

## **Greater Nashville Prep Rules Ages 13/14, 15/16, 17/18**

**Baseballs**—Each team shall supply two, new baseballs for each game.

**Time Limits**—No new inning shall begin after 100 minutes. (Note: New inning begins once the third out of the previous inning has been made.)

**Bats**—Babe Ruth Bat Rule for ages 13-15 shall be followed for the Junior Prep Division age group (13/14), and Babe Ruth Bat Rule for ages 16-18 shall be followed for the Intermediate Prep Division (ages 15/16) and Senior Prep Division (ages 17/18). The rules are:

Junior Pre- (ages 13/14)—>All non-wood bats must have USABat Marking, OR marked BBCOR .50. Bat barrel may not exceed 2 5/8 inches in diameter. Only bats with a -8 or lower are eligible.

Intermediate (ages 15/16) and Senior (ages 17/18)—>All non-wood bats must have USABat Marking, OR marked BBCOR .50, plus not have a drop ratio of greater than -3. Bat barrel may not exceed 2 5/8 inches in diameter.

**Pitching Limits**—For regular-season play, the Babe Ruth Pitching Rules are in effect. They are, as follows:

Pitcher shall not deliver more than 95 pitches in the same game or on the same day. Exception: If a pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out.

If a pitcher delivers between 1-45 pitches on a given day, the pitcher can pitch the following day. If a pitcher delivers between 46-75 pitches on a given day, the pitcher cannot pitch the following day. If a pitcher delivers 76 or more pitches on a given day, the pitcher must rest two calendar days before again pitching. (Note: In all pitch counts, the rest period is “calendar days” rather than periods of 24 consecutive hours.)

The Official Pitch count method will be determined by the Host Park. Coaches, umpires, and scorers are encouraged to work together to make sure the counts are accurate. (Note: Additional Rules)

**Metal Baseball Cleats**—Allowed.

**Run Rule**—In addition to the Time Limit, games are completed according to the following run differences: 15 runs after 3 innings or 10 runs after 4 (or later) innings.

**Coach or Assistant Coach Ejection**—If a coach is ejected from a game, the coach must leave the Ball Park, yielding management of the team to another adult. Following the sitting-out of the remainder of the game in which the ejection occurred, the ejected coach must also sit-out the team's next game (whether on that day or at a later date). Park Director is to notify the necessary people to make sure this happens.

**Rainout Status Notice**—Host Coach or Field Director is responsible to notify all teams in case of a rainout.

**Line-up/Batting Order**—Teams have the following options for the batting order: (a) Teams can bat 9 players; or, (b) teams can bat 9 players, but use a DH for any player of the 9; or, teams can bat 10 players, using the EP; or, (d) teams can use the 10-player EP line-up, but use the DH for any player in the 10; or, (e) teams can bat all players, substituting freely on defense.

**Courtesy Runner**—A courtesy runner is allowed for the pitcher or catcher. If team has a substitute, the substitute must be used as the courtesy runner. If batting the entire line-up, the courtesy runner may be the last batted out.

**Home Team/Visiting Team**—When playing a doubleheader, the hosting team shall be the home team for the first game and the visiting team for the second game (unless designated otherwise on the league schedule).