



EDISON BOYS BASEBALL, INC.  
SUTTONS LANE, EDISON, NJ 08817

**CAL RIPKEN BASEBALL (Ages 4 to 12)**

**BABE RUTH BASEBALL (Ages 13 to 15)**

The following playing rules of Edison Boys Baseball define the operating framework for the league. Unless specifically noted to the contrary the rules listed below apply to all divisions. Rules of play shall be governed by the official "Babe Ruth League, Inc. Baseball Rules & Regulations and Official Playing Rules" of which a copy resides in our clubhouse for your information. All other rules are established by the league membership for the purpose of insuring an effective and efficient operation, which strives to insure equity and consistency in the resolution of routine operating problems and places the interests of the players above all else. When clarifications of league rules are required, interpretations are provided by the consensus of the Executive Board. Adoption of new or revised rules requires the majority opinion of the league membership present at three consecutive league meetings. The Executive Board reserves the right to establish and implement those policies necessary to ensure compliance with all applicable state and local laws governing the operation of our league and to satisfy requirements imposed on the league by insurance carriers or comparable entities.

## **I. LEAGUE STRUCTURE**

- A. The League is made up of the Executive Board, Parents Auxiliary and the general membership. General meetings are held every other Wednesday night in which all managers / coaches should attend. Meetings serve as a forum to communicate league events, keep up with any changes to rules or regulations and to vote on league issues.

The Executive Board is made up of both elected and appointed positions and its responsibility is to carry out the rules and regulations of the League and implement any changes that may occur.

The membership of the Executive Board is as follows:

Elected:

President

1<sup>st</sup> Vice President

2<sup>nd</sup> Vice President

Treasurer

Secretary

Player Agent

Chief Umpire

Appointed: (include, but is not limited to)

Business Agent

Junior League Director

Clinic / T-Ball Director

Signs & Sponsor Coordinator

Facilities Director

Fall Ball Coordinator

Travel All Star Team Director

There are also assistants at some of the above positions.

The Executive Board has the right to change the rules at any time without notice for the betterment of the league.

The Parents Auxiliary primary responsibility is the coordination and running of the snack stand which is a major fundraiser for League. The Parents Auxiliary will liaise with each team through the team parent and sign up and schedule each family for their kitchen duty(ies) from recreation season through All Stars.

The general membership consists of all league members not part of the Executive Board and/or Parents Auxiliary. General members are required to fulfill an annual kitchen duty requirement. The number of kitchen duties varies depending on the number of players in the league in any given year, as well as the division a member's child is in. Kitchen duty is by family not by the number of player in a family. Each family pays a refundable work bond. This work bond is refundable only if the family fulfills its kitchen duty requirement and returns their child's uniform at the end of the season. If the work bond requirements are not met during the season, then the work bond is forfeited. If you forfeit your work bond the following season you will be required to pay a new work bond, which will be double the cost. The work bond is usually kept with the league until the player is finished participating in the league. Work bond refunds must be requested in writing to the Executive Board. A general member has until registration of the following spring season to request a refund or they forfeit their work bond.

Managers, coaches and Team Moms may be exempt from kitchen duty. The number of exemptions during any given year is determined by the Parents Auxiliary.

If the league holds a raffle during any given year, every family in the league is required to sell one raffle book of tickets.

- B. The league will consist of the following divisions, which shall consist of players having achieved a league age as appropriate. Note: See Section 0.02 in the Babe Ruth Playing Rules for the definition of league age.

DIVISION	LEAGUE AGE
Clinic	4 – 5
T-Ball	6
Pee Wee	7 – 8
Minor	9-10
Major	11-12
Junior	13-15

NOTE: Players of league age 9 cannot play in the Pee Wee division; players of league age 11 cannot play in the Minor division, and players of league age 13 cannot play in the Major division.

Players with a birthday between May 1<sup>st</sup> and July 30<sup>th</sup>, born in 1997 or earlier and have been a registered player since 2005 can elect to play at the current age rule (birthday prior to May 1<sup>st</sup>) or at the old age rule (birthday prior to July 30<sup>th</sup>). Any player born after the 1997 cut-off date will be required to play according to the current league age rules. Any new player to the league must follow the current league age rules regardless of their birthday.

## II. TEAM CONFIGURATION

- A. The Player Agent determines how many players will be on a team at the start of each season. He does this by taking the total number of registrants by division and dividing by the total number of teams in that division. The Major division is limited to fifteen players per team. If the total number of applicants for the Major or Minor division necessitates expansion, the Player Agent will make a recommendation to the Executive Board to expand the number of teams in that division.
- B. In order to maintain team balance, to the extent practical, each Minor and Major division team will make the selections to have an equal number of players at each age group depending on registration and skill level of the players.
- C. The Pee Wee Director will put Pee Wee teams together, with input from the managers within that division. Talent should be distributed equally between the teams in the division as should the number of 7 and 8 year olds on each team.
- D. The Clinic Director will put Clinic and T-Ball teams together, with input from the managers within that division. Talent should be distributed equally between the teams in the division, as should the number of 4 and 5 year olds on each Clinic team.

### **III. MANAGERS / COACHES RESPONSIBILITY**

- A. All manager and coaches must be in good standing. To be in good standing you must:
  - 1. Be Rutgers or Cal Rikpen certified. You must present your certification to the Secretary of the Executive Board for verification.
  - 2. Attend the Executive Board certification review meeting each year.
  - 3. Attend 1/3 of the general meetings from the time you were nominated through the next season.
  - 4. Fulfill your annual committee duty.
  - 5. Provide player ratings to the Player Agent prior to the following year's draft.
  - 6. Distribute and return all uniforms and equipment to the Business Agent.
- B. Only managers and coaches in good standing are allowed on the field during practices and/or games.
- C. Any manager or coach not staying in good standing will jeopardize their privilege to continue coaching in the league.
- D. Teach players the game of baseball in an environment that is safe and fun.
- E. Teaching good sportsmanship and teamwork is more important than the win. Refocus, winning is not the only thing. The will or need to win cannot be placed ahead of the players on the field or any game situation.
- F. Managers are responsible for the conduct of their team, their coaching staff and their fans before, during and after each game or practice.
- G. Managers and coaches are responsible for the readiness of their team. Prior to the season practice should be held at least twice a week and once per week during the season.
- H. Managers and coaches should ensure all equipment is safe. If something breaks please contact the Business Agent for replacement.
- I. Managers must have a team meeting with their team and parents prior to the start of the season. In the meeting they should let everyone know how they run their team (positions, pitching, what they expect from players as far as behavior, time expected at games and practices etc).
- J. Home team manager is responsible for putting out the bases, putting them away after the game and ensuring that the kitchen is closed down.
- K. Must keep a scorebook with player's number and last name to support any protests or suspended games. Games should be scored in one scorebook for the entire season. Upon completion of the season, the scorebook must be turned into the Executive Board for travel season use.
- L. Managers and coaches must ensure players are in full uniform that was distributed by the Business Agent.
- M. Managers and coaches must be in approved coaching attire (hat and shirt) for all games.
- N. Managers are responsible for drafting their team (Minors and up).
- O. Managers and coaches must follow the "Two Deep Coverage" concept at all team events. No child should be left alone with only 1 adult present.
- P. Managers and coaches must lock the field gates after they have practice or a game. If you are the last one at the complex you must check all the gates in the complex and make sure they are locked.

### **IV. DRAFT RULES**

- A. All teams in the Minor and Major Division will be drafted each season. The only freeze will be the manager's child. Managers and coaches in the league are required to rate every player in that age group based upon personal knowledge or tryouts. This rating process will include the manager's child whose ultimate draft round will be determined by the player agent. The ratings will be compiled according to overall talent and the composite rating will determine the draft round of that player. That is the top 10 to 14 players will be considered first round. The next 10 to 14 second round etc. The final number of players available in each round plus number in each age group per team will be determined by the Player Agent with the approval of the Executive Board based on registration and overall talent in the age group.
- B. The starting draft order will be determined at random and will continue in the normal draft rotation. Specifically – Round One will be first to last – Round Two will be last to first and then repeated. The manager's child will be placed on the team in the appropriate round. Player trades must be made the night of the draft and be of equal draft position and approved by the Player Agent who will review the draft round each player in the trade was chosen in.

- C. All reference to managers and coaches are applied to those listed by the secretary as being in good standing and certified by the league for the year.
- D. When drafting a player with a sibling in the same division, the remaining sibling(s) must be drafted into the same age division in the appropriate round. If this does not occur, the original drafting manager must select the sibling(s) before completing his roster.
- E. The player agent will have the sole authority to complete all rosters.
- F. Selection of team numbers within each division will determine the team schedules, and the opening day opponents.
- G. At the draft only Executive Board certified managers will be allowed to attend. Each manager will be allowed two minutes to make selections. If the manager is unable to make the selections in the allotted time, that manager will have to wait until the end of the round to make the selection. If, however, this occurs in the last round and there are not enough players to complete the round, than that manager will be assigned the last unselected player in the draft.
- H. Any manager who cannot attend the draft can authorize a member of the league in good standing to take his place. Any manager or coach who fails to show up for the draft and does not authorize anyone to take his place will abide by all choices selected by someone designated by the player agent to take the manager's place.

## **V. GENERIC PLAYING RULES for the Cal Ripken Baseball Divisions (Ages 4 to 12)**

### **A. Pitching**

- 1. Pee Wee Divisions - Any player on the team roster may pitch. A player may not pitch more than 2 innings in one game and not more than 4 innings in a week. A player must have at least one calendar day rest between games pitched regardless of innings pitched.
- 2. Minor / Major Divisions - Any player on the team roster may pitch. A player may not pitch more than 3 innings in one game and not more than 6 innings in a week. A player must have at least one calendar day rest between games pitched regardless of innings pitched. In Playoff and World Series games, the maximum number of innings pitched in a week will be waived and all other rules will remain in place.
- 3. A calendar week is Monday through Sunday. Delivery of a single pitch constitutes an inning pitched. Warm-up pitches do not count.
- 4. A player removed as a pitcher may not pitch again in the same game.
- 5. Violation of any pitching rules can result in forfeiture of the game in which it occurred. Protest shall be made in accordance with League Rules.
- 6. Three hit batsmen in an inning or 5 in a game will result in the pitchers removal.
- 7. Innings pitched in games declared no contest or a draw shall be charged against the pitchers' eligibility on calendar.
- 8. Curve balls are not permitted in any division.
  - a. First Offense- Warning to pitcher and manager.
  - b. Second Offense- Removal of pitcher as pitcher.
  - c. At any time a pitch is called a curve ball that pitch shall be ruled no pitch.

### **B. Offensive**

- 1. All ballplayers present for the game must be placed in the starting batting order. The only exception is a ballplayer who is being disciplined. If a ballplayer arrives late for a game, the player is to be placed at the bottom of the batting order. Any player not present at the start of the game cannot be in the batting order and can only be added once the player arrives at the game.
- 2. All batters and base runners must wear a protective helmet.
- 3. Removal of the helmet for any reason without first receiving a time out from the umpire will result in the player or players being declared out.
- 4. Base runner must slide into any base that a play is being made on or he must avoid a collision with a defensive player. (Penalty: Runner is out and a dead ball is called). Note: if in the umpire's judgment contact resulting from a failure to slide is intended to cause physical harm, the player shall be ejected.

5. No head first sliding is allowed except going back to a base. If a player slides head first into any base, that player will automatically be called out.

### **C. Defensive**

1. Free defensive substitution is to be used to guarantee the maximum defensive playing time of all players. Playing time will be distributed among all ballplayers equally. No player should sit for two consecutive innings. If playing time is not equal during any game, any deficiency must be made up the following game.

### **D. Field Conditions and Safety Concerns**

1. Rain - When play is stopped, all players should go to shelter. Play is to be delayed up to a maximum of 20 minutes, unless the field is too wet to continue.
2. Lightning - All play is stopped, all players to shelter (Clubhouse or cars). Teams shall wait a minimum of fifteen minutes from the last observed strike before retaking the field. If the delay reaches thirty minutes in duration, the game shall be suspended.
3. Eyeglasses must have safety lenses or, plastic guards must be worn.
4. A player who is seriously injured must not be moved from the field. The First Aid Squad is to be contacted immediately and the player should be kept warm.
5. Smoking is not permitted within the stands, fields, dugouts or kitchen area.

### **E. Post Season Play**

1. All teams in the Minor and Major Divisions will make the Playoffs. The format will be a one game elimination with the top four teams or an appropriate number to make even brackets, based on record receiving a bye. The tie breaker for initial seeding will be based on "Head to Head" competition and then runs allowed in "Head to Head" competition. Single elimination games will be played according to an established bracket with the two teams in the final bracket playing a best of three series, provided time allows.

### **F. Appeals**

1. An appeal is an act of a fielder in claiming violation of the rules by the offensive team. It must be made verbally and must be made before the next pitch is made. An appeal will fall into one of two basic categories:
  - a) Umpires Ruling- If there is reasonable doubt that any umpire's decision may be in conflict with the rules; the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision. If a decision is appealed, the umpire making the decision, may ask another umpire for information before making a final ruling. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
  - b) Silent Ruling- This category consists of violations of the rules for which the umpire remains silent unless an appeal is made. An example of this type of play would include a missed base by a runner, or leaving the base too early on a fly ball. These appeals are made with the ball live and prior to the next pitch.
2. The fielder will identify to either the plate or field umpire his intention to make an appeal and execute the action prescribed by the governing rules. For the examples cited above, rules 7.08d and 7.09k require the defense to tag the base.
3. All decisions made by the umpire on an appeal are final. If the manager still believes that a violation of the rules has occurred, the manager retains the right to issue a protest. For rules governing protests see item 4.19.

### **G. Protesting Games**

1. Protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpired judgment.

Equipment that does not meet specifications must be removed from the game and shall not be the basis for a protest.

2. Only the managers of contesting teams shall have the right to protest a game (or in their absence, coaches). However, the manager or acting manager may not leave the dugout until receiving permission from an umpire.
3. Protest shall be made as follows:
  - a) The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.
  - b) Following such notices, the umpire shall consult with the associate umpires. If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision. If, however, after consultation, the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such an announcement shall not affect the validity of the protest. The scorebooks of both teams shall be marked to record the point at which the protest was made.
4. Protest made due to use of ineligible player may be considered only if made to the umpire before the final out of the game.  
Whenever it is found that an ineligible player is being used, said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.
5. Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the Chief Umpire within 24 hours. The Chief Umpire shall discuss with the Executive Board to arrive at a decision and will schedule a meeting with both managers to update them on the decision.

## **H. Equipment**

1. The league provides each team with protective helmets and catcher's gear (helmet, chest protector and leg guards)
2. The wearing of a batting helmet by the batter and all base runners is mandatory. If for any reason a team needs additional helmets the Business Agent is to be contacted and he will provide helmets as needed.
3. All male players must wear metal, fiber or plastic cup-type supporters.
4. Catchers must wear masks during practice, pitcher warm-up and regular games.
5. Shoes with metal spikes are prohibited. Shoes with molded rubber cleats are approved for use.
6. Each team must have conventional baseball uniforms. Games may not be played except in uniform. Uniforms are the property of the league and are to be loaned to the players for such period as the league may determine.
7. Managers and coaches must wear approved coaching attire.

## **I. Playing Field**

1. The playing field shall be laid out in agreement with the measurements indicated. Dimensions are mandatory except where specifically stated that they are optional.
2. The distances between all bases shall be sixty (60) feet in Pee Wee and Minor divisions and seventy (70) feet in Major division.
3. The distance between the point of home plate and the front side of pitchers' rubber shall be forty-six (46) feet for the Pee Wee and Minor divisions and fifty (50) feet for the Major division.
4. The batters box will be rectangular- six (6) feet by three (3) feet.
5. The inside line shall be parallel to and four (4) inches away from the side of home plate. It shall extend forward from the center of home plate three feet and to the rear three (3) feet.
6. The pitchers mound shall be raised by a gradual slope to a height of six (6) inches above the level of home plate and the base paths.
7. Home plate shall be seventeen (17) inches long on the edge nearest the pitchers' mound and seventeen (17) inches from this side to the back point. The above measurements pertain only to the white portion of the plate. The black beveled edge is not considered part of home plate.
8. The pitchers' rubber shall be four (4) inches by eighteen (18) inches.

9. The bases shall be fourteen (14) inches square, not more than two and one-fourth inches high.
10. The coaches' boxes shall be four (4) feet by eight (8) feet and shall not be closer than six (6) feet from the baseline.
11. The catchers' box extends approximately six feet four and three eighths inches to the rear of home plate. It is determined by extending the foul lines nine (9) feet.
12. Home plate and the pitchers' rubber shall be of white rubber anchored in the ground even with its' surfaces.
13. First, second and third bases will be breakaway bases. The tops are to be stored in the designated area and the bottom supports shall remain in the ground if plugs are not available.
14. All playing lines, including extensions of foul lines on fences, shall be clearly marked with chalk or other white material.

## **J. Game Preliminaries**

Before the game begins, the following will take place:

1. Strict observance of rules governing team personnel, implements of play and equipment of players on the field and in dugouts.
2. Five minutes before the game begins, the umpire or umpires shall proceed to home plate where they shall meet with the managers of the opposing teams, or their representatives, for the formal exchange of batting orders, discussion of ground rules and presentation of names of players.  
As soon as the Umpire declares, "play ball", the umpires are in charge of the playing field and from that moment they shall have the sole authority to determine when a game shall be called, suspended, or resumed on account of the weather or the condition of the playing field.
3. The league shall provide proper protection sufficient to preserve order and to prevent spectators from entering the field. Either team may legally refuse to play until the field is cleared.
4. The home team manager shall have sole responsibility to determine the fitness of the playing field before the game starts.
5. Players, managers, and coaches of the participating teams shall not address or mingle with spectators, nor sit in the stands during a game in which they are engaged. See Section 3.09.
6. The Umpire may declare a game forfeited in favor of the opposing team before play begins, if the team is not ready to play within ten minutes of the scheduled game time or the Umpire calls "play ball", unless in the Umpire's opinion the delay was unavoidable.
7. A team must have a minimum of 8 players at any time during a game or that team will forfeit the game.
8. During a game the coaching staff can consist of the manager, a maximum of two coaches and one scorekeeper.

## **K. Schedule**

1. Duration of the Game - No inning shall start 2 hours after the official start time and the game will be called after a maximum of 2 hours and 15 minutes. At the 2 hour and 15 minute limit the game will be called and the game will be considered complete. If the game ends and an inning is not completed, the final score will be the score at the end of the last complete inning.
2. The division director or in the event there is no director, the Chief Umpire is responsible for the rescheduling of all games. It is not recommended for one team to play two games in one day and will be avoided unless necessitated by make-up games.
3. Rainouts in any given week must be rescheduled on the following Saturday or Sunday except for opening day, which will be played on the next day on the originally scheduled field, if the field is available. Failure to comply with the make-up schedule will result in a forfeit subject to review by the Executive Board.

## **L. Umpires**

1. The Chief Umpire(s) will assign umpires for all leagues.

## **M. Field Decorum**

1. The actions of players, managers, coaches, umpires, and the organization officials must be above reproach.
2. Uniformed players, managers, coaches and umpires only shall be permitted within the confines of the playing field just prior and during games. At fields where there is no fence the managers shall keep the players separated from the spectators, and the spectators back out of the playing field. Except for the batter, base runners, the player "on deck" and coaches at first and third bases, all players should be on their benches, in their dugouts or in the bull pen when their team is at bat. When their team is on defense, all reserve players shall be on their benches or in the bullpen.

## **VI. DIVISIONAL PLAYING RULES**

### **A. Clinic and T-Ball**

Clinic is an instructional division where each session is divided into stations and a different skill is covered at each station. If time permits, once each team attends all stations, a modified game is played to cover the skills that were learned at that session. T-Ball will cover 1 skill at each session prior to a game that will be held. Clinic and T-Ball director will develop a training plan for each session and will implement along with the coaches and managers for each Clinic and T-Ball team.

### **B. Pee Wee Rules**

1. Players will pitch until the hitter, either strikes out, puts the ball in play or throws 4 balls. If the pitcher throws 4 balls, the coach on the field (for defense) will come in to pitch. The coach will throw 3 pitches which will be called strikes so either the hitter will put the ball in play or strike out. Once the coach comes in to pitch the count will refresh to no strikes.
2. Each half inning will be determined by 3 runs or 3 outs, which ever comes first.
3. There are no standings kept since we do not have a winner or loser at this age group.
4. Have your pitchers start pitching from the rubber at 46 feet and if they cannot reach move them up a few feet, no player should be pitching from closer than 40 feet. Pitchers should be encouraged to throw from 46 feet.
5. Pitchers can pitch 2 innings per game and no more than 4 innings per week. Pitchers should not pitch on consecutive days.
6. Any team can have up to 11 players on the field at once 1B, 2B, SS, 3B, P, C and 5 outfielders. Outfielders should be at least 20 feet into the outfield grass.
7. You should move your players around to all positions as much as possible, provided the player is capable. Capable meaning they will not hurt themselves.
8. Only 2 coaches are allowed on the field with their defense at any time. They should be positioned behind the outfielders for instructional purposes.
9. Umpires will go over strike zone prior to the game during ground rules.
10. Only certified coaches and managers should be in the dugout and on the field. No team Moms are allowed on the field or in the dugout, unless they are certified.
11. There is no stealing of bases or enforcement of the infield fly rule.
12. Bunting and sliding is permitted. Head first sliding is not allowed.
13. You are required to have a team meeting with your team prior to the start of the season. Explain to the parents the rules we are playing by so there are no questions or remarks to the umpires or coaches during the game.
14. Team Snacks, if you choose to do them, must be done after the game and in the stands.
15. Please clean up all bottles and garbage in your dugout after your game.
16. Home team manager should put out the bases before the start of the game and put them away after the game unless there is a game scheduled immediately after your game.
17. Home team must have an adult representative at the snack stand after your game until stand is closed. This applies to only the 6:00 week night game.
18. Games have a 2-hour time limit.

19. All managers must keep a scorebook for each game. Correct batting order of each player, including each player's name and uniform number. The results of each at bat for player on both teams must be recorded. Pitcher substitutions should also be noted.
20. The batting order should be changed from game to game so that all players get equal plate appearances.
21. Each player must play the field at least 6 outs in any given game. Each player should be allowed an opportunity to play in many different positions during the season.
22. Each team will be provided a supply of safety balls for use in practice and in games.
23. Each team's equipment should include one batting helmet with a facemask. If a parent has requested that their child wears a masked helmet while batting, the coaches should be sure that that child does.
24. There is no leading off of a base.
25. On any batted ball that is touched by an infielder, the batter and base runners may advance only one base from the start of the play. (Example: a ball is hit to the shortstop and thrown wildly to first base, the batter may not advance beyond first base.)  
 On any batted ball which is untouched in the infield, batter and runners may advance a maximum of two bases from the start of the play.  
 On any batted ball that is hit over the heads of the outfielders, batter and runners are unrestricted on the number of bases they may advance.  
 Primary responsibility for enforcement of these base-running rules rests with the coaching staff of the teams. Pee Wee umpires will be advised of these rules and their decisions on bases allowed will be final.

### **C. Minor League Rules**

1. Each team will field a maximum of ten players if they are present for the game.
2. The additional fielder must be placed in the outfield.
3. The outfielders cannot be closer than 25 feet from the infield prior to each pitch.
4. Pitchers cannot re-enter the game as pitchers.
5. The starting batting order will prevail throughout the game.
6. All bases can be stolen with the exception of home.
7. There is NO leading off any base. A base runner may not leave the base until the pitched ball crosses home plate.
8. Runner on third can only score on a hit ball, hit batter, or a walk, which forces the runner home.
9. The five (5) run rule will be used in all games. That is, a team can only go ahead of its' opponent by five runs or, if a team is winning, it can score a maximum of five runs. The only exception is that when a batter hits the ball, all runs score until the ball is dead.
10. Infield fly rule is not enforced.

### **D. Major League Rules**

1. Line-ups will be exchanged before the pre-game conference.
2. The home team shall sit on the first base side.
3. Any base can be stolen including home plate.
4. Leading is allowed from all bases.
5. The following rules will govern the managers' or coaches' visits to the mound:
  - a) The third visit to the same pitcher during the game will cause the automatic removal as a pitcher.
  - b) The second visit to the same pitcher while the same batter is up will cause the pitchers' automatic removal as a pitcher.
6. Balks
  - a) After the first warning to the same pitcher, any subsequent balks will allow the runners to advance.
  - b) The pitcher and manager must be given warnings when pitcher balks.

## **E. Junior League Rules**

See separate rules governing the Junior League.

## **VII. GROUND RULES**

- A. Each runner, including the batter-runner, may without liability to be put out, advance one base, if a ball pitched to the batter, or thrown by the pitcher from the position on the pitcher's rubber to a base to catch a runner, goes over, under, or through the backstop or fence; sticks in the backstop or fence; or, goes into any area which is out of play. The ball is dead.

EXCEPTION- (Pee Wee and Minor leagues) No runner may score as a result of this rule.

## **VIII. TRAVEL PROGRAM**

The League will field All Star teams at all ages from 8 years to 13 years old to enter into summer tournaments, provided there is an interest and enough players to compete. Summer tournaments consist of the League's Tournament, Cal Ripken/Babe Ruth District Tournament and 2 others at the choosing of the All Star manager and the approval of the Executive Board. The League will pay for the entrance fee of the summer tournaments for each team. Any additional tournaments that a manager of an individual team may want to enter will be at the expense of the All Star parents of that team.

Try-outs will be held for each age group and will be open to any player who is registered in the spring recreational program and meets the eligibility requirements. Each player will be rated on a number of skills such as fielding, hitting, throwing and running. Player will be rated by the manager of the All Star team and no less than two additional coaches at the designation of the Executive Board. Neither of the two additional coaches is allowed have a player at that age group he/she is rating. Rating sheets of the try-out should be turned into the coordinator of the travel program to be tabulated upon the completion of the try-out. Ratings for each player will be averaged, reviewed by the Executive Board and provided to the manager to pick his team. The manager must present and explain his picks to the Executive Board. Once the Executive Board agrees to the players chosen, the team will be posted and the manager at that point must contact his team.

The League will also allow each age group to enter into a fall and spring travel league. A player is not required to play in all travel leagues to participate in the travel program. The only exception is at the 12 year old age group. At the 12 year old age group, a player is required to play both the spring and summer travel season, since that team will play in a Cooperstown, NY tournament during the summer. Spring try-outs will be held prior to the start of the spring recreation season. Try-outs for the summer teams will be held sometime in mid-May. Fall travel teams will be an extension of the summer travel teams as the league starts the first or second weekend in September. All costs for the spring and fall travel leagues will be paid for by the parents of each team including entry fees, uniforms and umpire fees.

The League will also authorize the 12-year-old team to participate in a tournament in Cooperstown, NY. To offset the cost of this tournament the 12-year-old team, parents and coaches will be responsible for fund raising. The annual Golf Outing is the primary fundraiser for this trip. Given the logistics, timing, fund raising and other issues that surround sending a 12-year-old All Star team to a year end competitive tournament, to be considered as a 12 year old summer All Star, a player must be registered for the recreation season for the current and previous year and have met all All Star eligibility requirements. A player may not be considered for the 12-year-old summer All Star team if they have played in an alternate summer baseball program in the previous year while being afforded an opportunity to play at Edison Boys Baseball. This excludes new registrants to the league.

Additional Notes:

1. All Star uniforms will be at the expense of the individual parent.
2. Each team should have a total of 3 coaches plus the manager.
3. Each family is responsible for providing transportation to and from all games.
4. The summer season usually runs from the end of June to the end of July. This should be taken into consideration when trying out for the team. The summer season may run long if a team plays in a Cal Ripken/Babe Ruth regional or national tournament. Vacation should not be taken during the travel season.
5. Managers / Coaches will decide on practice frequency and times.

6. If travel team is formed prior to the end of the recreational season and there is a conflict recreation team takes priority.
7. All players are guaranteed to play at least 33% of the total innings of the tournament season. If a player sits out a complete game and it is not for disciplinary reasons he will start the next game.
8. Each family will be responsible for kitchen duty in addition to any required during the spring recreation season.
9. Any player whose family did not complete their spring recreation kitchen duty is not be able to play in the travel seasons until those requirements are met.