

# **YOUTH BASEBALL ASSOCIATION OF ROYAL PALM BEACH, INC. LEAGUE RULES AND REGULATIONS**

**Youth Baseball Association of Royal Palm Beach, Inc.  
P.O. Box 211722  
Royal Palm Beach, FL 33411**

The Board of Directors of the Youth Baseball Association of Royal Palm Beach, Inc. adopted the following League Rules and Regulations, consisting of:

- Section I: Policy and Procedure; and
- Section II: Game Playing Rules:

Originally Drafted: February 2010

Revised: July 2010, February 2011, January 2013, January 2016, August 2016, December 2016, March 2017, August 2017, January 2018, July 2018, December 2018, March 2019, August 2019.

The League Rules and Regulations may only be modified by amendment approved by the Board of Directors.

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# Section I: POLICY AND PROCEDURES

## MISSION STATEMENT

The Youth Baseball Association of Royal Palm Beach, Inc. (“YBARPB” or “League”), a Florida not-for-profit corporation, was organized in November 2009 to educate and instruct the youth of Royal Palm Beach, and the surrounding western communities, in the ideals of sportsmanship and fair play, and to assist them in becoming good citizens of Royal Palm Beach, Palm Beach County, the State of Florida, and the United States of America. In order to assist or youth as they grow into happy and healthy adults, the League seeks to solidify in our youth the ideals of good sportsmanship, honesty, loyalty, integrity, and courage. The primary goal of the League is to promote youth baseball through a well organized and supervised recreational baseball program providing equal competition on an equal playing field for all of our youth.

## REGISTRATION

### A) Recreational Seasons

- The League will offer 2 recreational seasons per year:
  - 1) Fall Season: “Instructional” season primarily based around teaching our youth the fundamentals of baseball. The season runs from September to November.
  - 2) Spring Season: “Competitive” season primarily based around the fair and equal competition for all of our youth. The season runs from January to May.

### B) Divisions

- Cal Ripken T-Ball: All Players must be the age of 3, and may not turn 7, by May 1 of the next available Spring Season. The Division is split into two sub-divisions:
  - 1) AA: Players who start the season age 3 or 4.
  - 2) AAA: Players who start the season age 5 or above.
    - Exceptions to the above age limitations will be considered based on the situation or merit.
- Cal Ripken Rookie 8U (Pitching Sling): All Players must be the age of 7, and may not turn 9, by May 1 of the next available Spring Season.
- Cal Ripken Minor 10U (Kid Pitch): All Players must be the age of 9, and may not turn 11, by May 1 of the next available Spring Season
- Cal Ripken Major 12U (Major/70): All Players must be the age of 11, and may not turn 13, by May 1 of the next available Spring Season
- Babe Ruth 15U: All Players must be the age of 13, and may not turn 16, by May 1 of the next available Spring Season, with the exception that 16 year olds are allowed as long as did not make their high school baseball team.

### C) Eligibility

- Registration is open to all children ages 3 through 16.
- Age determines the Player’s eligibility for a particular division of play.
- League “age” is the age attained by a Player prior to May 1 of the current year.

- During the Fall Season, all Players will play in the division they will play during the upcoming Spring Season.
- Players can play up an age division with the approval of the Board of Directors.

#### **D) Requirements**

- Registration form supplied by League must be completed and signed by a Parent/guardian.
- Each Parent/guardian must attach to the registration form, or have on file with League, a copy of the Player's birth certificate.
- All applicable registration fees must be paid at registration.

#### **E) Dates**

- There will be a minimum of 1 open registration session per season.
- To the best of its ability, League will advertise the dates of registration sessions on its website and through use of ads, flyers, e-mail, text messages, and direct mailings to past Players.

#### **F) Fees**

- Registration fees for each division each season vary depending on costs and the League's financial position.
- Any registration that is made after the last advertised date will be assessed a late fee of \$10.00.
- A non-resident fee from the Village of Royal Palm Beach will be assessed for each registration.
- For those families registering more than one child, a \$10.00 sibling discount is provided for each additional child after the first registered child.
- A \$25.00 refundable concession fee is also assessed for each registration.
- Registration fees may be paid via cash, personal check, or credit card, though credit card transactions are subject to a variable service fee.
- A check returned unpaid by a bank for any reason will incur a service fee of \$25.00. Checks returned will not be re-deposited. Re-payment will be required in the form of cash, cashier's check, or money order.

#### **G) Refunds**

- Refunds requested prior to Player Evaluations will be paid in full.
- Refunds requested after Player Evaluations will be paid in full less a \$10.00 service fee.
- Refunds requested after Player Draft will be paid in full less a \$25.00 service fee.
- Refunds requested after practice/season has begun may be paid depending on circumstances. However, all refunds will be prorated and cost of uniforms will be deducted from any refund.
- If a Player is withdrawn due to a medical condition, the League will require written verification from the attending physician before any refund is considered.
- ALL requests for refunds shall be submitted at the League's website: [BaseballRPB.com](http://BaseballRPB.com). Upon approval of the Board of Directors, refunds will be issued by the League Treasurer.

#### **H) Scholarships**

- The League will not deny a child the opportunity to participate in its baseball program due to financial hardship and will do all it can do to provide qualifying Players the opportunity to secure financial aid, which may include: Reduced registration fees, payment plans, Player sponsorships,

full or partial scholarships, or increased fundraising opportunities.

- Scholarships will be prescribed by the League.
- Potential recipients should contact the League to obtain documentation to apply.

## **EQUIPMENT**

- League issued equipment is available to each team's Manager upon receipt of a signed personal check from the team's Manager in the amount of \$150.00 made out to "YBARPB."
- The equipment includes an equipment bag, batting helmets, batting tee, Pitcher's helmet with mask, and Catcher's gear (helmet with mask, shin guards, chest protector, and mitt).
- All offensive Players must wear a double ear flapped helmet while on the playing field. This includes bat boys and bat girls while performing their duties. Youth Coaches under 18 years of age must also adhere to this standard. If the umpire observes any violation of these rules, he/she will direct the violation to be corrected.
- The Catcher must wear a helmet with full ear protection, body protector, protective cup (male Players), shin guards, and a face mask with a throat protector. The throat protector, which is part of or attached to the mask, must adequately protect the Catcher.
- Bats must be made of an approved material, and they must be smooth and round. Please see further requirements per the Babe Ruth League, Inc. Baseball Rules & Regulations.

## **UNIFORMS**

- The Board of Directors will determine the criteria for uniform selection.
- The League provides each Player with a baseball cap, shirt, and either socks or belt.
- The League provides each team's Manager and 2 Coaches with a baseball cap and shirt.
- Each team is responsible for selecting and purchasing its own baseball pants.
- Metal cleat shoes are not permitted in any of the Cal Ripken Divisions (Tee-Ball through Major 12u).

## **SELECTION OF MANAGERS/COACHES**

### **A) Eligibility**

- Any person interested in Managing or Coaching a team must:
  - Complete a Volunteer Information/Release of Liability form
  - Pass all background checks required by the Village of Royal Palm Beach and/or Babe Ruth League, Inc., which are performed to ensure the safety of our children.
  - Be certified by either the National Youth Sports Coaches Association (NYSCA) or Babe Ruth Baseball, Inc.
  - Complete the "Abuse Awareness for Adults" course available at [www.sportdev.org](http://www.sportdev.org).
  - Be in good standing with the League by addressing any oral or written complaints against him/her to the satisfaction of the League.
- Reminder: Managing and Coaching is a privilege, not a right.

## **B) Selection Process for Managers**

- Prior to the commencement of any season, the League Registrar will provide the Board of Directors with a list of all individuals who are interested and eligible to manage.
- After review of all Managerial applicants by the Baseball Commissioner in conjunction with the appropriate Divisional Coordinator, the Board of Directors shall approve all appointments of Managers based on the best interests of the Players and the League.
- The following factors are considered by the Board of Directors to assist in approving the appointment of Managers:
  1. Personal behavior;
  2. Coaching acumen;
  3. Organizational skills; and
  4. Schedule flexibility.

## **C) Selection Process for Coaches**

- Each Manager may select eligible Coaches to assist the team.
- However, the Board of Directors shall approve all appointments of Coaches based on the best interests of the Players and the League.

# **PLAYER EVALUATION**

## **A) General**

- Evaluation of Players shall take place in all divisions.
- Every Player must be evaluated in order to attempt to create teams of balanced skill level.

## **B) Evaluation Date/Time**

- Each Division shall have a scheduled evaluation date and start time, which is subject to change per the discretion of the Board of Directors based on weather and other factors. Any changes will be communicated by the League via the League's website and other communications.
- Each Player will be provided with a specific time for their evaluation on the scheduled date, which will either be provided during registration or subsequently posted on the League's website prior to the date of the Player Evaluation.
- The League will also schedule a supplemental Player Evaluation date(s) for those unable to attend the scheduled Player Evaluation or for Player's who registered thereafter.

## **C) Evaluation Process**

- Subject to the approval of the Board of Directors, the Baseball Commissioner, in conjunction with the Divisional Coordinators, is responsible for creating a specific evaluation process for each division to determine the Players' skill level in batting, throwing, catching, base running, etc.
- All potential Managers must attend their respective Division's Player Evaluation in order to assist in their preparation for the Player Draft.
- All potential Coaches should attend their respective Division's Player Evaluation in order to assist the Baseball Commissioner and Divisional Coordinator with the evaluation process.
- Each Player will be assigned a registration number and will wear it on his/her shirt. This number corresponds to the number that is placed on the Player's registration form, and will identify the

Player throughout the Player Evaluation and Player Draft.

- Each of the Players will be evaluated in a number of selected categories by 4 individuals:
  - 2 Managers/Coaches from another Division (example: 10u Managers/Coaches evaluate 8u players); and
  - 2 individuals not associated with the League.
- Players will be evaluated in selected categories on a scale of 1-10 (1 representing a more advanced skill level, 5 representing the all-around average Player, and 10 representing an unskilled Player). Players being evaluated for the Cal Ripken T-Ball Division will be evaluated in selected categories on a scale of 1-5.

#### **D) Evaluation Rating Sheet**

- After all Players have been evaluated, the Board of Directors shall average the evaluation scores for each Player in order to create a single Player rating score.
- The Players for each division will be ranked according to their rating scores from best to worst in order to create a Ratings Sheet to be used at the Player Draft.
- Subsequently, the Ratings Sheet for each division will be reviewed by each respective Divisional Coordinator, in conjunction with the Baseball Commissioner, to determine if any necessary revisions must be made in order to ensure that the best interests of the Players are served.
- Players not evaluated:
  - Any Player who has registered with the League, but did not attend the Player Evaluation, should be evaluated at a supplemental evaluation prior to that Division's Player Draft.
  - If such a supplemental evaluation is not possible, the respective Divisional Coordinator and Baseball Commissioner will determine where to place the Player on the Ratings Sheet prior to the Division's Player Draft based on an assessment of the Player's skill level from all available information.
  - The determination will be made to both ensure the best interests of the Players are served and to preserve the goal of fair and equal competition.

## **PLAYER DRAFT**

#### **A) General**

- Each Division will hold its Player Draft on an evening scheduled by the Board of Directors after the date(s) of the Player Evaluation.
- Each Division's Player Draft will be supervised by the respective Divisional Coordinator and a minimum of two members of the Board of Directors.
- During the Player Draft for each Division, the Managers should be present to represent each team. In the event a Manager cannot attend, one of the team's Coaches may be the team representative. In the event a Manager has not been selected, the respective Divisional Coordinator and/or a member of the Board of Directors shall serve as the de facto team representative and draft a "ghost team." A Manager will then be selected at a later date.
- The Player Drafts are not open to the public.

#### **B) Order of Selection**

- The order of selection for each Division's respective Player Draft is determined randomly by blindly pulling numbers out of a hat.

- For example, in a Player Draft with 5 teams, the team that pulls number “1” has the first overall pick, the team that pulls number “2” has the second overall pick, etc.
- Each Division’s Player Draft uses a reciprocating selection process, so that the order of selection is reversed after each round (i.e., a “snake draft”).
  - The first round commences with the team with the first overall pick selecting first, followed by each other team in the randomly selected order until each team has made a selection.
  - The second round then commences with the team with the final pick of the first round making a selection, and continues in the reverse order of selection back to the team with the first overall pick.
  - Thereafter, each round of the Player Draft continues in this fashion for its remainder until all Players are selected and placed on a team.
  - For example, in a Player Draft with 5 teams:
    - First round – 1, 2, 3, 4, 5
    - Second round – 5, 4, 3, 2, 1
    - Third round – 1, 2, 3, 4, 5
    - Fourth round – 5, 4, 3, 2, 1
    - Etc.

### C) Procedure

- The results of the Evaluation Ratings Sheet will be disclosed for all team representatives to clearly view on a Draft Board just prior to the commencement of each Division’s Player Draft. The Players are designated by their respective registration/evaluation number in order from the final approved Ratings Sheet.
- The Players are placed on the Draft Board next to a number designating the round that the Player was evaluated per the Ratings Sheet. For example, the highest rated Players are designated in Round 1, while the lowest rated Players are designated in the final Round of the draft.
  - For example, in a Division with 5 teams and 9 rounds:
 

1:	14	25	2	47	8	(highest rated Players; 14 the best)
2:	7	16	5	33	24	
3:	11	28	38	35	41	
...						
9:	43	4	22	13	15	(lower rated Players; 15 the worst)
- Freezes:
  - Each team is allotted 3 total freezes, as described below.
  - At the Player Draft, each team must freeze the children of the Manager, who are automatically on that team.
  - At the Player Draft, each team may also freeze up to 2 additional players, who must be the children of one of their designated Coaches.
  - All Players that are frozen to a team cannot be drafted by any other team.
  - A team is forced to select their frozen Players in the rounds evaluated per the Rating Sheet.
- Siblings:
  - All siblings playing in the same division will be selected on the same team for convenience purposes.
  - If a team selects one sibling in the Player Draft, the team is forced to select the other sibling(s) in the round(s) evaluated per the Ratings Sheet.
- If a team has multiple frozen Players evaluated per the Ratings Sheet in the same round, then the

team must select the Players in the evaluated round and the next round(s). Once those Players have been selected, the team forfeits its selection in the subsequent round(s), but makes up for the forfeited selection by selecting the requisite number of missing Players in the round 2 rounds after the last forfeited selection. The following examples illustrate the process:

- If 2 freezes are rated in round 1, those 2 freezes are marked as the team's 1<sup>st</sup> and 2<sup>nd</sup> round selections, and the team forfeits its 3<sup>rd</sup> round selection. The team selects once again in the 4<sup>th</sup> round. The team makes up for the forfeited selection by making 2 selections in the 5<sup>th</sup> round.
- If 3 freezes are rated in round 1, those 3 freezes are marked as the team's 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> round selections, and the team forfeits its 4<sup>th</sup> and 5<sup>th</sup> round selections. The team selects once again in the 6<sup>th</sup> round. The team makes up for the forfeited selections by making 3 selections in the 7<sup>th</sup> round.
- Outside of the exception explained above, each team selects 1 Player in each round.
- Each team can draft any Player not previously selected by another team, frozen to another team, or the sibling of another Player previously selected by another team.
- Despite the Players being listed on the Draft Board in specific rounds, they may be selected at any time in any round.

#### **D) Trading of Players**

- Once all Players have been selected, team representatives will be provided a brief amount of time to discuss any potential trades.
- All trades must be approved by the two teams' representatives, the respective Divisional Coordinator, and the Baseball Commissioner.
  - All trade requests that involves two Players either drafted or evaluated per the Ratings Sheet within 1 round of each other will be approved.
  - In order to preserve the goal of fair and equal competition, all other trade requests will only be approved if they are reasonable based on the skill levels of the Players involved.

#### **E) Post-Draft**

- At the conclusion of each Division's Player Draft, each Manager will be provided each of the following:
  - A spreadsheet containing all pertinent information for each Player, including contact information, Parent names, etc.
  - All documentation required by the League to be filled out by the Manager, Players, and/or Parents (to be submitted to the League).
  - Lineup forms to be used for each game
  - Scorebook
  - Incident report forms
  - If possible, an initial practice schedule.

#### **F) Late Registrations**

- Any Player who is not registered with the League until after the Player Draft will remain in a pool of late-registered Players. The League will accept late-registered Players until a date determined by the Board of Directors, which is based on ensuring the League's mission statement.
  - The respective Divisional Coordinator and Baseball Commissioner will determine the team to which each late-registered Player will be added based on an assessment of both each team's

- needs and each Player's skill level from all information available.
- The determination will be made to both ensure the best interests of the Players are served and to preserve the goal of fair and equal competition.
- In situations where it is determined the teams are of equal need for an additional Player, then in the interests of equity, the Player will be placed on a team based on a blind draw.

## **RESPONSIBILITIES OF MANAGERS/COACHES**

### **A) General**

- Managers must always conduct themselves in a manner that reflects good sportsmanship and leadership. The Manager must also ensure the team's Coaches conduct themselves in the same fashion.
- Managers and Coaches must never discourage any Player from participation in the League.
- Managers and Coaches must never display any behavior, or be involved in any activities, considered detrimental or damaging to the League or its Players.
  - The welfare of the Players is the primary concern of the League, and any Manager or Coach who repetitively fails to conduct himself in an exemplary manner risks his good standing with the League, and may be subject to being banned from the League.
  - If during a game, any Manager or Coach is involved in a physical altercation or engages in the use of abusive or foul language, they shall be immediately ejected from the game and subject to further disciplinary action at the discretion of the Board of Directors.
- All Managers and Coaches are prohibited from using any illegal drugs or alcohol products while involved in any League sponsored activities, no matter the location of the activity. This includes before, during, and after practice and games.
  - Any Manager or Coach seen using or thought to be under the influence of illegal drugs or alcohol during a practice or game will be required to leave the field and will immediately receive a 1 game suspension to be served during his team's next scheduled game. Any continued violation of this rule risks the Manager or Coach's good standing with the League, and may subject the Manager or Coach to being banned from the League.
- Ensure that cigarette smoking is only permitted in the pavilions and parking lots.

### **B) Pre-Season**

- All Managers will receive a list of "Manager Expectations" at their specific Division's Player Draft, which they must sign in order to acknowledge receipt and understanding of their responsibilities pursuant to these League Rules and Regulations.
- Managers/Coaches meeting: All Managers and Coaches are required to attend a meeting held by the League to discuss the upcoming season, and provide Managers with information regarding upcoming Player baseball clinics, Opening Day activities, rule changes, etc.
- Coaching clinic: All Managers and Coaches are required to attend any Divisional coaching clinic scheduled by the League. If such a clinic is scheduled, attendance is mandatory and any Manager/Coach not in attendance without authorization from the Divisional Coordinator will automatically forfeit their position with their team.
- Team meeting: All Managers are required to meet with their team once following the Player Draft to introduce themselves to the Players and Parents, and to discuss League and team rules and policies. If requested, the League will attempt to have a representative attend a team's meeting.

- League documentation: All Managers are required to submit all required League documentation by the deadline scheduled by the League. Required League documentation includes, but is not necessarily limited, to the following:
  - Fully executed Sponsorship form and check payment (see below).
  - A form listing any day/times that the Manager requests no games and/or practices are to be scheduled.
  - Proof of certification from either the National Youth Sports Coaches Association (NYSCA) or Babe Ruth Baseball, Inc.
  - Certificate of completion of “Abuse Awareness for Adults” course available at [www.sportdev.org](http://www.sportdev.org).
- Sponsorships: To help defray the League’s costs, each team is required to secure a sponsor.
  - All Sponsorship forms and money must be submitted to the League Secretary by the deadline scheduled by the League.
  - Sponsorships cost \$350.00 and are payable to the league by check written out to “Youth Baseball Association of Royal Palm Beach.”
  - Any team who has trouble securing a sponsor should contact the League Secretary to request assistance with respect to the same.
  - Any team that does not have a paid sponsor by the deadline set by the League will not have a sponsor's name printed on the team’s shirts.
- Equipment: Managers may request and be furnished with League issued equipment per the “Equipment” section above.
- Uniforms: Managers may purchase additional caps/shirts, beyond those provided by the League for the Manager and 2 Coaches, at a cost of \$25 each.

### C) Season

- Managers must ensure that their team, including Coaches, Players, and Parents, abide by all League Regulations.
- Managers must ensure that their team fully participates in all League functions, including, but not limited to, the following:
  - Opening Day ceremony.
  - Picture Day: During each season, the League will provide a photographer who will photograph all teams and individual Players. There will be a scheduled make-up day for those Players and/or teams who were unable to attend their scheduled appointment. It is mandatory that all teams make themselves available for team pictures to ensure that there is a team photo for the Sponsor's Award at the end of the season.
  - Concession stand duty: Each team will be asked to provide volunteers to work the concession stand at least once per Season, as scheduled by the League. No later than 72 hours prior to the team’s scheduled Concession stand duty, the Manager is responsible for informing the Concession Manager of the names of volunteers who are expected to perform this service, so that there is time to hire enough replacements to ensure proper concession operation.
  - Any other League-organized event or ceremony, such as “Roger Dean Day” and any scheduled end-of-season ceremony.
  - At the discretion of the Board of Directors, any Manager whose team does not fully participate in any League function is subject to discipline, including a 1 game suspension.
- Managers must follow the practice/game schedule set by the League, including any re-scheduled

practices/games.

- Though the League will attempt to accommodate any scheduling requests, these cannot be guaranteed. This includes any requests made by a Manager who manages/coaches multiple teams.
- Whenever the Manager has a scheduling conflict, they are expected to have one of their team's coaches run the practice/game in their place.
- Incident Reports: Managers must complete an Incident Report with respect to an injury to a Player, Coach, or Manager and submit to their respective Divisional Coordinator within 24 hours. Extra Incident Reports may be found in the office of the Main Concession stand.
- Equipment: Managers are responsible for the care of all League-furnished equipment and the return of same equipment at the end of the season.
  - Each Manager is required to return the equipment the day of final game to the Equipment Director.
  - Failure to do return the equipment will result in the forfeiture of the Manager's deposit, and could lead to the forfeiture of future coaching privileges, per the discretion of the Board of Directors.

#### **D) Practices**

- Managers may not demand Players attend any practice not scheduled by the League, including any practices on Fridays, Sundays, holidays, or during Spring Break.

#### **E) Games**

- Line-up sheets: Managers must complete a Line-up sheet prior to every game, including the name and shirt number of each Player. A copy of the Line-up sheet is to be provided to the opposing team's Manager.
- Official Score sheets: The Manager of the Home team is required to properly fill out the Official Score sheet, which must include the following (where applicable per Division rules):
  - Detail the number of runs scored by each team each inning.
  - Detail the names and numbers of each Pitcher and Catcher for both teams, along with the number of pitches they threw/caught each inning.
  - Sign the sheet at the conclusion of the game.

## **RESPONSIBILITIES OF PLAYERS & PARENTS**

#### **A) Players**

- Players must always conduct themselves in a manner that reflects good sportsmanship, display best personal behavior, and refrain from activities considered detrimental or damaging to himself, the League, or any of its Players.
- If during a game, any Player is involved in a physical altercation or engages in the use of abusive or foul language, they shall be immediately ejected from the game and subject to further disciplinary action at the discretion of the Board of Directors.

#### **B) Parents/Spectators**

- Parents and spectators must always conduct themselves in a manner that reflects good sportsmanship, display best personal behavior, and refrain from activities considered detrimental

or damaging to the League, or any of its Players.

- If during a game, any Parent or spectator is involved in a physical altercation or engages in the use of abusive or foul language, they shall be directed to immediately leave the playing field. Play of the game shall not resume until such person leaves. Such individuals will be subject to further disciplinary action at the discretion of the Board of Directors.
- It is every Parent's responsibility to ensure that their child attends every scheduled practice and game, if possible.
- Parents are required to remain present at all practices and games. If a Player will be absent for any reason, it is the Parent's responsibility to make sure that the Manager and/or Coaches have been given reasonable notice.
- It is every Parent's responsibility to ensure that their child is in the proper uniform and has the proper equipment, per the League Regulations.
- The League recommends that Parents provide their child with a drink and food, when appropriate.
- Concession stand duty: A volunteer on behalf of each Player is expected to assist with the team's Concession stand duty, as scheduled by the League. Volunteers must be at least 16 years of age to work inside the concession stand, and at least 18 years of age to work at the grill/fryers. Concession fees will be only refunded to those Parents who either volunteer, or have someone volunteer on their behalf, for concession stand duty.
- All Parents that wish to volunteer to assist with their child's team, whether as a team parent or in any other capacity, MUST submit a certificate of completion of the "Abuse Awareness for Adults" course available at [www.sportdev.org](http://www.sportdev.org) to the League.

### **C) Questions/Concerns/Problems**

- The League welcomes the opportunity to assist any Player or Parent that has a question, concern or problem.
- The following chain of command should be used to report questions/concerns/problems:
  1. Contact the team's Manager.
  2. If unable to assist, the Manager should contact the Divisional Coordinator.
  3. If unable to assist, the Divisional Coordinator should contact the Baseball Commissioner.
  4. If unable to assist, the Baseball Commissioner should contact the other members of the Board of Directors.
- If a question/concern/problem arises during a game, the Field Director should be contacted. If unable to assist, the field director should contact the Baseball Commissioner. The above chain of command continues from that point.
- Any Parent has the right to contact the League, while remaining anonymous, if they feel their child is experiencing inappropriate coaching.
  - The Parent should contact the respective Divisional Coordinator, who will initiate the review and report their findings to the Board of Directors.
  - The Board of Directors will research and review the details of the Parent's complaint and the findings of the Divisional Coordinator.
  - If warranted, the Board of Directors will ensure the Manager/Coach is assisted in an attempt to address the inappropriate coaching.
  - Per the discretion of the Board of Directors, a Manager/Coach that receives repeated complaints may have his League coaching privileges suspended or revoked.

## STANDARDS OF THE SAFE SPORT ACT

Pursuant to the requirements of the "Protecting Young Victims from Sexual Abuse and Safe Sport Authorization Act of 2017" (Safe Sport Act), the following standards apply to all specified League members that interact with the Players, including Managers, Coaches, Team/Dugout Parents, Divisional Coordinators or other League Leaders, and members of the Board of Directors:

### A) Required Reporting

- All specified League members are required to report suspicions of child abuse, including sex abuse, within a 24-hour period to the appropriate law enforcement agencies, as determined by state or federal law.

### B) Background Checks

- All specified League members are required to undergo a background check that, at a minimum, searches the National Criminal Database, as well as the National Sex Offender Registry.
- Zero-tolerance policy: Any individual who has been suspected or convicted of any crimes sexual or violent in nature will not be allowed to serve as a Manager, Coach, Team/Dugout Parent, or in any other capacity whereby they interact with the Players.

### C) Education and Training

- All specified League members are required to complete abuse awareness training. Specifically, the League requires completion of the "Abuse Awareness for Adults" course available at [www.sportdev.org](http://www.sportdev.org).

### D) Player Safety Policies

- Prohibited One-on-One Interactions Policy:
  - All specified League members are prohibited from being alone with a Player unless:
    - 1) The member is the Player's parent/legal guardian, sibling, or personal care assistant;
    - 2) The member has obtained prior written permission from the Player's parent/legal guardian;or
  - 3) There is an emergency.
  - All specified League members shall not interact one-on-one with unrelated Players in settings outside the baseball program, including, but not limited to the Player's home, restaurants, or individual transportation.
  - Any meeting between a specified League member and a Player must occur when an additional adult is present, except under emergency circumstances. Meetings must occur where interactions can be easily observed and at an interruptible distance from another adult.
  - Individual Training Sessions: Any individual training session with a Player must be open and observable by others. Additionally, advance written permission of a Player's parent/legal guardian is required. Parents/legal guardians are encouraged to attend the training session.
- Massaging, Icing and Player Training Therapeutic Modalities Policy:
  - Only a licensed massage therapist or other certified professional may perform massaging, icing and athlete training therapeutic modalities wherever possible without compromising the Player's privacy.
  - A Manager or Coach may not perform a rubdown or massage of one of his/her team's Players,

- even if the Manager/Coach is a licensed massage therapist or other certified professional.
  - Any massaging, icing, or athletic training therapeutic modalities performed on a Player must be conducted in open locations and adhere to the one-on-one interactions policy.
  - Rubdowns or massages should never involve touching of a Player's intimate areas.
  - Written parental/legal guardian consent must be provided prior to any massage of a Player.
- Electronic Communication Policy:
  - All permitted electronic communications must be professional in nature and for the purpose of communicating information about team activities.
  - Texting: All specified League members are prohibited from communicating with a Player via text unless the Player's parent/legal guardian is included in the text.
  - Email: All specified League members are prohibited from communicating with a Player via email unless the Player's parent/legal guardian is copied.
  - Social media: All specified League members are prohibited from maintaining social media connections with minor athletes. Any existing social media connections with Players should be discontinued.
  - The League will monitor its organizational social media pages and remove any posts that violate policies and practices for appropriate behavior. Parents/legal guardians will be informed of any inappropriate posts.
  - A Player's parent/legal guardian may request in writing that their child not be contacted through any form of electronic communication by the League, Manager, Coach, or any other specified League member.
- Locker Rooms and Changing Areas Policy:
  - In instances where the League has use of locker rooms and changing areas (e.g., immediately before and following practices and competitions), there will be regular monitoring of locker room areas by the team's volunteers, which includes:
    - 1) A sweep of the locker rooms and changing areas before Players arrive;
    - 2) Post a team volunteer directly outside of the locker rooms and changing areas during periods of use;
    - 3) Leave the doors open only when adequate privacy is still possible.
    - 4) Women are to check on female-designated areas, and men are to check on male-designated areas only.
  - Managers, Coaches, and volunteers are to make every effort to recognize when a Player goes to the locker room or changing area during practice and competition, and will check on the Player's whereabouts if they do not return in a timely fashion.
  - Hazing, bullying, harassment, and other forms of misconduct in locker rooms and changing areas are prohibited.
  - Under no circumstances is a specified League member allowed to be undressed (disrobed or partial and/or full nudity where private body parts are exposed) in front of an unrelated Player.
  - Pursuant to appropriate one-on-one personal interactions, individual meetings between a specified League member and an unrelated Player in a locker room are prohibited.
  - Parents/legal guardians who are not a specified League member are restricted from entering locker rooms and changing areas unless it is truly necessary. In those instances, it should only be a same-sex parent/legal guardian. If this is necessary, parents/legal guardians should inform the team Manager or Coach about this prior to entering the locker rooms.
  - Use of cell phones and other mobile recording devices is prohibited in locker rooms and changing areas.

- Travel Policy:
  - All specified League members are prohibited from driving alone with an unrelated Player, and should only drive with at least two Players or another adult at all times, unless otherwise agreed to in writing by the Player's parent/legal guardian in advance of travel.
  - Team travel: When the League sponsors, coordinates, or arranges for a team to travel to a competition that includes an overnight stay, the following policies must be followed:
    - 1) The person transporting the Players must maintain all safety and legal requirements, including but not limited to: a valid driver's license, proper insurance, well-maintained vehicle, and compliance with all laws and Abuse Awareness policies.
    - 2) Adequate supervision of all players through team volunteers is required. Appropriate adult-to-minor athlete ratios depend on the age of the athletes and other participants. The team Manager must discuss this topic with the Players' parents/legal guardians to determine supervisory needs.
    - 3) Any hotels and air travel should be booked in advance.
    - 4) The Manager must provide specific travel itineraries when they become available. These will include a more detailed, hour-by-hour itinerary, as well as contact information for team travel chaperones.
    - 5) A team volunteer may not share a hotel room or other sleeping arrangement alone with an unrelated Player. In the event that rooms are connected, such as a hotel room with adjoining rooms, a lock must be in place from both rooms.
    - 6) Players should only share rooms with a family member or other Players. If family members do not stay in the team hotel, it is encouraged that all Players call their parents/legal guardians regularly and be allowed for any unscheduled calls by either the Player or parent/legal guardian.

## **DISCIPLINARY PROCEDURES**

### **A) General**

- The Board of Directors has the authority to discipline any Player, Manager, Coach, Umpire, or other person whose conduct is in violation of these League Rules and Regulations, or whose conduct is considered detrimental to the best interests of the League.
- Recognizing the difficulty of establishing specific penalties for a variety of violations of unacceptable conduct, the Board of Directors may impose the type of discipline, based on their best judgment, that appears to match the severity of the offense.

### **B) Types of Discipline**

- Warning – The offending person is to be advised, verbally or in writing, of the offense and further advised that repetition of the offense shall result in a more severe penalty.
- Probation – The offending person is to be advised, in writing, that he has been placed on probation for a specific period of time.
- Suspension – The offending person is to be advised, in writing, that he has been suspended from all League activity for a specific number of games or days.
- Dismissal – The offending person is to be advised, in writing, that he has been dismissed from the League for the remainder of the current season.

- Barred – The offending person is to be advised, in writing, that he has been barred from present and future participation in the League, either permanently or for a specific number of years.

### **C) Guidelines for Suspension/Dismissal**

- Among the conduct that subjects a League member to dismissal or suspension include, but are not limited to, the following:
  - Behaving in an unsportsmanlike manner.
  - Make any verbal or physical attack on any League participant or member before, during, or after a League-sponsored event.
  - Any Player competing under an assumed name, or who submitted an illegal birth certificate or ID card, could result in suspension or permanent dismissal. This rule also applies to the Player's Parents and any Managers and/or Coaches who have previous knowledge of such infraction.
- Players who must serve a suspension may attend their game as a spectator only, and are not allowed in the dugout or on the playing field.
- Managers and Coaches who must serve a suspension may attend their game as a spectator only, and are not allowed in the dugout, on the playing field, or to provide any direction and/or instruction to their team.
- Any suspended member of the League is not allowed to participate in any League sponsored-event until such suspension is lifted.
  - This applies to Players, Umpires, Managers, Coaches, Divisional Coordinators or other League Leaders, and members of the Board of Directors.
- The Board of Directors are responsible for the determination on the lifting of all suspensions of League members.
- All records of suspension must be submitted to all parties involved in a timely manner.

### **D) Hearings**

- All League members subject to discipline have the right to request a hearing before the Board of Directors to appeal the proposed discipline before it is officially imposed. Responsibility for requesting such a hearing is solely on the League member.
- Hearings may be requested by contacting the respective Divisional Coordinator, or if unavailable, the Baseball Commissioner or other member of the Board of Directors, within 48 hours of being informed of the proposed discipline.
- All disciplinary Hearings shall be held within 5 days of being requested.
- Any imposed discipline that is subject to approval or revision at a requested hearing shall be deferred until after the hearing.
- All League members who are proposed to be suspended or dismissed have the right to present evidence and information on the reported infraction on their behalf. This evidence must be promptly reviewed by the Board of Directors.
- For all Players or other League members under the age 18 who are subject to discipline, the individual's Parent is invited to attend any requested hearing.

## PLAYOFFS

### A) General

- All Divisions, other than the Cal Ripken T-Ball AA sub-Division, shall participate in Playoffs each season.
- Each team makes the Playoffs.
- During the Spring season, Playoffs are ordinarily double-elimination.
- During the Fall season, Playoffs are ordinarily single-elimination.

### B) Seedings

- Playoff seedings are based on regular season win/loss record. The teams are seeded in order from best to worst win/loss record.
- If a Division has any interleague games, they do not count towards the team's regular season win/loss record with regard to Playoff seedings.
- In the event of a tie, the following tiebreakers shall be used:
  1. Best head-to-head record (if more than 2 teams are involved, then best combined head-to-head record)
  2. Least runs allowed
  3. Best run differential
    - When 3 or more teams are tied, but only 2 remain tied after any tiebreaking step, those 2 revert to the first tiebreaker (head-to-head record) to determine which team receives the higher seed.
    - When any tie involving 3 or more teams is broken using the above tiebreakers, the teams that remain tied revert to the first tiebreaker (head-to-head record) to determine which team receives the higher seed.

### C) Games

- All Playoff games are to be scheduled by the League using the appropriate bracket-style system depending on the number of teams involved in the Division.
- In every Playoff game, with one exception, the higher seeded team is always the home team.
- In the championship game, the team from the winner's bracket is the home team. If a second championship game is required, the home team shall be selected by a coin toss.
- Time limits: All games shall be played using regular season time limits, except the Championship game(s), which have no time limit and are played for maximum number of innings per the rules for the Division.
- Tie games: All Playoff games that end in a tie shall continue using the "Kansas City Tiebreaker" rules, which are as follows:
  - Each half inning starts with each team being assessed 1 out and the Player who made the last recorded out from the inning prior being placed as a runner at second base. The batting order continues from the previous inning.

### D) Awards/Trophies

- All Players in the Cal Ripken T-Ball and Cal Ripken Rookie 8U Divisions shall receive participation awards/trophies at the end of each season. All other Divisions will only receive participation

awards/trophies per the discretion of the Board of Directors.

- Awards/trophies will be awarded to the Players on the teams who finish in 1<sup>st</sup> and 2<sup>nd</sup> place at the conclusion of each Division's Playoffs. If Playoffs are not conducted for whatever reason, the final regular season standings will be used instead.

## **ALL-STAR TEAMS**

### **A) General**

- At the end of each Spring Season, the League will sponsor Teams to provide outstanding Players the opportunity to compete at a higher level in local tournaments, and represent the League in all Cal Ripken/Babe Ruth sanctioned tournaments.
- The League will sponsor All-Star teams for each age level of Cal Ripken/Babe Ruth, including 6u, 7u, 8u, 9u, 10u, 11u, 12u, 13u, 14u, and 15u.
- At the sole discretion of the Board of Directors, the League may also sponsor a second team for any age level, with the first team referred to as the "A team" and the second team referred to as the "B team."

### **B) Manager/Coaches Election**

- Only Managers from the current Spring Season are eligible to apply for the position of All-Star Manager.
- Interested Managers should provide their respective Divisional Coordinator with written notice of such interest, and are free to provide the credentials that warrant their selection.
- All-Star Managers are to be elected by the Board of Directors.
- All-Star Managers may select their Coaching staff, subject to the approval of the Board of Directors. However, only Managers or Coaches from the current Spring Season are eligible to act as All-Star Coaches.

### **C) Player Nominations**

- Each Manager must submit a list of nominations for their Division's All-Star team(s) to their Division's respective Divisional Coordinator by any deadline set by the Board of Directors or their delegated All-Star Coordinator.
- When more than 3 teams are in a Division, each Manager may nominate up to 5 Players from their team to participate in evaluations for their Division's All-Star team(s).
- When 3 or less teams are in a Division, each Manager may nominate as many Players as they choose from their team to participate in evaluations for their Division's All-Star team(s).
- All-Star nominees should be selected based not only on their athletic ability, but also based on having a good attitude, good sportsmanship, and encompass the overall image of an "All-Star" Player.

### **D) Selection of Players**

- Each All-Star team shall be comprised of the top/best Players from that age level. These Players are chosen by the team's manager, but the team's roster must be approved by both the respective Divisional Coordinator and the majority vote of the Board of Directors.
- Each All-Star team is comprised of at least 12 players, though could contain as many as Babe

Ruth/Cal Ripken League allow.

- Any “B team” that is approved for an age level is constructed by selecting any Players not selected for the “A team.” A Division may have a “B team” that is comprised of Players not selected for either “A team” for the age levels within that Division. For instance, a “B team” in the 12u Division may contain players that did not make the “A team” for either the 11u or 12u age levels.
- Each age level or Division should hold at least one All-Star evaluation to be attended by all nominated Players, as conducted by the respective All-Star Manager(s) and Coaches.
- Once team rosters are finalized, no additions or deletions to the team roster shall be made by the All-Star Managers without the prior approval of the Board of Directors.

#### **E) League Requirements**

- All All-Star Players are required to pay a League fee to cover the team’s registration for up to 2 local tournaments and the appropriate Cal Ripken/Babe Ruth district level tournament, as well as for team hats, shirts, and socks. The required League fee varies each year depending on League finances.
- Parents will be required to sign a letter of intent to allow All-Star participation.
- There will be no refund of All-Star fees once the letter of intent and fees have been submitted.
- The official jersey for every All-Star team is the jersey for the “Royal Palm Beach Predators” travel program.
- The League does not provide transportation to All-Star events.
- Should an All-Star team advance past the local level of tournaments, depending on funds available, the League may make a donation to assist with travel expenses when the team must play out of the local area. This donation of funds would not exceed \$500.00 per team.
- Players and Parents on League All-Star teams are expected to fundraise to earn money for extended play past the local level of tournaments.

## **TOURNAMENT TEAMS**

#### **A) General**

- The League may field a tournament team for both the Fall and Spring seasons, as well as during the Winter off-season, for each Division and/or age group.
- These teams are comprised of potential Spring Season All-Star candidates.
- These teams will compete in tournaments throughout the year, provided they do not conflict with the recreational season’s practice and game schedules.

#### **B) Selection of Manager, Coaches, and Players**

- Managers for each Tournament team are to be selected by the Baseball Commissioner, in conjunction with the Divisional Coordinator, and approved by the Board of Directors.
- Coaches and Players for each Tournament team are to be selected by the Manager, in conjunction with the Baseball Commissioner and Divisional Coordinator, and approved by the Board of Directors.

## TRAVEL TEAMS

### A) General

- The Village of Royal Palm Beach and the League may authorize Travel teams to play games at Bob Marcello Baseball Complex.

### B) Village Requirements

- Per the mandates of the Village of Royal Palm Beach, 25% of all Players on a Travel team must be residents of the Village of Royal Palm Beach.
- Each Travel team will be assessed the following per team per season:
  - Teams comprised of 51% residents or greater – \$250 per season payable to the Village and \$100 payable to YBARPB.
  - Teams comprised of 25%-50% residents – \$500 per season payable to the Village.
- Each travel team must submit a team roster to the League's Travel Coordinator before each season. The team roster must be approved by the Board of Directors before they are approved to use the Village facilities for that season.
- Travel teams are independent of Recreation League teams, with a single representative on the Primary Provider Board of Directors.
- Primary use of Village owned facilities is given to the Recreation League teams.
- Travel Teams will have access to Village baseball facilities, if available, on Friday evenings, Saturday afternoons at the conclusion of Recreation games, and Sundays for practices/games.
- Use of existing concession facilities is prohibited. However, the Main concession stand will be open for business for Travel teams whenever possible, at the discretion of the Board of Directors.
- Travel teams must receive all permits and licenses required by the State of Florida Health Department, along with all permits required by the Village of Royal Palm Beach.
- Travel League season may not begin more than 2 weeks prior to the scheduled beginning of the Recreation League season, nor may it extend more than 2 weeks after the end of the Recreation League season. However, Travel teams may request a change to this rule, which must be approved by the Board of Directors.
- No additional Village Parks and Recreation staff is provided. However, should the need arise for additional staff, all charges will be accessed as listed in the Village's Fees and Charges Schedule.
- No Recreation League equipment shall be used by Travel teams. Travel teams are responsible for their own equipment.
- Each Travel team is responsible for its finances. Monthly financial statements are to be submitted to the Travel provider representative at its monthly Primary Provider Meeting.
- Travel teams must follow all other policies and procedures set forth in their agreement with the Village.

### C) League Requirements

- The League requires all affiliated Travel teams to have 80% of their roster enroll and participate in the Recreation League Spring season.
  - The Travel team may submit a hardship waiver to the Board of Directors to deviate from the 80% participation minimum. The Board of Directors will approve or deny any hardship waivers based on any legitimate justifications provided.

- The pitching rest rules defined in these Rules for each Division apply to Travel games.

## **PARK SAFETY**

### **A) Tobacco, Alcohol and Illegal Drugs**

- Cigarette smoking and the chewing of tobacco is not allowed on or near the fields, dugouts, backstops, outfield fences, bathrooms, or batting cages at Bob Marcello Baseball Complex. Such use is ONLY allowed in designated areas, including the pavilions and parking lots.
- All representatives of the League, including members of the Board of Directors, Divisional Coordinators and other League Leaders, Managers, Coaches, Players, and Parents, are prohibited from using any illegal drugs or alcohol products while involved in any League-sponsored activities, no matter the location of the activity. This includes before, during, and after practice and games.

### **B) Village Prohibitions**

- Per an Ordinance of the Village of Royal Palm Beach, the following is prohibited from being present at Bob Marcello Baseball Complex:
  - Dogs
  - Bicycles
  - Skateboards
  - Skates
  - Scooters (motorized or otherwise)

### **C) League Prohibitions**

- All Managers, Coaches, Players, and Parents are prohibited from entering any of the concession stands or the field clubhouse located at the Main Concession stand, unless:
  - They are accompanied by a member of the Board of Directors or Concession Manager; or
  - Their team has scheduled Concession stand duty.

## **Section II: GAME PLAYING RULES**

The following Rules were adopted by the League as an addendum to the current Babe Ruth League, Inc. Baseball Rules & Regulations and Official Rules of Major League Baseball. These League Rules take priority above all others. If not addressed herein, please first consult Babe Ruth League, Inc. Baseball Rules & Regulations. If still not addressed, please consult the Official Rules of Major League Baseball.

### **GENERAL LEAGUE RULES**

#### **A) Game Time**

- Time between half innings: Once the third out is made in a half inning, there are 2 minutes allowed before the start of the next half inning.
- End of game: When the third out of a completed inning is made, and there are 5 minutes or less left in the game (pursuant to the division's specific time limit), the game is completed and another inning shall not commence.
- Tie games:
  - If a game remains tied at the conclusion of the regulation number of innings (pursuant to the division's specific inning limit), and there are more than 5 minutes left in the game (pursuant to the division's specific time limit), then additional innings shall be played.
  - If a playoff game remains tied when the third out of a completed inning is made, and there are 5 minutes or less left in the game (pursuant to the division's specific time limit), then the "Kansas City tiebreaker" shall be enforced until there is a winner of the game.
- Postponed games: Any game postponed for any reason before it begins will be rescheduled by the League to the first available date possible. The League will attempt to not schedule any team to play more than 3 games in any 7 day period.
- Suspended games:
  - Any game suspended after it begins, but prior to it being considered a complete game, will be resumed at the exact point where it was suspended.
  - Before any game suspended after it begins due to inclement weather is to be called, at least 30 minutes must pass from the time of suspension to allow for improvement in the weather. Any game called in this fashion that is not considered a complete game will be rescheduled by the League to the first available date possible so that the game can be resumed at the exact point where it was suspended.

#### **B) Uniform Requirements**

- All Players, Managers, and Coaches must wear the proper team uniform issued by the League.
- Improper uniforms include wearing substitute baseball caps/socks or wearing baseball cap backwards or sideways. In addition, unless specified by the League, nothing is to be pressed or sewn on any part of the uniform, including, without limitation, hat pins, patches, and bands.
- No jewelry, except for medical identification and plastic clasp fabric necklaces are to be worn by any Player during games or practices.

### **C) Dug Out Assignment**

- Home teams are assigned to the 3<sup>rd</sup> base dugout for all games.

### **D) Amount of Players**

- Minimum number of Players: Each team must have 8 Players to start or finish a game.
- Forfeiture:
  - If a team does not have the required minimum amount of Players within 15 minutes after the scheduled game time, the team must forfeit the game.
  - However, every effort must be made to play the game, including borrowing Players.
  - If a game is forfeited, the Umpire will stay and work the game if the Managers elect to "play out" the forfeited game. The official score sheet for the game will be completed as usual, except that it will be marked "forfeited by [Team Name] due to lack of Players."
- Borrowing Players:
  - A Manager may borrow a Player(s) in order to field a team of 9 Players.
  - Only the following players may be borrowed to field a team of 9 players:
    - 1) A player from another team in their respective Division that was drafted, or has a rating score per the Evaluation Rating Sheet, no better than the same round as the Player to be replaced.
    - 2) A player from a lower Division that was drafted, or has a rating score per the Evaluation Rating Sheet, in the first or second round for that lower Division's Player Draft.
    - 3) In a situation where either the requested borrowed Player, or Player to be replaced, was assigned to a team after the Player Draft, the League will approve any borrowed Player request that is reasonable based on the skill levels of the Players involved in order to preserve the goal of fair and equal competition.
  - A Manager must receive the approval of the League prior to using any and all borrowed Players.
  - In order to request approval of a borrowed Player, or to seek assistance with obtaining a borrowed Player, a Manager must contact their respective division's Divisional Coordinator, or if unavailable, the League Commissioner.

### **E) Late Arriving/Early Exiting Players**

- Late Players: Any Player on a team who arrives after a game has commenced is allowed to enter the game to play. The Player must be placed at the end of the batting order and, subsequently, must bat each time his spot comes up in the batting order.
- Player Leaves Game: Whenever a Player leaves a game prior to its conclusion due to any non-disciplinary reason, such as injury or illness, the team is not assessed an out when the Player's spot comes up in the batting order. However, the Player will not subsequently be re-admitted into the game.

### **F) Equal Playing Time**

- Each Player must play at least 3 innings defensively.
- The only exceptions are due to injury, sickness, or late arrival/early exits beyond the Manager's control.
- The penalties for violating this rule include:
  - First offense: Written warning to the Manager from their division's respective Divisional Coordinator.

- Second offense: Suspension of Manager for 2 games.
- Third offense: Expulsion of Manager.

### **G) Base Running**

- Speed-up Rule: When there are 2 outs and the team's Catcher or Pitcher is on base, the Manager may opt to replace the Player's place on the base with the team's last batted out so that the Player may prepare for the start of the next half-inning.
- Courtesy Runner: A Manager is allowed to replace a Base runner that is injured with the team's last batted out.
- No Hurdling: Base runners are not allowed to jump over a fielder to avoid being tagged out. Any Base runner that hurdles in such a fashion is declared out.
- Avoid Contact Rule:
  - Base runners must attempt to avoid contact with the fielder making a play.
  - If contact is made by the Base runner, it should be made while the Base runner is sliding into the base.
  - If a Base runner attempting to reach any base, including home plate, intentionally and maliciously contacts a defensive Player, the Base runner is declared out on the play and ejected from the game. Depending on the severity of the actions displayed, the Board of Directors may provide for further discipline, at their discretion.
  - Collisions between a Base runner and a fielder where both Players go head over heels is not a violation of this rule.
  - Determining whether a Base runner has violated this rule is a judgment call of the umpire.
  - The key determination for whether a Base runner has violated this rule by maliciously contacting a fielder is intent. If the Base runner deliberately ran into the fielder to break up the play or cause harm to the fielder, then there is malicious contact in violation of the rule. If not, there is no violation despite the contact or failure of the Base runner to slide into the base.

### **H) Batting**

- The entire roster of Players present for the game shall bat in rotation.
- On-deck circle: A Batter who is on-deck must wait in the circle behind the Batter at the plate. This is the only area permitted for warm-up swings by an on-deck Batter while the game is in play.
- Illegal bats:
  - Babe Ruth League, Inc. Baseball Rules & Regulations describe the bats to be used for each age division. Any bat not so described under those Rules is deemed illegal.
  - A Batter using an illegal bat is declared out and all Base runners must return to the base occupied at the time of the pitch. Any out(s) made during the play stand.
  - A Batter is deemed to have used an illegal bat if detected after the Batter receives one pitch.
  - If bats are checked/approved prior to the start of a game, both the Manager and any Batter that uses an illegal bat shall be removed from the game and be suspended from the team's next scheduled game. The team cannot replace such a suspended Player.
- Bat Throwing:
  - Any Batter who throws his bat while swinging shall be warned not to repeat the action.
  - If the Batter throws his bat a second time during the same game, the bat is ruled dead, the Batter is declared out, and all Base runners must return to the base occupied at the time of the pitch.

- This rule applies to each individual Batter on a game-by-game basis, and is not a team penalty.
- No “Butcher Boy”:
  - If a Batter squares to bunt, but pulls back and makes a full swing at the pitched ball, the ball is ruled dead, the Batter is declared out, all Base runners must return to the base occupied at the time of the pitch, and the team must receive a warning.
  - If any Batter on the team does the same action a second time during the same game, the Manager is also ejected from the game.
  - If a Batter does the same action a second time during the same game, the Batter is also ejected from the game.

## I) Pitching

- Specific pitching rest rules for each Division are provided below in the “Specific Division Rules” section. They apply for all League games, including Interleague, Playoffs, Travel, All-Stars, and Tournaments.
- Once a pitch limit has been reached, the Pitcher may complete that Batter, but must be removed before the subsequent Batter.
- If a Pitcher pitches unnoticed beyond his pitch count, and has continued beyond his last Batter, he must be removed as a Pitcher immediately once this oversight has been discovered. The Manager and Player will not be subject to any ejection or forfeitures. However, if repeated violations occur, the Manager may be subject to discipline per the discretion of the Board of Directors.
- Once a Pitcher is replaced on the mound, the Player cannot return as a Pitcher in the same game and is subject to the specific Division pitching rest rules.
- For purposes of calculating required number of days of rest for Pitchers, the start time of the game is used for all Players who pitched in that game. Each day of rest equals 24 hours. Example: 10u Player who made 55 pitches in a game on Wednesday with start time of 6:15 PM may not pitch again until Saturday at 6:15 PM.

## J) Umpiring

- The League will provide at least 1 Umpire for each scheduled game.
- Umpire will be scheduled by the Umpire-in-Chief based on their qualifications.
- Umpire requirements:
  - Umpires must be at least 12 years of age.
  - Umpires must attend training clinics.
  - All Umpires age 18 and older must pass a background check, which are performed to ensure the safety of the Players, and are not intended to be an invasion of privacy.
  - Umpires must arrive at the field to which they are assigned at least 15 minutes prior to the scheduled start time.
  - Umpires must wear the appropriate uniform and carry the equipment necessary to properly and safely umpire such game.
  - Umpires should ensure that the game is started on time and is played at a reasonable pace.
  - Umpires must sign the game’s Official Score sheet in order to be compensated by the League. Failure to do so may result in the delay of paychecks.
  - When a game has been declared a forfeit, the Umpire must stay and work the game as a scrimmage game if the Managers elect to "play out" the forfeited game. The Official Score sheet will be completed as usual, except that it will be marked "forfeited by [Team Name] for

lack of Players.”

- Umpires are in full charge of the baseball field to which they are assigned and the Players, Managers, and Coaches on that field. As such, Umpires are to be treated with respect.
- If a Manager or Coach has a question for an Umpire, only the Manager (or acting Manager) may approach the umpire. The umpire has the right under his discretion to eject any Coach who maliciously violates this rule in that particular game.
- At the conclusion of each game, the home plate Umpire should provide each team’s Manager with a single baseball as a “game ball.” The home plate umpire is responsible for returning all other leftover baseballs to the concession stand for future game use.
- Whenever a game scheduled on a Saturday is canceled, after having its start time delayed by at least 90 minutes due to weather, the assigned umpire(s) will receive \$20.00 in additional pay.

#### **K) Ejections**

- Malicious Behavior: Any Player, Manager, or Coach who maliciously discards any piece of equipment, such as throwing a helmet or bat, or displays errant disrespect for a Manager, Coach, Umpire, etc., shall be ejected from the game by the Umpire. Depending on the severity of the actions displayed, the penalty may be subject to further discipline, per the discretion of the Board of Directors.
- Player Ejected/Out Charged: If a Player is ejected from a game for disciplinary actions, there will be an out charged each time the ejected Player is scheduled to bat.
- A Player, Manager, or Coach ejected from a game shall also be automatically suspended for his next scheduled game.
- The Umpire in charge of a game where a Player, Manager, or Coach is ejected must note the ejection on the Official Score sheet and notify the Umpire in Chief immediately following such game. The Umpire in Chief shall then notify the Baseball Commissioner, who will then notify the Board of Directors.

#### **L) Protest of Games**

- A protest based on an interpretation of the rules must be made by a Manager at the time the play occurs. The procedure for making such a protest is as follows:
  1. The Manager must immediately notify the Umpire, the opposing Manager, and the home team’s Scorekeeper that the game is being played under protest prior to the resumption of the play of the game.
  2. Umpires should make a public announcement to the spectators when a game is being played under protest.
  3. The Manager must submit the protest in writing to the respective Divisional Coordinator within 48 hours of the completion of the game.
- If play of the game resumes prior to the protest being made per step #1 of the procedure above, the ability to protest has been waived.
- A protest is not permitted based on a play that involves an Umpire's judgment, such as balls and strikes, fair and foul, safe and out, etc.
- All protests made during a game shall be resolved by either the Board of Directors, or a committee appointed by the Board specifically to resolve such protests.
  - For any protests that are upheld by the Board of Directors or their designated committee, the game concerned shall be replayed from the point of the protest.

- Any Manager, Coach, or other team representative who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protest as prescribed above, and may be subject to disciplinary action, per the discretion of the Board of Directors.

#### **M) Scorekeeping**

- Each team must have a designated team representative to keep score of each game.
- In each game, the Home team's scorekeeper is considered the official scorekeeper for the game and is usually delegated with the Manager's responsibility to completing the Official Score sheet (see "Responsibilities of Managers/Coaches" section above).
- On fields with operable electronic scoreboards, a team representative from the Home team may obtain the controller for the field's scoreboard from the Main Concession stand in exchange for either their driver's license, set of car keys, or a deposit of \$600. The operator of the scoreboard should communicate with the game's official scorekeeper in order to provide accurate and timely information as to the game's current score, inning, and number of outs, strikes, and balls.

## **SPECIFIC DIVISION RULES**

#### **A) Cal Ripken T-Ball**

- Time limit:
  - Maximum 1 hour and 15 minutes per game for AA.
  - Maximum 1 hour and 30 minutes per game for AAA.
- Inning limit: Maximum of 6 innings per game.
- Run limit: Maximum of 5 runs per half inning, except 10 runs permitted in 6<sup>th</sup> inning.
- Complete game: Any game suspended after it begins that completed 4 full innings is considered a complete game and will not be rescheduled/resumed.
- Mercy rule: Game ends if team has lead of 10 runs or more at conclusion of 4th inning.
- Each half inning will end after 3 outs are recorded, unless run limit or mercy rule apply.
- Head-first sliding: Never allowed. Penalty: First Time - Player declared out. Second Offense: Player declared out and ejected from game.
- Lead-offs and base stealing are not allowed.
- Base runners may advance only 1 base on an overthrow into fair or foul territory at their own risk. Only 1 overthrow is allowed per Batter/Base runner.
- Two Coaches are permitted in the outfield, positioned behind the outfielders at all times.
- If Pitcher fields the ball inside the Pitcher circle, the Pitcher must throw the ball to make a play at first base. The Pitcher cannot run outside the circle to make a play at first base. If a play is made without a throw to first base, the runner is safe.
- A ball put into play by a Batter must reach the semi-circle line that is 6 feet in front of home plate.
- AA/AAA Game Play Distinction:
  - 1) AA: Batters hit off the tee the entire game in both the Fall and Spring seasons.
  - 2) AAA: From the start of both the Spring and Fall seasons, a League-issued pitching sling will be used for each game. The pitching sling will have the same settings and locations for the entire season, which will be verified by the umpire before each game. A pitching sling will pitch 2 balls to each Batter. If the Batter does not hit a fair ball, the tee will be used and the Batter will be

allowed 2 additional swings to hit a fair ball.

- If a batted ball hits the pitching sling, please refer to Babe Ruth League, Inc. Baseball Rules & Regulations for the proper rule.
- The team's Coach that operates the pitching sling may not coach/instruct the Batter or Base runners from the mound.

## **B) Cal Ripken Rookie 8U (Pitching Sling)**

- Time limit: Maximum 1 hour and 45 minutes per game.
- Inning limit: Maximum of 6 innings per game.
- Run limit: Maximum of 5 runs per half inning, except:
  - During Spring season only, maximum of 3 runs permitted in 1<sup>st</sup> and 2<sup>nd</sup> innings.
  - Maximum of 10 runs permitted in 6<sup>th</sup> inning.
- Complete game: Any game suspended after it begins that completed 4 full innings is considered a complete game and will not be rescheduled/resumed.
- Mercy rule: Game ends if team has lead of 10 runs or more at conclusion of 4<sup>th</sup> inning.
- Head-first sliding: Never allowed. Penalty: First Time - Player declared out. Second Offense: Player declared out and ejected from game.
- Lead-offs and base stealing are not allowed.
- Base runners may advance only 1 base on an overthrow into fair or foul territory at their own risk. Only 1 overthrow is allowed per Batter/Base runner.
- Two Coaches are permitted in the outfield, positioned in foul territory beyond the clay/grass line at all times.
- Each team is allowed to play 4 outfielders at the same time.
- A League-issued pitching sling will be used for each game.
  - The pitching sling is to be placed at 46 feet away from home plate in the same fashion for every game. This is measured from the front of home plate to the ball's release point on the pitching sling, which is 6 feet behind the pitching rubber.
  - The pitching sling is to be set at a proper speed setting for every game to ensure the ball reaches home plate.
  - The correct placement and speed of the pitching sling, as described above, will be verified by the umpire before each game.
- Kid Pitch:
  - During the Spring season, from the midway point of the regular season through the end of the playoffs, kid pitch is implemented during the 1<sup>st</sup> and 2<sup>nd</sup> innings. The exact start date for kid pitch is to be determined before each Spring season by the Board of Directors.
  - Pitching limits: Maximum of 50 pitches thrown or 2 innings, whichever comes first.
  - Pitching rest requirements:

Days:	0	1	2
Pitches:	1-20	21-35	36-50
  - Players are allowed to pitch and catch in the same game with no restrictions.
- Except during innings when kid pitch is being used, each Batter receives 5 pitches from the pitching sling. A Batter is declared out unless the 5<sup>th</sup> pitch is put into play or fouled off. The plate appearance continues as long as the Batter continues to foul off pitches.
- If a batted ball hits the pitching sling, please refer to Babe Ruth League, Inc. Baseball Rules & Regulations for the proper rule.

- The team's Coach that operates the pitching sling may not coach/instruct the Batter or Base runners from the mound.

### C) Cal Ripken Minor 10U (Kid Pitch)

- Time limit: Maximum 1 hour and 45 minutes per game.
- Inning limit: Maximum of 6 innings per game.
- Run limit: Maximum of 5 runs per half inning, except unlimited runs permitted in 6<sup>th</sup> inning.
- Complete game: Any game suspended after it begins that completed 4 full innings is considered a complete game and will not be rescheduled/resumed.
- Mercy rule: Game ends if team has lead of 10 runs or more at conclusion of 4<sup>th</sup> inning.
- Head-first sliding: Only allowed when returning to a base. Penalty: First Time - Player declared out. Second Offense: Player declared out and ejected from game.
- Lead-offs/Base stealing:
  - During the Fall season, from the midway point of the regular season through the end of the playoffs, Base runners are allowed to lead-off first and second base. They may not lead-off those bases during any game played before that time. The exact start date for first and second base leads is to be determined before each Fall season by the Board of Directors.
  - During the Spring season, Base runners are allowed to lead-off first and second base throughout the entirety of the season.
  - Base runners may not lead-off third base.
  - Base runners are only allowed to steal a base after the pitched ball crosses home plate.
  - Any Base runner that violates the above lead-off and/or base stealing rules is declared out.
- Pitching:
  - Pitching limits: Maximum of 60 pitches thrown or 3 innings, whichever comes first.
  - Pitching rest requirements:
 

Days:	0	1	2	3
Pitches:	1-20	21-35	36-50	51-60
  - Players are ONLY allowed to pitch and catch in the same game if they throw no more than 25 pitches.
  - Each Pitcher is entitled to 1 balk warning per game. Base runners may not advance nor be awarded bases on the first balk call to each Pitcher.
- Dropped 3<sup>rd</sup> Strike: If the Batter strikes out (swinging or looking) and the Catcher does not catch the pitch before it hits the ground, the Batter may run to first base.

### D) Cal Ripken Major 12U (Major/70)

- Time limit: Maximum 2 hours per game.
- Inning limit: Maximum of 7 innings per game.
- Run limit: N/A.
- Complete game: Any game suspended after it begins that completed 4 full innings is considered a complete game and will not be rescheduled/resumed.
- Mercy rule: Game ends if team has lead of 10 runs or more at conclusion of 4<sup>th</sup> inning.
- Head-first sliding: Only allowed when returning to a base. Penalty: First Time - Player declared out. Second Offense: Player declared out and ejected from game.
- Base runners may lead-off and steal bases without limitation.

- Pitching:
  - Pitching limits: Maximum of 70 pitches thrown or 7 innings, whichever comes first.
  - Pitching rest requirements:
 

Days:	0	1	2	3	4
Pitches:	1-20	21-35	36-50	51-65	66-70
  - Players are ONLY allowed to pitch and catch in the same game if they throw no more than 30 pitches.
  - In the Fall season, each Pitcher is entitled to 1 balk warning per game, and Base runners may not advance nor be awarded bases on the first balk call to each Pitcher. In the Spring season, no warnings are issued.

#### E) Babe Ruth 15U

- Time limit: Maximum 2 hours per game.
- Inning limit: Maximum of 7 innings per game.
- Run limit: N/A.
- Complete game: Any game suspended after it begins that completed 5 full innings is considered a complete game and will not be rescheduled/resumed.
- Mercy rule: Game ends if team has lead of 10 runs or more at conclusion of 5<sup>th</sup> inning.
- Head-first sliding: Allowed, except at home plate. Penalty: First Time - Player declared out. Second Offense: Player declared out and ejected from game.
- Base runners may lead-off and steal bases without limitation.
- Pitching:
  - Pitching limits: Maximum of 80 pitches thrown or 7 innings, whichever comes first.
  - Pitching rest requirements:
 

Days:	0	1	2	3	4
Pitches:	1-20	21-35	36-50	51-65	66-80
  - Players are ONLY allowed to pitch and catch in the same game if they throw no more than 30 pitches.
  - Players that are 16 years old may not pitch in any game.