

# ELK GROVE CAL RIPKEN BASEBALL LEAGUE

## Rules and Bylaws

(updated January 2009)

### **PART TWO – RULES**

#### **ARTICLE 1 – DIVISIONS**

##### **Section 1. LEAGUE DIVISIONS AND ALIGNMENT**

The League shall be divided into six (6) divisions, using age as a general guideline as follows:

1. Majors Division consists primarily of 12- and 11-year old players;
2. Major Minors (MM) Division consists primarily of 11-and 12-year old players;
3. Triple A (AAA) Division consists primarily of 10- and 11-year old players;
4. Double A (AA) Division consists primarily of 9- and 10-year old players;
5. Single A (A) Division consists primarily of 7- and 8-year old players; and,
6. Rookie Division consists primarily of 5- and 6-year old players.

The age designations for the League's divisions are *guidelines*; exceptions may be made based on ability, safety, and/or special needs (i.e., including but not limited to physically-challenged players).

##### **Section 2. TEAMS**

###### **Sub 1. Team Construction**

Majors, Major Minors, AAA, and AA divisions are considered competitive divisions, and use a draft method for putting teams together. Each team in these divisions will have three protected spots for coaches' kids, but all other spots will be filled with drafted or randomly placed players. Single A and Rookie divisions are instructional / non-competitive divisions, and are put together by the Assistant Player Agent using elementary school boundaries as a guideline. Players in the non-competitive divisions can request to play for a particular coach and be placed on a team by the Assistant Player Agent.

###### **Sub 2. Number of Teams**

The number of Majors Division teams shall be determined by the Player Agent using the number of registered and eligible 12-year old players as a guideline. An eligible 12-year old is one who can safely participate at the Majors Division level. At the request of any coach, parent, or Divisional Manager, the Player Agent may conduct a special try-out to determine appropriate placement. The procedure for determining the number of Major Minor, AAA, and AA teams is similar using the remaining eligible 12- and 11-year old players for the Major Minor Division, then remaining 11-year old players for the AAA Division, and finally remaining 10-year old players for the AA Division. The Player Agent should factor in that all 12-year olds must be chosen by the end of the Major Minor draft, 11-year olds must be chosen by the end of the AAA draft, and all 9- and 10-year olds by the end of the AA draft. The number of Major, Major Minor, AAA and AA teams should be determined by the Player Agent and the Executive Board as soon as possible, but no later than the General Board meeting immediately preceding the draft.

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### **Sub 3. Roster Size**

All teams at every division level will have no less than 12 players, and no more than 15 players on their roster.

### **Sub 4. Majors, Major Minors, AAA and AA Levels Age Mix**

All Majors Division teams must have a minimum of five (5) and a maximum of eight (8) 12-year olds. The Player Agent will announce at the draft the minimum number of 12-year olds required for each Majors Division team. The minimum number of 12-year olds for each Major Minors Division team will be determined by the number of remaining 12-year olds not drafted by the Majors Division teams. The minimum number of 11-year olds for each AAA Division team will be determined by the number of remaining 11-year olds after the Major Minors Division draft. The minimum number of 10-year olds for each AA Division team will be determined by the number of remaining 10-year olds after the AAA Division draft.

## **ARTICLE 2 - COACHES**

### **Section 1. PURPOSE**

The coach's job is the key job in the Cal Ripken program. It is the coach's responsibility to train the children in baseball, as well as in good sportsmanship. As much as possible, meet the children's individual needs as they work with other children in a team atmosphere.

### **Section 2. NUMBER OF COACHES PER TEAM**

Each team must have three (3) primary coaches, recognized and approved by the League, as long as there are compatible coaches available. Prior to the first game, all teams may identify and submit a person, in good standing, to their respective Divisional Manager as a fourth or alternate coach.

### **Section 3. SELECTION AND RATIFICATION OF COACHES**

Each year, the appropriate number of coaches for each division will be organized by the Division Manager(s) of that division, with the General Board's approval. All potential coaches must submit a coaching application. Coaching applications for the competitive divisions must be submitted by December 31<sup>st</sup>, prior to the upcoming season. If there are too many coaches for a division, then priority of selections will be based on years of coaching in the League, service to the League, overall experience and positive feedback from peers, and DM's evaluation form from the past year. Things that may hinder a coach from being selected, or being ratified to coach at all, include but are not limited to the following: a history of past ejections; valid complaints; failure to return equipment to the League when requested; failure to comply with any bylaw; failure to comply with any request of a League official; any other reason for which a majority of the General Board believes a coach is not suitable to coach or continue coaching.

Selected coaches must be ratified by the General Board at the first meeting in January, prior to the first try-out session.

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### Section 4. NOT ENOUGH COACHES BY TRY-OUTS

If, by the time of try-outs, a team does not have three primary coaches because there are not anymore coaches to choose from, the DMs will continue to try to fill these positions as soon as possible. This will continue up until the draft if late sign-ups come in. Coaches can only add another coach to his/her foster up until the day before the first try-out. *(Exception: unless voted and approved by a simple majority of the coaches from the affected division)*. The purpose of this rule is to prevent coaches from selecting the best player(s) at try-outs, and making one of their parents a coach.

### Section 5. EMPTY COACHING SLOTS

In the event a team still has a coaching vacancy on Draft Day, the Player Agent will randomly fill empty slots with placed players at the beginning of the draft until each team has its three protected player slots filled on the draft grid. The team will then have to select a willing parent to fill the coaching vacancy and become one of the three official coaches. This person, just like the other primary coach, will have to be ratified and have to submit a background check.

### Section 6. TEAM ASSIGNMENTS

The selection of team names for competitive divisions will be as follows:

Previous ratified head coaches who are returning to the same competitive division (AA, AAA, Major/Minor, Majors) will be allowed to keep their team name from the previous year. Head coach's that are board members will be allowed to choose from the remaining team names if they are moving up to a higher division. Board member seniority will dictate selection order. Any ties will be mediated by the league's Vice President. A Head coach new to a competitive division will select team names in reverse order of the draft selection. Meaning the last pick in the draft will have the first pick of available team names. If a head coach is an assistant coach in a lower division (i.e., Majors and AA), they will be able to keep the same team name for both divisions providing their head coach in the lower division is in agreement. Only the higher division name will be allowed to carry down to the lower division name.

### Section 7. GENERAL

All coaches must submit to a background check as outlined each year by the General Board. A coach may not participate in practice, games, or team meetings until he/she has submitted to the required background check. A coach may be asked to step down, without recourse to the General Board, if a negative report comes back. A coach may be reinstated upon clearing up any derogatory errors on the background check and passing a new background check.

The alternate coach (fourth coach) must submit to the same background check as do the primary coaches. No one under the age of 21 will be allowed to be a head coach or manager on any team roster. All assistant coaches must be at least 18-years old, unless otherwise approved by the General Board. Listed coaches in good standing must be the "field coaches" when present at games.

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### Section 8. RESPONSIBILITY

#### **Sub 1. Conduct**

Coaches will have complete control of activities, conduct, and welfare of their players and parents while on the playing field. A coach shall conduct him/herself in an adult, courteous manner at all times with players, coaches, and umpires. This includes no profanity at any time. The coaches are responsible for the children and need to set a good example in conduct and respect to others, especially towards the umpires. The children are the reason for the League and their well-being, training, and Cal Ripken experience must be upper most in all our efforts. Safety, fairness, obedience to the rules, good sportsmanship, and positive attitudes must be evident at all times. Disciplinary action can and will be taken by the General Board in situations when the coaches fail to follow league rules, bylaws and policies up to and including dismissal from that coaching position. It is the coach's job to follow and support all programs adopted by the General Board. Any coach or player involved in disciplinary action must be available to meet all requests of the CRC.

#### **Sub 2. Rules**

Coaches need to read, know, and understand these rules and the rules of baseball.

#### **Sub 3. Practices**

Coaches should have regular weekly practices. At no time will a coach conduct a scheduled or unscheduled practice with less than four (4) players.

#### **Sub 4. Field Maintenance**

Coaches are responsible for learning the proper way to take care of the fields by studying the handout in the coaches' packets. Fields need to be properly maintained before and after games and practices. The home team is responsible for field maintenance prior to and at the conclusion of each game (i.e., raking the field, watering and dragging infield, putting out and away the bases, etc.). The visiting team is responsible for picking up all litter at all fields. Always leave the fields nice than when you started.

#### **Sub 5. Equipment**

Coaches will be responsible for all equipment and uniforms issued by the League. All issued items must be returned to the League no later than one (1) week after conclusion of play.

#### **Sub 6. Umpires' Receipt Book**

All umpires will have a receipt book, which will be signed by the home team head coach upon completion of each game. The receipt will be given to or mailed to the head umpire, who will forward to the EGCRBL Treasurer for payment of all games umpired. Failure to provide a signed receipt will result in non-payment.

#### **Sub 7. Posting Scores (Competitive Divisions)**

The winning team is responsible to post the score on the League's web page. If the score is not posted in a timely manner, either the opposing coach of the League can post it. Any game summaries or comments MUST be positive and done in good sportsmanship.

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### Sub 8. Safety

It is highly recommended that at least one (1) member of each coaching staff have first aid and CPR training.

## ARTICLE 3 – REGISTRATION AND TRY-OUTS

### Section 1. REGISTRATION

Parents must submit a paper or online registration for their child to the League, with the proper fee, prior to any try-out or playing in the League. Hardship cases are to be presented in writing and voted on by the Executive Board. Should an ineligible player participate in a game, that team will forfeit and the coach will be suspended for one (1) calendar week.

### Section 2. TRY-OUTS

The Player Agent and Vice-President are responsible for overseeing the try-out sessions. Try-outs are to be held in January and/or February, and the Player Agent will have published dates, place, and times for each group.

For a player to be eligible for the draft, he/she must participate in a full and complete try-out session. Players unable to try-out, but wish to be placed in the draft must submit, in writing, a valid reason for missing try-outs to the Player Agent. Majority vote of the Executive Board is required for these players to be placed in the draft. Players who miss try-outs and who have not been approved by the Executive Board for the draft will be randomly placed by the Player Agent in the division that they participated in last year.

Those 10-year old players who wish to try-out for the Major Minors Division may do so with the consent of the Player Agent. 10-year old players who try-out for the Major Minors Division must also try out at the 10-year old try-out session. An 8-year old player may try-out for the AA Division with no prior consent from the Player Agent needed.

## ARTICLE 4 – THE DRAFT

### Section 1. DRAFT ORDER

The Player Agent will perform a lottery at the first General Board meeting in February to determine the draft order for the Majors, Major Minors, AAA, and AA Divisions. Try-outs must be completed before the draft orders can be disclosed. The drafts will be conducted in a serpentine fashion. (Example: 1<sup>st</sup> round: team with #1 pick through team with #20 pick; 2<sup>nd</sup> round: team with #20 pick through team with #1 pick).

#### Sub 1. All-Star Tournament Players

Players selected to participate on a **North All-Star Tournament team** during the previous season must use the table below to determine what division they shall play the following year. This chart does not apply to a South All-Star Tournament team player in the same age group.

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Prior Year Player's Age	Current Year Player's Age	Current Year Division
11	12	Major
10	11	Major
9	10	AAA or MM
8	9	AAA

\*9-year olds that played AAA and are selected to an All-Star Tournament team can be eligible for play in the Major Minors Division the next season, with the approval of the Player Agent and parents.

### **Sub 2. Pre-Draft – Players Not Attending Try-Outs**

Any player eligible for the Majors, Major Minors, AAA or AA Divisions that registers before the draft, but does not try-out will become a blind hat pick at the beginning of each respective draft, and placed either into a vacant coaching spot or at the bottom of the draft grid. Players unable to try-out, but wish to be placed in the draft must submit, in writing, a valid reason for missing try-outs to the Player Agent. Majority vote of the Executive Board is required for these players to be placed in the draft.

The Player Agent will decide the appropriate division for each of these players and conduct a special try-out, if necessary.

## **Section 2. DRAFT DAY GUIDELINES**

Persons attending the draft are restricted to coaches from the appropriate level, listed by the Divisional Manager(s), and sitting General Board members who will not be involved in subsequent drafts as a coach, unless their presence is requested by the Player Agent. No children, no exceptions. The Player Agent or his representative will conduct the draft. The Player Agent will present to the coaches a list of players eligible for the draft and notify any coaches if a parental restriction has been placed on them for that parent's child (a parent may have up to two (2) coaches restricted). Otherwise, players will be open to all teams. Should a player's name and number not appear on that list, his/her name must be brought to the attention of the Player Agent for review prior to the first pick of the highest level that player is eligible to be drafted in.

## **Section 3. MAJORS, MAJOR MINORS, AAA & AA DRAFT PROCEDURES**

The draft will bottom load protected coaches' kids and randomly placed players. (Multiple protected siblings will fill the #3 pick). The draft will start with the #1 pick in the 1<sup>st</sup> round and serpentine until all rosters have been filled with the proper age mix of players.

## **Section 4. TRADING PLAYERS AFTER THE DRAFT**

Drafted and placed players may be traded during a 30-minute period following each draft. Coaches need to make sure that the proper age mix is kept proper.

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### **Section 5. ROSTERS**

Upon leaving the draft, a coach must verify with the Player Agent that the selections are correct. The Player Agent's copy of the draft is official and must be attested to by an Executive Board member. Players may not be moved within an organization without the Player Agent's approval.

### **Section 6. SINGLE A and ROOKIE DIVISIONS**

Single A and Rookie Divisions do not draft, but teams have to wait to be constructed until the draft is completed. The Assistant Player Agent will construct the teams following the completion of the AA Division draft, and have a meeting with all head coaches of those divisions during the same week to distribute their rosters.

### **Section 7. STARTING PRACTICES**

The first eligible date to practice will be determined by the Executive Board, per each calendar year.

### **Section 8. POST DRAFT**

#### **Sub 1. Late Sign-Ups**

Late sign-ups after the draft will be assigned to a team by the Player Agent – first to the team(s) that need players in draft order. If all teams are equal in number, then a double-blind hat pick will determine placement. The Player Agent will decide the appropriate division for each of these players and conduct a special try-out, if necessary.

#### **Sub 2. Balancing Rosters**

Should any Majors, Major Minors, AAA or AA Division team drop below the minimum of twelve (12) players and there are not any late sign-ups to fill the spots, the Player Agent shall balance the roster. This may be done via try-out of age appropriate players from a lower division (i.e., 11- and 12-year olds for Majors and Major Minors Divisions, 10- and 11-year olds for AAA Division, 9- and 10-year olds for AA Division). The Player Agent may move a player up to balance a roster if the move up is requested by a player's parents and, in the Player Agent's discretion, the player is skill level appropriate.

#### **Sub 3. Trading Players**

Post-draft player-for-player trades will be permitted providing the involved coaches, players, parents, and the Player Agent consents.

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### **ARTICLE 5 – PLAYER PARTICIPATION**

#### **Section 1. PLAYING TIME**

##### **Sub 1. Participation**

If a team has thirteen (13) or less players in good standing and present at the start of a game, then no player on that team may sit more than two (2) defensive innings. If a team has more than thirteen (13) players in good standing and present at the start of a game or a player(s) shows up late (pushing the number of players over thirteen (13)), then some players may be forced to sit three (3) innings; however, for this to happen, all other players must sit at least two (2) innings in that game. At no time will a player in good standing sit more than three (3) innings. Innings missed by being late do not count as sitting time on the bench. All eligible players shall bat in rotation, whether or not they are actively playing a defensive position.

If a child does not meet the minimum participation requirement, he/she will automatically start and play the entire next game. The participation rule is to help promote fairness to the kids so one kid does not always get the minimum playing time, while another one always gets the maximum. If a coach is suspected of being unfair, they can be investigated by the CRC and disciplinary action will be handed down if the claim of unfairness is substantiated.

##### **Sub 2. Minimum Players**

In all divisions, a team must have at least eight (8) eligible players to begin a game. The team must also finish the game with at least eight (8) players. Should a team not have enough players to start the game, or drop below eight (8) players, that team will forfeit the game.

##### **Sub 3. Notification**

If for any reason a parent feels that their child is not playing the required minimum amount, he/she should notify any General Board member as soon as possible.

##### **Sub 4. Scorebooks**

Coaches will at any time during the season (may be multiple times per season) be required to submit their scorebooks to the League to verify playing time and pitching regulations. A committee of three to five (3-5) General Board members, appointed by the League President, will review the scorebooks. In the event a pitcher has pitched too many innings or a player has not participated in the minimum amount, the first offense will result in the coach being instructed and warned. A second offense may cause the coach to be suspended for the remainder of the year and would greatly hinder any chances of coaching in the League again. A majority vote of the full General Board is required to suspend a coach for the remainder of the year. In addition to disciplinary action against the coach(es), the General Board may, at its discretion, call the involved game(s) a forfeit, depending upon the facts and circumstances.

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### **Section 2. EJECTIONS**

The ejected player's position in the batting order will be recorded as an "out" each time his or her turn at bat occurs. The ejection will be referred to the CRC to determine if additional disciplinary action is required. Any player who is ejected more than one (1) time in a season, will be suspended immediately, pending a CRC hearing. The hearing may result in suspension from Cal Ripken Baseball for the remainder of the season, and may nullify any All-Star participation.

### **Section 3. INJURED PLAYER UNDER PROFESSIONAL CARE**

Any injured player under a physician's care must have a medical release submitted to the player's head coach prior to being allowed to return to practice or games. The head coach will submit a copy of the release to the Divisional Manager. At no time may a player participate with a cast or other device that has been placed due to injury. Failure to comply will result in disciplinary action against the head coach.

### **Section 4. BASE COACHES**

At no time are players permitted to be base coaches.

### **Section 5. UNIFORMS**

For the sake of conformity, players must wear their League issued uniforms (jersey, cap, pants, socks). Players not be outfitted in special uniforms. (Accepted exceptions: (1) Players and coaches may wear "ProFit" caps as substitutes for League issued caps as long as they are identical to the League issued ones; (2) Teams may put names on the backs of hats and jerseys (unless it is a returnable jersey) as long as it is done professionally; and (3) Teams may wear matching belts.) There is no penalty for showing up in the wrong colored pants or socks, but the League can request change for individual repeat violations. The League may also request an entire team to correct a problem if it is in violation.

### **Section 6. DISCIPLINE**

A player may be benched for coming late to games or practices, missing games or practices without permission, improper conduct at games, or any other legitimate reason. Coaches must notify their Divisional Managers IMMEDIATELY of any disciplinary actions taken in regards to playing time. Benching of any player may be appealed to the CRC, either by the player or by his/her parents.

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### ARTICLE 6 – CONDUCT AND RULES COMMITTEE (CRC)

#### Section 1. MAKE-UP AND PURPOSE

The CRC is made up of the Chairperson, the Umpire Coordinator, and one Executive Board member. The CRC will convene to rule on protests, behavioral and conduct issues brought before the Board regarding players, coaches, and parents. Any ruling made by the CRC may be appealed to the Executive Board.

#### Section 2. CRC ISSUES

##### **Sub 1. Protests (*JUDGMENT CALLS CANNOT BE PROTESTED!*)**

If the need arises for a protest, all coaches must conduct themselves in a professional manner and demonstrate good sportsmanship. Any protest to be considered valid, must be filed with the umpire in charge by the coach immediately at the time of dispute and before the next pitch. The protest must be presented in writing, accompanied by a \$20.00 protest fee, within 48 hours of the protest, to the CRC Chairperson. All protests will be reviewed by the CRC Chairperson. Should the CRC Chairperson determine that more information is needed, the Chairperson will convene a protest hearing.

##### **Sub 2. Ejections**

In the event a coach is ejected from a game, they must immediately leave the park. They may not communicate either verbally or non-verbally with their team. The ejected coach will be allowed to attend the next game played, but will not be allowed to coach his team or communicate either verbally or non-verbally with them, unless otherwise determined by the CRC.

The coach may appeal within forty-eight (48) hours of the start of the game. The appeal must be in writing to the CRC Chairperson. If the CRC Chairperson feels the appeal presents just cause for a hearing before the entire CRC, a hearing will be convened. The ejected coach must make him/herself available for a hearing within forty-eight (48) hours of the filing of the appeal. Failure to be available within forty-eight (48) hours of the filing of the appeal will result in a denial of the appeal. If the CRC Chairperson determines that the appeal does not present just cause for an appeal, the CRC Chairperson shall deny the appeal.

Any coach who is ejected from more than one (1) game in a season will be suspended immediately pending a CRC hearing and judgment. The hearing may result in suspension from coaching Cal Ripken Baseball for the remainder of the season or possible indefinite suspension, to include All-Star participation.

***It is the head coach's (or coach in charge) responsibility to report any ejection from his/her team to the Divisional Manager on the same day or night as the ejection. The umpire is also to report any ejections to the Head Umpire, and is to notify the League. Failure of the head coach (or coach in charge) to report the ejection will result in a two (2) game suspension.***

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### **Sub 3. Complaints**

All complaints regarding coaches, players, umpires, or parents will be submitted in writing to the CRC Chairperson within forty-eight (48) hours of the incident. The CRC Chairperson will then have the alleged subject provide a written rebuttal as to what occurred. The rebuttal shall be submitted to the CRC Chairperson within twenty-four (24) hours of the request. Failure to submit a rebuttal in writing within twenty-four (24) hours to the CRC Chairperson will result in a forfeiture of the alleged subject's right to a CRC hearing. The alleged subject will also lose any right to appeal or object to the discipline imposed by the CRC Chairperson.

The CRC Chairperson shall, after receipt of the complaint and written rebuttal, determine whether the complaint should be dismissed, immediate punishment imposed, or whether a full CRC hearing is necessary. Should the CRC Chairperson dismiss the complaint or impose immediate punishment without a full CRC hearing, the party adversely affected may request a full CRC hearing. The request for a full CRC hearing must be in writing and filed with the CRC Chairperson within twenty-four (24) hours of the dismissal or imposition of punishment. Failure to request a full CRC hearing in writing to the CRC Chairperson within twenty-four (24) hours will result in a forfeiture of the right to a full CRC hearing and the right to request an appeal to the Executive Board. If a request for a full CRC hearing is appropriately made, the person making the request must make him/herself available for a CRC hearing within forty-eight (48) hours of the request. Failure to be available for a full CRC hearing within forty-eight (48) hours will result in a forfeiture of the right to a full CRC hearing and any and all appeal rights.

### **Sub 4. CRC Investigations**

The CRC shall also have the power on their own to investigate any misconduct by coaches, players, umpires, and/or parents, even if a formal complaint has not been filed or is past the forty-eight (48) hour time deadline. In the event that the CRC finds evidence that warrants punishment or a hearing, the parties involved will be required to provide written rebuttal pursuant to Article 6, Sub 3. The procedure from this point forward shall follow the procedures established in Article 6, Sub 3.

### **Sub 5. Witnesses**

Anytime an issue is brought before the CRC, each party is allowed one witness.

### **Sub 6. Fees**

Any request for a full CRC hearing and/or appeal to the Executive Board regarding a protest, ejection, complaint, or investigation must be accompanied with a \$20.00 deposit. If the appeal is granted or the action taken by the CRC Chairperson is reversed, the deposit will be returned. If, however, the appeal is denied or the action taken by the CRC Chairperson is upheld, the deposit will be forfeited. The League will deposit the \$20.00 into the General Fund.

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### **Section 3. HEARING PROCEDURES FOR PROTESTS, COMPLAINTS, and INVESTIGATIONS**

- A. CRC will notify all parties of the time and place of the hearing.
- B. Each coach, umpire, and/or person involved should submit statement of what happened.
- C. The following is a guideline for written and oral presentations:
  - 1. Brief summary of events
  - 2. Names of persons involved
  - 3. Cite the actual rule or by-law in question
  - 4. Recommend action to be taken
- D. Each side gets one witness that may go to the hearing.
- E. Each side will be given five (5) minutes for oral presentations.
- F. Each side will be given three (3) minutes for rebuttal.
- G. Committee members are not to interpret presentations. After the rebuttal period, committee members may ask questions.
- H. The committee will issue a binding judgment and hand down disciplinary action, if needed.
- I. If a protest hearing is won, the protest fee will be refunded.

## **ARTICLE 7 – OFFICIAL BASEBALL RULES**

### **Section 1. OFFICIAL BASEBALL RULES**

All games shall be played according to the official baseball rules, section 1.00 to 10.22, with the exceptions listed in the Official Cal Ripken Rules and Regulations book and local rules contained in these rules. All disputes, protests, and ruling regarding the execution and/or interpretation of these rules, and the following exceptions, will be reviewed and ruled on by the Conduct and Rules Committee.

### **Section 2. MAJORS, MAJOR MINORS, AAA and AA DIVISION RULES**

#### **Sub 1. Majors, Major Minors, and AAA Divisions– Pitching**

A pitcher can pitch a maximum of three (3) innings per game and not exceed six (6) innings in a calendar week (Monday through Sunday). A pitcher must have two (2) calendar days rest between pitching assignments of more than two (2) innings. If a pitcher delivers one (1) pitch in an inning, he/she shall be charged with an inning pitched.

#### **Sub 1.2 AA Division Only – Pitching**

A pitcher can pitch a maximum of two (2) innings per game and not exceed six (6) innings in a calendar week (Monday through Sunday). If a pitcher delivers one (1) pitch in an inning, he/she shall be charged with an inning pitched.

#### **Sub 2. Pitcher Removal**

Once a player has been removed as a pitcher, he/she cannot return to pitch in the same game.

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### **Sub 3. Batting**

All players will be listed in the scorebook and the team will bat through the entire line-up. If a player arrives late, that player will be added to the bottom of the batting order.

### **Sub 4. Sliding**

There will be no hurdling, leaping over, diving over, or initiation of violent contact with the intent of dislodging the ball from a defensive player in an attempt to reach a base safely or avoid a tag anywhere on the field. These acts will be considered dangerous play and require ejection from the game. Players ejected for this will be referred to the CRC to determine if additional disciplinary action is required.

## **Section 3. AA DIVISION RULES ONLY**

### **Sub 1. Six (6) Run Rule**

No batters shall come to the plate once a sixth run has crossed the plate in any one-half of an inning. Play shall continue and a team shall be considered "retired" in an inning once either of the following occurs:

1. Three baseball outs are recorded; or,
2. Six (6) runs are scored in the one-half inning. Play concludes when the sixth run has crossed the plate.

### **Sub 2. Stealing**

Players may steal 2<sup>nd</sup> and 3<sup>rd</sup> bases only. Sliding is encouraged. A player can only go from 3<sup>rd</sup> to home on a batted ball or by means of a force (bases on balls or a hit batsman). If he/she tries to steal home either intentionally or unintentionally, he/she can be tagged out, but in no instance can the runner go home and score.

### **Sub 3. Fielding**

A fourth outfielder will be added to the defense (total of ten (10) defenders). The positions in the outfield will be left field, left-center, right-center, and right field. A "rover" is not allowed.

#### **Sub 3.1 Fielding Play**

A player may play in a single position no more than two (2) innings per game. This is inclusive of all infield and outfield positions.

## **Section 4. INSTRUCTIONAL / NON-COMPETITIVE RULES (SINGLE A AND ROOKIE DIVISIONS)**

The Single A and Rookie Divisions are Instructional/Non-Competitive levels of play. All efforts should be made to prepare the players, physically and mentally, to continue their involvement with baseball. Emphasis will be on player development, NOT WINNING. No team standings will be kept in either division. There will be tolerance of coaches arguing or being verbally abusive to players, other coaches, or parents. As these are Instructional levels, no umpires will be present. A parent or a coach will act as umpire for the game. All decisions made by the "umpire" will have the same force as a League umpire. These levels will use an "Incrediball" or similar safety ball.

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### **Sub 1. Batting**

All players will be listed in the scorebook and the team will bat through the entire line-up. If a player arrives late, that player will be added to the bottom of the batting order.

### **Sub 2. Six (6) Run Rule**

No batters shall come to the plate once a sixth run has crossed the plate in any one-half of an inning. Play shall continue and a team shall be considered "retired" in an inning once either of the following occurs:

1. Three baseball outs are recorded; or,
2. Six (6) runs are scored in the one-half inning. Play concludes when the sixth run has crossed the plate.

### **Sub 3. Baserunning**

Players may score only as a direct result of a batted ball, or being forced in by a walk or hit batsman. A player who has not reached 3<sup>rd</sup> base may not score on any passed ball or overthrow ANYWHERE on the field. (Exception: ball going out of play as determined by the umpire – regular baseball rules apply).

### **Sub 4. Stealing and Sliding**

Players may not steal any base. Sliding is encouraged. There will be no hurdling, leaping over, diving over, or initiation of violent contact with the intent of dislodging the ball from a defensive player in an attempt to reach a base safely or avoid a tag anywhere on the field. These acts will be considered dangerous play, and the player should be called out and can be removed from the game. Recurring incidences of this type of play should be reported to the League via Divisional Managers for possible disciplinary action, if necessary.

## **Section 5. SINGLE A DIVISION RULES ONLY**

### **Sub 1. Pitching**

A coach will pitch to his own team, the entire game, for the first six (6) scheduled games of the season. Players will pitch for the first three (3) innings of games seven (7) through twelve (12). Coaches will pitch to their own team for the balance of the innings in these games. In games seven (7) through twelve (12), players will be limited to pitching one (1) inning per game and two (2) innings per week. In scheduled games thirteen (13) through eighteen (18), players will pitch innings one (1) through six (6). In games thirteen (13) through eighteen (18), players will be limited to two (2) innings per game and four (4) innings per week. Players will pitch from a forty (40) foot pitching plate.

During games one (1) through six (6), whenever a coach is pitching, a batter will receive a maximum of ten (10) pitches per at bat. A batter is ruled out if he swings and misses three (3) pitched balls. A foul tip on the 3<sup>rd</sup> strike that is caught by the catcher is considered a strikeout. Whenever a coach is pitching, a defensive player will be placed at the pitcher position to field. There are no bases on balls or hit batsman while coaches are pitching.

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During games seven (7) through eighteen (18), if a batter is “walked” by the opposing team’s pitcher, the batter will receive a maximum of five (5) pitches from his/her coach. If a batter is hit by the pitch from the opposing pitcher, he/she has the option to either take 1<sup>st</sup> base, or receive a maximum of five (5) pitches from their coach.

### **Sub 2. Fielding**

A fourth outfielder will be added to the defense (total of ten (10) defenders). The positions in the outfield will be left field, left-center, right-center, and right field. A “rover” is not allowed.

## **Section 6. ROOKIE DIVISION RULES ONLY**

### **Sub 1. Time Limit**

All Rookie Division games will have a “hard” ninety (90) minute time limit. No pitches or plays will be made once ninety (90) minutes have elapsed from the first pitch of the game.

### **Sub 2. Field Dimensions**

The distances between the bases for the Rookie Division will be 45 feet.

### **Sub 3. Pitching**

A coach will pitch to his/her own team for the entire season. Batters will receive a maximum of five (5) pitches, and then five (5) attempts with a “T” per at bat. At the end of the fifth pitch, if a player has not batted the ball into fair play, he/she will have five (5) opportunities to put the ball into play hitting off the “T”. If, at the end of the fifth attempt off the “T” the player has not put the ball into fair play, he/she will be ruled a strikeout. Additionally, while a coach is pitching, a defensive player will be placed at the pitcher position to field. There are no walks or hit batsman in the Rookie Division.

### **Sub 4. Fielding**

All players will play a defensive position during the game. The team will field one player for each infield position (3B, SS, 2B, 1B, P, C), and all remaining players will play in the outfield.

## **Section 7. TIME LIMIT**

All games (except Rookie Division) will have a six (6) inning or two (2) hour time limit, whichever comes first. At the beginning of each game, the umpire will note the start time, which is to be recorded by the home book. No new inning may be started after two (2) hours. A new inning starts as soon as the 3<sup>rd</sup> out is recorded to end the previous inning. Innings which started before the two (2) hour time limit expired may be completed as long as the umpire rules that safe conditions exist.

## **Section 8. TIE GAMES (Major, Major Minors, AAA and AA Divisions Only)**

Tie games at the end of regulation six (6) innings shall be decided by the International Tie Breaker: the last recorded out of the previous inning shall begin the next inning at 2<sup>nd</sup> base. Both teams will have the opportunity to score the base runner, as well as other batter/runners during their turn at bat to determine a winner. However, now new inning may start after two (2) hours. A new inning starts as soon as the 3<sup>rd</sup> out is recorded to the end of the previous inning.

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If the score is tied at the end of the time limit, it shall be recorded as a tie game. Tie games will be recorded as a half-win and a half-loss for the standings.

### **Section 9. MAKE-UP GAMES**

#### **Sub 1. Rescheduling**

All make-up games (weather related or protested) must be scheduled by the Master Scheduler appointed by the Executive Board. If the Master Scheduler cannot be reached, the League President may schedule the game. Games played without authorization of the either the Master Scheduler or the League President will be considered null and void. The Master Scheduler will notify the Umpire Coordinator of all make-up games. The Master Scheduler will clear field us through the Fields Chairperson as necessary. The Master Scheduler will notify the appropriate Divisional Manager(s) of all make-up games. A coach can request a game to be rescheduled if a team cannot be fielded due to a school function. The coach must make the request to the Divisional Manager at least one (1) week prior to the game. The coach must provide the names of the players, the school function, and date(s) of the function to the Divisional Manager. The Divisional Manager will make the decision if the game is to be rescheduled and notify the coach of the opposing team and the Master Scheduler of the request. The make-up game will be rescheduled by the Master Scheduler within one (1) week of the regularly scheduled game or as soon as reasonably possible.

#### **Sub 2. Revert Back Rule**

When a make-up game is scheduled, the pitching restrictions of the CURRENT week are in force. There is no "looking back" to determine pitching eligibility for make-up games.

### **Section 10. ELK GROVE POST-SEASON TOURNAMENT**

At the conclusion of the regular season (and any make-up games that have a direct impact on the potential finish in a Division), an Elk Grove Post-Season Tournament will be held for the Majors, Major Minors, AAA and AA Divisions.

This tournament will begin following Memorial Day, or as set by the Master Scheduler, after the completion of the final game of the regular season. This will be a single- or double-elimination tournament depending on the number of teams in a particular division. Regular season rules shall apply, with the exception that tournament pitching rules apply. The International Tie-Breaker rule will be used in case of tie games.

At the end of the regular season, win-loss records will determine seeds for the Post-Season Tournament. Ties will be broken by the following: (1) head-to-head records; (2) fewest runs allowed against each other; and, if necessary, (3) coin flip. All teams will be seeded into a Post-Season Tournament bracket, and all head coaches will receive a copy of the bracket. The tournament bracket will also be posted on the website and Snack Bar. Winners will advance and will play until a champion is crowned. (Some divisions may have two brackets, American and National, depending on the number of teams).

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### **ARTICLE 8 – ALL-STARS**

#### **Section 1. ALL-STAR TOURNAMENT TEAMS**

##### **Sub 1. Selection of Coach**

All managers and/or coaches in good standing, interested in managing a tournament team must submit their intentions in writing to the General Board prior to, or at the first General Board meeting in March. The nomination must specify the team he/she would like to manage, as well as his/her qualifications. At the first Board meeting in April, each nominee will have two (2) minutes to expand upon his/her nomination before the General Board. Selections will be made that night by the General Board via ballot. A fifty-one (51) percent majority vote is required to become a tournament team manager. If this majority is not reached, the person receiving the fewest notes will be dropped from the ballot, and the vote will continue. The Manager will choose his/her assistant coaches. Assistant coaches must be approved by the General Board. The General Board has the right to remove a manager or assistant coach from a tournament team if it feels that person does not exhibit or uphold the high standards or good character of the league throughout the regular or tournament season.

##### **Sub 2. Selection of Players**

Player selection for the All-Star tournament teams shall be made via try-outs.

1. Try-out dates shall be determined by the Executive Board. Try-outs will generally be the last Sunday in April and the first Sunday in May.
2. Try-out sessions will be coordinated by both All-Star managers of said age groups. Both managers will work together to establish a try-out format and submit it to the Competition Chairperson prior to the first try-out date. This will ensure that the try-out sessions are organized. All eligible and interested players must attend at least one (1) try-out session, but are encouraged to attend both try-out sessions.
  - a. An injured player unable to participate, but able to attend, shall be present at the beginning of at least one try-out at the designated location. This is to ensure that the player has the commitment and desire to play at this level. An injured player fulfilling this requirement shall be available in the selection process.
  - b. A player/parent may petition for an exemption to miss try-outs by notifying the League President via e-mail and/or letter. This notification is required prior to the last day of try-outs. The notification must be clear on the specific reason(s) that player is unable to attend. The Executive Board shall review each petition on a case by case basis and render a decision based on the facts presented. If the player is granted an exemption, that player shall be eligible for selection. If the petition is denied and the player does not attend a try-out, that player is only eligible as a Wild Card selection (part c.).
  - c. Each team may select no more than one (1) eligible player (Wild Card) who did not participate in try-outs. Although the team composition shall come from League eligible players, a team shall have the ability to backfill a player if a player becomes injured, is ruled ineligible by the League, or leaves the team for some other reason.

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- d. Each player shall be required to register prior to each session and will be issued a number that will be placed on the back of his/her shirt. That same number is also utilized if the player elects to attend both try-out sessions.
- e. All-Star coaches should make all attempts to attend as many games involving the specific age group that they have been selected to coach. This will assist the coach in the selection process.
- f. All players will play at their specific age level. No playing up at any age. All-Star ages start at eight (8) year-olds and progress through twelve (12) year-olds. ***(The only exception is if a parent/guardian is selected as an All-Star manager for a South Team ---no assistants--- and child/player is within one (1) year of that age group).***

### Sub 3. Team Composition

The League will sponsor two (2) All-Star Tournament teams per age group: 12U, 11U, 10U, 9U, and 8U. These teams will be identified as follows: (1) Elk Grove North; and, (2) Elk Grove South.

Note: In any one age group, if the number and skill level of players attending try-outs is not sufficient to select two teams, then the League may decide to be represented by one (1) team only – Elk Grove North. The final decision shall be made by the Executive Board based on a recommendation from the Competition Chairperson.

### Sub 4. Eligibility

A player must play or be present for at least four (4) innings of no less than one-half of the team's regular season games to be eligible to participate on an All-Star Tournament team. The intent of this rule is to prevent a player from abandoning his Elk Grove Cal Ripken team to participate with other tournament teams or leagues. The General Board may vote exceptions if games are missed due to reasons other than participation on other teams or leagues.

### Sub 5. Roster Selections

Elk Grove North shall select their entire roster first; Elk Grove South shall select their roster second. Rosters will have a minimum of twelve (12) and maximum of fifteen (15) players. ***(The League encourages selecting the maximum number of players.)*** Both age specific All-Star managers shall work together in the selection process.

Once rosters are finalized, there shall be no movement of players between the teams. A parent/player does not have the option of selecting what team they want to play for unless it applies to All-Star coaches' children. All-Star managers and coaches may, prior to the team selections, protect their children regardless if they are the North or South team. Player(s) are still required to attend and participate in the try-out sessions.

Assistant coaches must be selected from current ratified league coaches. Fourth coaches do not qualify (reference Official Rules 0.05 and 11.02b).

All-Star managers shall submit their finalized rosters to the Executive Board via the League President or Vice-President by the third Tuesday in May. Team selections shall be announced at the second General Board meeting in May. Selections will be posted on the EGRBL website on the Wednesday prior to Memorial Day Weekend.

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### Sub 6. Players' Fees

Each player selected to and accepting to play on an All-Star Tournament Team, both North and/or South, will be required to pay a \$100.00 fee to the League.

### Sub 7. Individual Equipment

All-Star Tournament Team players and coaches will receive the following:

1. Pants (1)
2. T-Shirts (2) with logo on front, required patches, and number on back
3. Belt
4. Hat
5. Socks (1 pair)
6. Bat Bag (*players only*)
7. Hooded Sweatshirt

All coaches and players keep the above listed items at the conclusion of the Cal Ripken tournament season.

### Sub 8. Team Equipment

All-Star Tournament Teams will be issued the following gear:

1. Equipment bag *(returned at conclusion of play)*
2. Five (5) matching batting helmets *(returned at conclusion of play)*
3. Complete set of catcher's gear *(returned at conclusion of play)*
4. First aid kit *(returned at conclusion of play)*
5. Two (2) dozen baseballs
6. Scorebook
7. Line-up cards

### Sub 9. All-Star Travel Fund

Teams advancing to the Regional Tournaments:

- Each player shall receive an amount equal to two (2) times the regular registration fee of the League.
- The Executive Board shall retain authority to increase the above listed amount based on logistics.

Teams advancing to the World Series:

- Babe Ruth/Cal Ripken normally pays for travel and hotel accommodations for all players and coaches.
- The Executive Board shall retain authority to allot a dollar amount for those teams.

Parents/guardians and/or supporters traveling with any advancing team will assume their own expenses.

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### Section 2. DIVISIONAL ALL-STAR TEAMS

#### Sub 1. Number of Teams and Players

The League will sponsor Divisional All-Star Teams from each of the Majors, Major Minors, AAA, and AA Divisions. The teams and players on each team are as follows:

<u>Division</u>	<u># of Players</u>
Majors – National	15
Majors – American	15
Major Minors – National	15
Major Minors – American	15
AAA – National	15
AAA – American	15
AA – National	15
AA – American	15

#### Sub 2. Divisional All-Star Coordinator

The Divisional Manager will be the Divisional All-Star coordinator for his/her division.

#### Sub 3. Rosters

The names of all Divisional All-Stars must be submitted to the Divisional Manager at the conclusion of the regular season, and before the Post-Season Tournament begins. Players on All-Star Tournament Teams (Elk Grove North and Elk Grove South) should not be considered for Divisional All-Star play.

#### Sub 4. Divisional All-Star Coaches

The manager from the team with the best record in each division at the conclusion of the regular season will be given the first choice to manage the Divisional All-Star team(s). If the head coach declines, the second place team's coach will get next choice, then third, fourth, etc. If all head coaches decline, then assistant coaches, starting with the first place team, will be given the opportunity. The head coach and his chosen assistants will have to be approved by the Executive Board or assignee. Ties for best record will be broken by the following: (1) head-to-head competition; (2) record against opponents in same division; and, (3) coin toss, if necessary.

#### Sub 5. Pitching

No pitcher in a Divisional All-Star game may pitch more than two (2) innings.

#### Sub 6. Game Length

The game length of Divisional All-Star games will be seven (7) innings.

#### Sub 7. Day of Game

The Divisional All-Star games shall normally be played at Closing Day Ceremonies.