

**If still tied:**

3. *FEWEST RUNS GIVEN UP*

If the results of the head to-head match up(s) of the teams that are involved in the tie cannot break the tie (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie, or because the teams involved in the tie did not play one another during pool play, then the tie is broken using criterion #3. The remaining teams tie is broken by reverting back to criterion #2.

**If still tied:**

4. *RUN DIFFERENTIAL WITH A MAXIMUM OF 10 PER GAME*

In the event a tie is created by virtue of a forfeited game, and the tie cannot be broken by criterion #2, the order of Criteria #3 and #4 will be reversed and applied to the tie. Since the number of runs which might have been scored during the game may have affected the fewest runs allowed standing (and the awarding of the forfeit gives the "winning team" no additional runs given up), this order will better adjust for that event.