

2020 By-Laws
Spanish Springs Cal Ripken Baseball League, Inc.

1. Name

The name of the non-profit corporation is Spanish Springs Cal Ripken Baseball League, Inc.

2. Place of Business

This corporation shall be incorporated in the State of Nevada. The principal office of this corporation shall be located in Washoe County, Nevada.

3. Purpose

This corporation shall be a non-profit corporation exclusively for charitable purposes as defined by the U.S. Internal Revenue Code, 26USC 501c (3).

4. Board of Governors

The board of Governor shall meet monthly, or as otherwise scheduled by the League President, to conduct business and make decisions pertaining to the running of the league. A Quorum shall be one-half of the current Board Members of at least six (6) members.

5. Elections

Officers and Board members shall be elected by the general membership. Such election shall be held annually no later than September 1st of each year. Notice of election shall be given to members at least 30 days in advance. Members shall include parents and any non-parent volunteers such as a registered coach, manager, board member or committee member. Board members shall be elected by a majority of members present at the election – no proxies.

6. Term of Office

Term of office shall be one year, September 1 until August 31, or immediately following any special election call by the State Commissioner.

7. Removal from Office

Any Board Member missing 3 consecutive unexcused monthly meetings is subject to removal by vote of the Board. The League President shall have the authority to ask for resignation of any Board member for malfeasance or failure of duties. A 2/3 majority vote of duly elected or appointed members shall be required to remove that member from the Board.

8. Quorum

A quorum at all meetings of the Board shall consist of a majority of the number of Board Member then in office. Except as provided specifically to the contrary by these bylaws, the act of a majority of the Board Members in office at a meeting at which a quorum is present shall be the act of the Board

9. Officers

The Board shall consist of the following officers and positions:

- a. League President – duties shall be:
 1. Preside at all league meetings
 2. Assume full responsibility for the operation of the local league
 3. Appoint all committees and supervise the activity thereof
 4. Ensure adherence to the rules, regulations and policies of Babe Ruth Baseball
 5. Ensure continuance of League Charter by Babe Ruth Headquarters
 6. Be responsible for local league protests and disputes. (It is recommended that the league president not be connected with any team such as a manager, coach or umpire.)
 7. Maintain communication between local, state and national Babe Ruth Headquarters
 8. President shall have authority to change or remove specific duties of officers of the Board

- b. Vice President – duties shall be:
 1. Preside in the absence of the President and carry out such duties and assignments as may be delegated by the President
 2. Preside as chairperson of Rules Committee

- c. Treasurer – duties shall be:
 1. Maintain finances for the league, prepare a budget, dispense league funds as approved by the Board, co-sign checks, maintain a report on the status of the league funds and assume responsibility for all local league finances.
 2. Prepare and submit the State Commissioner by October 1st, a profit-loss statement and report of current season's financial activity.
 3. Allow all records to be audited if requested by the President or any league member.

- d. Secretary – duties shall be:
 1. Record minutes of all meetings. Be responsible for notification of regular and special meetings. Maintain an official record of the league's activities, notifying officers of names of newly elected or appointed members and performing any such duties as direct by the board.
 2. Forward copies of all minutes of meetings to the local and State Commissioner monthly.
 3. Maintain all records and correspondence necessary to ensure timely processing of insurance claims or delegate such.

10. Board Members

- a. Player Agent – duties shall be:
 1. Maintain an up-to-date record of all team rosters and member database
 2. Schedule and supervise annual league registration
 3. Ensure player eligibility as to age and residence
 4. Prepare Player Agent's list of all eligible candidates for annual tryout sessions.
 5. Schedule and supervise annual tryout sessions and division drafts, maintaining equal membership and balance of strength among teams.
 6. Prepare and submit team rosters (including managers and coaches) and league game schedules to the League President for approval. Forward such to local and State and National Headquarters prior to the first regular season game.
 7. Maintain a player pool list of candidates not selected at the player draft including any late sign-ups.
 8. Distribute players from the player pool in an equitable manner, maintaining equal membership and balance of strength among teams.
 9. Maintain team rosters and submit all additions and deletions to Local State and National Headquarters. (Additions must be submitted prior to allowing new players to play in games.)
 10. Schedule and supervise the selection of the All-Star Teams. Prepare All-Star Tournament Credentials Book and submit to local commissioner prior to deadlines.
 11. Maintain a file of Babe Ruth ID cards on all current players.
 12. Preside as member of Rules Committee

- b. Equipment Manager – duties shall be:
 1. Procure and distribute equipment needed to properly supply all teams, including tournament teams. Maintain inventory of equipment, including amounts, costs and location of items. Maintain written record of equipment issued to teams including signature of managers receiving such items.
 2. Procure and supply Umpire-in-Chief with adequate supply of game balls during season.
 3. Maintain all equipment during season to ensure safe and proper use by players.
 4. Ensure the timely return at season end, of all equipment issued to teams and volunteers. Such actions may include notification of time and location of returns of equipment, personally pickup up equipment from managers and any legal action needed to secure equipment. Arrange for proper storage of equipment until next season. Prepare and forward to board, prior to September 1st, a written inventory of returned equipment and estimate of amount and cost of items needed for next season.

- c. Uniform Manager – duties shall be:
 1. Procure and distribute uniforms (including Babe Ruth shoulder patches) needed to properly supply all teams.

2. Maintain inventory of such, including items, amounts, costs and location of items.
 3. Maintain all uniforms during season to ensure good appearance and proper use by players
 4. Procure and issue to All Star Players necessary uniforms and obtain deposit to insure return of such
 5. Ensure the timely return at season end of any uniforms issued to teams and volunteers. Such action may include notification of time and location for return of uniforms, personally picking up uniforms for manager and any legal action needed to secure uniforms. Arrange for proper storage of uniforms until next season. Prepare and forward to Board prior to September 1st, a written inventory of returned uniforms, including accounting of any un-returned uniforms and estimate of amount and cost of uniforms needed for next season.
 6. Procure and distribute to the teams any trophies as directed by the Board. Maintain record of such to insure that all players receive their trophies.
- d. Umpire-in-Chief – duties shall be:
1. Recruit, train, schedule and supervise all umpires within the league
 2. Maintain necessary level of recruiting and training to ensure proper officiating at all league games.
 3. Act as liaison between the Board and the umpires or umpire association if applicable.
 4. Attend all meetings of rules and/or protest committees as necessary
 5. Review all game disputes and report such to the Board
 6. Examine local league policies and observe league play with a view toward eliminating any unsafe practices
 7. Preside as member of Rules Committee
- e. Groundskeeper – duties shall be:
1. Meet with necessary agencies to secure and schedule Ballparks needed. Obtain written use agreements on such parks.
 2. Evaluate conditions of playing areas and coordinate with agencies, volunteers, managers and umpires to ensure safe and proper use of such areas.
 3. Recruit, train and schedule volunteers needed to maintain playing areas in safe and proper manner.
 4. Act as liaison with local recreation departments.
 5. Supervise field day at season end to ensure that parks are left in a manner that is acceptable to local recreation departments.
- f. Concessions Coordinator – duties shall be:
1. Develop and present to Board annual plan for operation of all concessions, including menus, prices, staffing and equipment needs.
 2. Recruit, train and schedule volunteers needed to maintain operation of concessions.

3. Act as liaison between the Board and concession, reporting any problems or needs. Maintain accounting and profit/loss report and submit to Board Monthly.
 4. Maintain proper inventory of supplies for concessions.
- g. Fundraising Coordinator – duties shall be:
1. Prepare and present to the Board a plan to meet financial goals of the league, including themes, dates, projected incomes, and costs and staffing needs of proposed events.
 2. Recruit and supervise needed committees to plan and run each event.
 3. Coordinate with Board and Team Mom Coordinator to ensure timely communication of ideas and needs to volunteers and league members.
 4. Coordinate with Treasurer to ensure proper accounting of monies collected and distributed. Prepare profit/loss report on each event.
- h. Sponsor Coordinator – duties shall be:
1. Prepare and submit a plan to recruit and retain team sponsors for the league.
 2. Coordinate with the Treasurer to ensure proper documentation of monies received.
 3. Coordinate with Uniform Coordinator to ensure the proper items of recognition are ordered and distributed to the sponsors.
 4. Coordinate with the League Secretary to ensure that thank you letters are sent to the sponsors.
 5. Ensure that the sponsors receive all the recognition possible so that the benefit as well as the league.
- i. Head Scorekeeper – duties shall be:
1. Recruit and train one main and one backup scorekeeper for each team (except T-ball)
 2. Supervise all scorekeepers to ensure that Official Scorebooks are kept according to the rules and regulations.
 3. Audit books and compile player statistics on a weekly basis.
 4. Prepare and submit to Player Agent necessary data for All-Star players.
- j. Division Coordinators – duties shall be:
1. Recruit and train managers and coaches to ensure fair and knowledgeable treatment of all players in the league
 2. Maintain relationship between Board and Teams to ensure timely resolutions of disputes and communication of ideas and suggestions.
 3. Observe and evaluate Managers, coaches and umpires and report back to the Board any problems or accomplishments noted.
 4. Supervise the preseason Parent/Team Meeting. The goals of this meeting will be to:
 - a. Introduce Board members and establish communication goals
 - b. Communicate League objectives and policies to the parents
 - c. Recruit needed volunteers to accomplish goals of League
 - d. Discuss necessary safety and housekeeping items to parents

- e. Establish goals and objectives of manager and coaches
 - f. Solicit team sponsors and other fundraising needs.
5. All four Division coordinators to preside as member of Rules Committee

k. General Board Member

In order to encourage participation of members who may not be willing or able to fill a specific position, the duties shall be:

- 1. To observe and report to Board any problems, disputes, ideas, suggestions or accomplishments that are noted.
- 2. Volunteer to help other Board members as needed and fulfill any duties as requested by the Board.

11. Participating League Staff

a. Team Manager – each team shall have a Manager who shall have overall administration for their team. Board shall choose managers after reviewing submitted application. Duties shall be:

- 1. Participation in the player selection process for the purpose of developing a fair and equitable team.
- 2. Submit names and applications of desire coaches to Board for approval.
- 3. Attend at least one four-hour umpire clinic and schedule managers meetings to ensure knowledge of rules and league policies.
- 4. Attend scheduled preseason Team/Parent meetings
- 5. Coordinate with Equipment and Uniform managers the distribution of equipment and uniforms. Supply Uniform Manager with documentation of items and numbers issued to players. Collect and return uniforms and equipment to Uniform and Equipment managers immediately at end of season.
- 6. Be responsible for their actions and those of their team on the field of play. All Managers and Coaches are entrusted with displaying good sportsmanship at all times. “Teach by Example.”
- 7. Plan and maintain goals to ensure fair and unbiased development and treatment of all players on the team. Seek out help from Board where necessary. Instruct and encourage players to achieve their best and maintain the highest level of “Good Sportsmanship” possible.
- 8. Report and problems, disputes or successes to Division coordinator. Report ANY injuries to Insurance Coordinator and League President to ensure proper documentation of accident.

b. Coaches – each team shall have two Coaches. These Coaches must submit an application and be approved by the Board. Coaches must be listed on team rosters to be on the playing field. Duties shall be to provide general assistance to the team Manager and assume the duties of Manager upon their absence or inability to act.

c. Team Mom/Dad – duties shall be:

1. Assist Manager in the discipline and management of players and parents of the team.
 2. Provide communication of team and League activities and policies.
 3. Promote the support of parents at game and events, season end picnics/awards, etc.
- d. Scorekeepers – duties shall be:
1. Attend schedule Scorekeeper Clinic.
 2. Keep the official game scorebook in a capable, honest fashion.
 3. Notify head Scorekeeper of any problems, suggestions or successes of players or volunteers.
- e. Umpires – duties shall be:
1. Attend any required clinics or meetings scheduled by Umpire-In-Chief.
 2. Maintain discipline and credibility of rules at all times on the playing field.
 3. Instruct and encourage players to achieve their best and maintain highest level of “Good Sportsmanship” possible.
 4. Observe and report to Umpire-In-Chief any problems, ideas or successes noted. Report to Equipment Manager and Groundskeeper any safety problems noted.
12. Amendments may be made by two-thirds vote of the Board, provided that notices of changes have been delivered to the Board members one (1) week prior to the meeting.
13. General Rules of the League:
- a. Spanish Springs Cal Ripken Baseball abides by the rules of Baseball as defined in the current year’s Babe Ruth League, Inc. Baseball Rules and Regulations and Official Player Rules book.
 - b. The League does not recognize “Gentlemen’s Agreements” or other rule amendments made between Teams, Coaches or Parents.
 - c. Local League Rules are the only exception and are intended to clarify specific instances in which the Board of Directors has agreed to modify these rules to promote fair play within our League.
 - d. Local League Rules:
 1. Major, AAA, AA Division:
 - a. All substitutions must be made at the top of the 3rd inning. All players are required to play 6 outs and have at least one at bat. If a player does not get his/her required playing time (allowing for team discipline) they must start the next game and play the required time before being substituted.
 - b. Only games affecting 1st, 2nd or 3rd place in a division must be made up or forfeited.
 - c. A playoff game will be held in the event of a tie for 1st, 2nd or 3rd place in a division. In the event of a 3-way tie, the Head Scorekeeper shall determine a winner based first on head-to-head competition, second

on total runs scored against the other teams in the tie, and third on total runs scored against all teams in the division.

- d. A maximum of six (6) runs per inning is allowed in innings 1-5. There is no maximum run rule in the 6th inning.
 - e. All protests and disputes must be listed in the official scorebook and signed by both teams to be settled by the Rules Committee/League President.
 - f. AAA, AA LEAGUE ONLY: Runner's are not allowed to advance more than one base on walks if the pitcher has possession of the ball within a 10-foot circle of the Pitching Rubber regardless of the position of the catcher.
 - g. The use of an extra hitter will be mandatory in Majors, AAA, and AA. The extra hitter must receive minimum 2 innings in the field. The extra hitter can move to any position in the field. However they cannot move their position in the batting order. If a team only has 10 players and there is an injury during the game that leaves the team with less than 10 players, then extra hitter rule will not be in effect.
2. Rookie Division:
- a. Scores and standings will not be kept.
 - b. 3 strikes - the batter is out.
 - c. If a ball comes to rest within the 10-foot circle around the pitching machine, it is a dead ball and the batter is awarded first base. All runners already on base are allowed to move up one base including a runner on 3rd.
 - d. Once the ball is thrown to one of the two pitchers stationed on either side of the pitching machine (or the coach during live pitching situations) the ball is dead and runners must stop.
 - e. Any ball hit into the outfield (in the air or on the ground), the runners are allowed to advance a maximum of 2 bases. For example - the batter can advance to 2nd, a runner on first can advance to 3rd, and a runner on 2nd can score, all at his or her own risk.
 - f. An over-throw to 1st or 3rd only gets one base and the ball is dead. Overthrows to second are in play.
3. T-Ball Division:
- a. Scores and standings will not be kept.
 - b. Games will consist of one hour, thirty minutes
 - c. The ball must pass the 10-foot arc to be in play
 - d. There is no limit on how many swings a batter can have – they swing until the ball is in play.
 - e. Mid-season, coaches are to switch to soft-toss. After 5 tosses with no hit, return to tee.
 - f. A tagged runner is considered out. Therefore, if a base is over-run, the fielder can tag the runner out.
 - g. After 3 outs, clear the bases and continue through the batting line-up until all have hit

14. Rules Governing General Misconduct

- a. Spectators will be encouraged to conform to reasonable standards of behavior in the interest of promoting "Good Sportsmanship". Managers and Coaches should assist the Umpire and League officials to control unruly outbursts by the fans. Support of the parents is necessary to maintain a suitable atmosphere for youth baseball. Parents should be advised of their responsibility in regard to their behavior. They should also help to ensure that the ball field will stay a place where youth sports can be enjoyed. Parents are recognized as participants and as such have the right to present grievances to the Board. Grievances presentations shall be limited to 5 minutes.
- b. The Board will be notified of all misconduct occurring at the ballpark and has the authority to issue further suspensions or expulsions of spectators. In addition, Managers who cannot manage and discipline their teams' parents will be called before the Board for possible disciplinary action including game forfeiture or permanent suspension if necessary.
- c. If a player, Manager or Coach is ejected from a game; they will be suspended from the next scheduled game. The Board reserves the right to impose further disciplinary action if deemed necessary.

15. Miscellaneous

- a. Any player who warms up a pitcher must wear a mask and a cup. Any adult that warms up a pitcher must wear a mask.
- b. Bat boys/girls must be on the official roster and must wear protective helmet at games and practices.
- c. No more than three (3) mandatory practices or games in a week, i.e. 2 games, 1 practice; 1 game, 2 practices; 3 games, no practice.
- d. There is a 2 ½ hour time limit on all practices.
- e. All equipment belonging to the league must not be altered or new equipment purchased unless prior Board approval has been obtained.
- f. Anyone who is not on an official roster is not covered by insurance and must not be allowed to participate in any Cal Ripken practice or game. Volunteers temporarily filling in are covered and will be allowed/encouraged to help. All parents/players must have signed "consent for treatment" forms.

Appendix A – Substitution Guidelines

1. After the start of the game, the official scorekeepers do not need to know where in the field you put your players, or how many times you switch their field positions. The only exception is the pitcher – you must tell the Official Scorekeeper whenever the pitcher is changed.
2. All substitutions must be made at the top of the 3rd inning. All players are required to play 6 outs and have at least one at bat. If a player does not get his/her required playing time (allowing for team discipline) they must start the next game and play the required time before being substituted. A sub cannot be removed before their second inning is finished. You can substitute before the starting player has finished their minimum two innings, but the starter must go back in to finish two innings. Call time with the umpire and inform the scorekeeper who is replacing whom and their jersey numbers. Note: a player can be subbed out before batting, during batting or even as a base runner as long as the rules are followed.
3. A courtesy runner for the catcher, when there are two outs and the catcher is on base (speed –up rule), is not a substitution. The courtesy runner can be a substitution, if they are available, if not available then must be last out.
4. A PLAYER CAN BAT IN ONLY ONE PLACE IN THE BATTING ORDER – PERIOD! Consider the starter and the sub “Married” for that game and that they can never be in the game at the same time. It also means that a substitute can only go in for one starter and that you can never put a starter in to the game to substitute for another starter. Once you have used all your substitutes, you can’t take any other starters out. You can put a starter back in, but only into their original place in the batting order and his substitute must come out. Once a substitute has been taken out of the game, they cannot return and are done for that game.
5. Injury exception. In the event that a player is injured, the opposing Manager reserves the right to choose the substitute from the bench of the opposing team.
6. Spanish Springs Cal Ripken Baseball requires that all Managers and/or team scorekeepers record a log of total innings played by each team member. The guideline should be that every player stay within 10 innings played of each other for the season. However, should a player miss a game – excused or not, that player is charged with 6 innings played. Or whatever the total innings are for that game.
7. The extra hitter must play 2 innings in the field to be considered a complete game. The innings that the player is in the extra hitter position will be charged to them as innings played. The extra hitter is a tool to help managers get more players in the game. This should not be used to keep players from the field. If any team misuses the extra hitter or players are not within the required 10 innings of each other, the manager will be warned and suspended for 1 game. The second offense will result in expulsion from the league.

Appendix B – Draft Rules (Majors, AAA, AA Divisions Only)

Any questions or concerns should be directed to the Player Agent. The Spanish Springs Cal Ripken Baseball League Rules Committee will make modifications or interpretations of the above procedures. The Board of Directors will handle decisions regarding disputes, violations or discrepancies of the above procedures.

A. Draft Order

1. Teams will draft in the reverse order of the Official Score Keepers' final Division standings from the previous year. (I.E. last place teams draft first, second-to-last second, etc.).
2. All returning players will be placed at the top of the draft list with the exception of the 1st round pick and Manager/Coach options, which will occupy Rounds, 2, 3 and 4 respectively.
3. If a returning team has no returning players or Manager/Coach, that team will be dissolved and an expansion team created (if necessary).
4. Expansion teams will be placed before the existing teams in the draft. If there is more than one expansion team they will draw for draft order.
5. Beginning in round one, teams will begin in order as defined above using the serpentine method. Starting with the team that finished last picking first and the team that is last in the draft order picking twice and the order reversing back to the team that picked first and so on until all remaining round are completed.
6. All expansion teams will get a supplemental pick in rounds 5 and 7. These Supplemental picks will fill rounds 12 and 11.

B. Open Draft

1. Round 1 The open draft will begin with a first round draft choice, from the tryout list, for each team based on the order established above
2. Round 2 The second round of the draft is reserved for those teams with a Manager option or a returning player. If a team has no manager option, that team is allowed an open draft choice from the tryout list. All Manager options, whether returning or new, must be declared prior to the draft using a Manager/Coach option form and must be taken in this round. Any player placed in the Manager option position must remain in that position for the remainder of his/her tenure with the team as long as his or her parent/guardian remains as the Manager/Coach, or that Manager option will be placed in the Round 1 position of the current draft to allow for a new Manager option to be added. Manager option players must be the son/daughter or legal guardian of the Manager.
3. Rounds 3 & 4 The third and fourth rounds of the draft are reserved for those teams with a Coach option or a returning player. If a team has no Coach option, that team is allowed an open draft choice from the tryout list. All Coach options, whether returning or new, must be declared prior to the draft using a Manager/Coach option form and must be taken in these rounds. Any player placed in the Coach option position must remain in that position for the remainder of his/her tenure with the team as long as his or her parent/guardian remains as the Coach, or that Coach option will be placed in the Round 1 position of the current

draft to allow for a new Coach option to be added. If the Round 1 position has already been filled by a Manager or Coach option, then Round 5 will be used for the existing Coach option to allow for the New Coach option to be added. Coach option players must be the son/daughter or legal guardian of the Coach. *If a new Manager/Coach option occurs for an existing team, then a subcommittee consisting of the AA, AAA, and Majors coordinators will review to determine if ruling should apply or not. If subcommittee can't come to an agreement then the Vice President and President will have final determination.

4. Rounds 5 Beginning in round five, each team will select players from the tryout list, based on the rotation established above, until each team has no less than twelve, nor more than thirteen players.
5. Round 5 expansion teams will fill round 12 with their supplemental picks.
6. Round 7 expansion teams will fill round 11 with their supplemental picks.
7. Any deviation from the above rule must be coordinated with the Player Agent, Minor or Major Division Coordinator and either the League President or Vice President.
8. A sibling option draft choice must take the accompanying player in that teams next open draft round. This rule also applies to expansion teams regardless of the round the initial sibling is selected in.
9. Sibling option picks must be placed in the 6th round and will remain in that position for the remainder of his/her tenure with the team.
10. No team may have more than seven (7) players of the same age group at any time.

C. Player Pool

1. The Spanish Springs Cal Ripken League reserves the right to set a date at which registration is closed and additional player applications will be not be accepted.
2. Assuming this date has not been met, any player signing up after the last tryout date will be considered a late sign up and placed in the player pool.
3. Returning players signing up during this time are not eligible to return to their previous team and must adhere to the rules governing the player pool.
4. Any player signing up after the draft date will be placed in the player pool and will be randomly assigned to teams by the player agent starting with teams that have less that 12 players (assuming that team does not have more then seven (7) players of the same age already assigned to it). Every attempt will be made to assign pool players to teams; however, in the event a player is not assigned or the registration deadline has passed, the league will issue a full refund.
5. Players that are not selected for the major draft pool, will be moved to the AAA draft pool. The players that are not selected for the AAA draft pool will be moved to the AA draft pool. The remaining players from the AA draft pool will become pool players.
6. Any player that does not tryout for the division pool will be considered a hat pick for draft purposes. These names can be drafted at any time by any team.

Appendix C – All-Star Selection Process

The Spanish Springs Cal Ripken Baseball League Board of Directors recommends the following process for the selection of All-Stars. It is the responsibility of every parent, Board Member, Manager and Coach to understand that being selected to participate in All-Stars is a privilege - not a right. The Board will not tolerate or condone any attempt to diminish the experience for those who have earned the opportunity to be All-Stars.

A. Initial Selection Process

1. All participants league age 8 and above, that played in either AA, AAA or Majors during the season will be given an All-Star application form. IT IS THE MANAGER'S responsibility to insure that every qualifying player is given the application – no exceptions.
2. Each Manager is required to collect the forms within one week and give them to the All-Star Coordinator.
3. All-Star selection will be done by the Manager and Coaches of the perspective divisions. All selections will be based on the evaluation during the All-Star Try Outs.
4. 12 players per team is recommended but ultimately will be decided by the Manager from the active pool of eligible players. However, the team roster must be set at the All-Star meeting not after, unless an evaluation needs to be completed.
5. Immediately following the try outs and selection process, the All-Star Manager is required to contact the players selected.

B. Operational Considerations

1. The league covers all entry fees for the State tournaments.
2. In addition, the league provides each team with matching monies up to \$1,200 if they win State and \$1,200 for the World Series.
3. All Uniforms are ordered and purchased by the League.
4. All our financial requirements are the responsibility of each team.
5. Teams are allowed to purchase ancillary items at their own cost but only if authorized in advance by the league.
6. It is recommended that each team select a team mom or dad (not the Manager) to coordinate all activities with the All-Star coordinator. I.E. Pictures, uniform sizing, fund-raising, etc.

Appendix D – League Guide Lines

Major, AAA, AA Guidelines (Rev 3-23-15)

Major and Minor Guidelines – The purpose of establishing Major, AAA, & AA Guidelines, in addition to the rules of Baseball, is to ensure all players are given the opportunity to develop and progress at a rate equitable to their age group. The goal of

these upper divisions of the League is to promote exposure to and instruction in the traditional aspects of Baseball as it is played at the highest levels.

A. Games, Scores and Standing

Games will consist of one hour, fifty minutes or 6 full innings (weather permitting). Official scoring will be kept and win loss records will be maintained. Sportsmanship and encouragement should be the goal of the manager, coaches and parents at this level.

B. General Rules of Play:

1. The League does not recognize "Gentlemen's Agreements" of any kind.
2. **AAA, AA LEAGUE ONLY:** Runner's are not allowed to advance more than one base on walks if the pitcher has possession of the ball within a 10-foot circle of the Pitching Rubber.
3. **AA only**
Stealing Bases: Runners will only be allowed to steal, at their own risk, on pass balls that get by the catcher and hit the backstop. Runners are allowed to get secondary leads when the ball has crossed home plate.
Examples: The pitched ball is in the dirt and blocked by the catcher and the ball resides under the catcher's leg, the runner can't steal. The pitched ball deflects off the catcher's glove and hits the backstop behind the catcher, runner can steal.
4. AA Only – A runner on third base can only advance home by a base hit or walk. No stealing home on a pass ball.
5. Majors, AAA, AA – No head first slides at home plate. Runner will automatically be called out.
6. Rain Outs: Teams must show up at scheduled games regardless of weather conditions. One or both teams shall forfeit if an insufficient number of players (9) are available to play at game time. A forfeit is counted as 9-0.
7. Only the League President or Umpire-in-Chief has the authority to call off games ahead of time. Only the Player Agent is authorized to reschedule games.
8. 15 minutes past scheduled game time will be allowed before calling a forfeit due to lack of players. Home plate umpire shall have the discretion to delay further if justifiable.
9. Any game passing 4 innings (3 ½ if the home team is leading) constitutes a regulation game within the 2 hour time limit or 10 run rule. In order to maintain a 2 hour maximum time limit, no new inning can begin after 1 hour 50 minutes. A tie shall count as ½ win ½ loss.
10. Any game not reaching the minimum number of innings as described above will be considered a Suspended game and re-played in full.
11. There are six innings in a game. They are scored as follows: Inning 1-5, six runs or 3 outs shall end an inning. In the sixth inning only, each team can score as many runs as they can before 3 outs are recorded.

12. A six run rule is in effect and ends an inning with less than three outs – except for the 6th inning as described above (AAA & Majors). AA will have a 4 run rule in lieu of the six run rule.
13. A 10 run rule is in effect and ends the game after 3 ½ or 4 innings are completed as described above.
14. Only league provided regulation jerseys and hats will be worn. All jerseys must be tucked in and hats worn on the field and in the dugout at all times.
15. No jewelry of any kind is to be worn; except for religious and medical reasons and it must be tapped down to the body.
16. Pitching rules:
 - a. The calendar week is Monday through Saturday.
 - b. A pitcher can pitch **NO MORE** than six innings in a week.
 - c. One pitch in a new inning counts as one full inning pitched.
 - d. Two days of rest is required when more than two innings are pitched in one game. Example: 2 innings or less is pitched on Monday. Pitcher can pitch on Tuesday. More than 2 innings pitched on Monday, Tuesday – Rest, Wednesday – Rest, Pitcher can pitch on Thursday.
 - e. Two days rest rule is always enforced regardless of the calendar week starting again. Example: More than 2 innings pitched on Saturday, Sunday – rest, Monday – rest, pitcher can pitch on Tuesday. **NOT MONDAY**
 - f. Majors – Maximum of **75** pitches in one game.
 - g. AAA - Maximum of **65** pitches in one game.
 - h. AA – Maximum of **50** pitches in one game.
 - i. A pitcher may start and/or finish a new batter if less than the maximum number of pitches has been recorded but not more.
 - j. Managers must keep track of the total number of pitches pitched in a game. It is not the scorekeeper’s responsibility to notify a Manager when a pitcher is either close to the maximum or has passed it. The total number of innings pitched must be recorded in the official scorebook.
 - k. A pitcher may play any other position during the calendar week.
 - l. Only 2 trips to the mound per inning are allowed per pitcher.
 - m. A pitcher that hits two batters in a single inning is to be replaced immediately.
17. All protests and disputes must be listed in the official scorebook and signed by both teams. They will be settled by the Board.
18. Both Managers and both Umpires must sign the Official Scorebook at the conclusion of every game.

C. Post Season Play:

1. All Regular Season rules and guidelines will apply for all games except for the Championship games.
 - a. All Championship games will not have a time limit

Rookie Guidelines

Rookie Guidelines – The purpose of establishing Rookie Guidelines, in addition to the rules of Baseball, is to ensure all players are given the opportunity to develop and progress at a rate equitable to their age group. The goal of the League is to promote exposure and instruction to the players as they prepare for the upper divisions.

A. Games, Scores and Standing

Games will consist of one hour, fifty minutes or 6 full innings (weather permitting). There will be no official scoring of Rookie games. The concept of “winners” vs. “losers” should be played down and encouragement given to both teams. There will be no official standings in the Rookie Division. Sportsmanship and encouragement should be the goal of the manager, coaches and parents at this level.

B. Rules of Play

1. 5 pitches per batter maximum. Baseball rules regarding foul tips remain in force.
2. 3 strikes and the batter is out.
3. Pitching machine speed will be set at **34 mph** for all games and not adjusted based on the abilities of the batter. Best practice is to move the batter either forward or backward in the batter’s box to adjust height level – not adjustment on the machine unless specifically required.
4. Ball is in play anywhere in the field, with the exception of the 10 foot circle around the pitching machine. Ball within the circle is a “dead ball”.
5. If a ball comes to rest within the 10 foot circle around the pitching machine, it is a dead ball and the batter is awarded first base. All runners already on base are allowed to move up including a runner on 3rd.
6. If a batted ball hits the pitching machine, it is 1 base for the runner and any runner already on base. This includes a runner on 3rd.
7. Once the ball is thrown to one of the two pitchers stationed on either side of the pitching machine/coach, the ball is dead and runners must stop. Even if the pitchers drop or miss the thrown ball.
8. Any ball hit into the outfield (in the air or on the ground), the runners are allowed to advance a maximum of 2 bases. The batter can advance to 2nd, a runner on first can advance to 3rd, etc. at their own risk.
9. An over-throw to 1st or 3rd only gets one base and the ball is dead. Overthrows to second are in play.
10. Stealing is not permitted.
11. A six-run rule will be used. If either team is ahead by 10 runs or more after 4 completed innings or 3 ½ if home team is ahead, game can still continue to 6th inning or the 1 hour 50 minute time limit, whichever comes first.
12. Approved little league bats are to be used, bat diameter shall be 2 ¼”.

C. Player Roster

1. All players are placed in the batting order.
2. A game can be played with as few as 8 players.
3. A fifth outfielder will be placed on the field defensively.
4. A player is placed on either side of the pitching machine assuming the defensive position of the pitcher.
5. The catcher takes normal position.
6. This now means 12 players have been placed on the field defensively, **no more than 12 shall be used in the field**. The extra players are in the batting order and will be placed in the field after the first inning.
7. New players are to be substituted on the field every inning to insure equal play.

D. Field Set-up

1. Home team will be in the 3rd base dugout, away team in 1st base dugout.
2. Home team will prep field, including dragging the field setting up bases and pitching machine.

T-Ball Guidelines

T-Ball Guidelines – the purpose of establishing T-Ball Guidelines, in addition to the rules of Baseball, is to ensure all players are given the opportunity to develop and progress at a rate equitable to their age group. The goal of the League is to introduce our youngest players to the game of baseball, to promote exposure and fun as they prepare for the upper divisions.

A. Games, Scores and Standing

Games will consist of one hour, thirty minutes or 3 full innings (weather permitting). There will be no official scoring of T-Ball games. The concept of “winners” vs. “losers” should be played down and encouragement given to both teams. There will be no official standings in the T-Ball Division. Sportsmanship and encouragement should be the goal of the manager, coaches and parents at this level.

B. Rules of Play - Batter

1. The ball must pass the 10’ arc to be in play.
2. There is no limit on how many swings a batter can have – they swing until the ball is in play.
3. Mid-season, coaches are to switch to soft-toss. After 5 tosses with no hit, return to tee.
4. There is no bunting.

C. Rules of Play – Runner

1. Runners can be coached on where to run (1st, 2nd, 3rd, Home).
2. Base lines can be 6’ wider than normal.
3. A tagged runner is considered out. Therefore, if a base is over-run, the fielder can tag the runner out. **(New for 2006)**
4. No stealing or leading off is permitted.

D. Rules of Play – Field

1. All players are allowed on the field.
2. Coaches and parents are asked to help in the outfield as much as possible
3. Hot balls can be stopped by an adult, but not picked up.
4. Bases to be shortened up to 50’ (not 60’ as in higher divisions)
5. Outs that are made are enforced – the runner is asked to leave the bases. However, every player bats every inning – regardless of the number of outs recorded.
6. After 3 outs, clear the bases and continue through the batting line-up until all have hit. **(New of 2006)**

7. Uniforms and hats must be worn during all games. However, cold weather garments of any kind are acceptable and at the discretion of the parent.
8. Players shall not wear jewelry. Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they are to be taped to the body so as to remain visible.