

LOCAL LEAGUE RULES

ARTICLE I - GENERAL DRAFT RULES

The following rules apply to all divisions under EGBRB:

- A. Players must attend at least one complete tryout. If the player signs up after the draft, the Player Agent will assign him to a team.
- B. Players who are unavailable for tryouts will be drawn out of a hat.
- C. No player will be allowed to be drafted until his/her registration fees have been paid in full. The Player Agent will report to the League President any player who has not paid his/her fee by the date of the draft. The Player Agent will inform the managers at the draft this player is ineligible for non-payment and cannot be drafted, returned, slotted, or placed. The only exception is if a parent applies to the Board for a waiver of fees prior to the draft and this application is approved. Until the waiver of fees application is approved, the player may not participate in any League function. Players who submit the registration fee or apply for a waiver of fees after the draft will be placed on a team by the Player Agent.
- D. The 13-16 draft will be conducted no later than the last day of February. The 16-18 draft will be completed no later than the last day of April.
- E. Draft attendance shall be limited to Managers, two approved coaches per team, and Board members as the only people in attendance. The President and/or Vice-President and Player Agent shall conduct the draft.
- F. Managers will be entered into a lottery to determine draft order. Teams will draft in the following order until all players have been selected:
 - Round 1 - 1, 2, 3, 4, etc.
 - Round 2 - 4, 3, 2, 1, etc.
- G. Managers may not pass on any draft pick.
- H. For the 13-16 division, all managers will be required to draft an equal number of players from each age group. The number of players from each age group signed up prior to the draft will be the determining factor. There will be two age groups: 13-year-olds and 14/16-year olds. A team may not leave the draft with more than one 15-16 year old more than the average 15-16 year olds per team [defined as total number of 15-16's in the league divided by the number of teams. For example, if there are 30 15-16 year olds and 16 teams (1.875 per team), then no team can leave the draft with three 15-16's]. Any additional 15-16 year olds will only be added as a late sign-up by the player agent.
For the 16-18 division, no team may have more than eight (8) 18 or older players.
- I. A manager may protect four players in the 13-16 division or eight players in the 16-18 division prior to the draft. In order for them to be slotted in the draft, they must

be approved by their parent(s) and the Board before they tryout. If they do not tryout, then the deadline is one week prior to the draft. A player cannot be protected after he/she participates in tryouts unless a majority of the board approves his/her protection, and the board will only do so for extreme circumstances.

In the 13-16 division, a manager may protect up to two supplemental players (as part of his/her four protected players). A team may protect two supplemental players as long as there are enough supplementals so that every team will have at least one. A team may protect a max of one less than the "rounded-up" average 15-16 year olds per team. For example, if there are 2.6 15-16 year olds per team, then a team could protect one less than three, or two, 15-16 year olds. If a team is able to protect three 15-16 year olds using this formula, then one of the three must be a supplemental. If a team can protect two 15-16 year olds using this formula, then the players can be supplemental or full-time, it does not matter. If a team protects four 13's or four 14-16's, then their first pick (round 5) **MUST** be from the opposite age group. No matter how many players are protected, a team must have at least one pick in an age group (13's or 14-16's) by Round 5.

Normally, a protected player does not tryout. However, if the team make-up of protected players might be counter to EGBR rules because of a player's potential changed status (full time or supplemental) then the player should tryout, even though there is a possibility of he/she still being protected as planned. For example, a team may have one full time player and one supplemental. The full time player tries out for a high school team and makes it, becoming a supplemental. If the number of league supplementals is one or less per team, then the team cannot have two supplemental players, so one must be in the draft. To prevent one of the players from changing from a protected player to a hat pick, one or both should attend tryouts.

- J. Brothers/Sisters: A brother/sister of an existing protected player can be included among the four protected players in the 13-16 division, but this does not gain the team any additional protected slots. For brothers/sisters who are not protected, the team would take the first brother/sister with its pick and succeeding brother/sister with their next available pick(s). A brother/sister who signs up after teams have been picked is not guaranteed to be placed on the same team as the brother/sister who was signed up before the draft. This combination could also be cousins, but it is not intended to apply to friends. Any combination outside of a family connection will need to be approved by a majority of the board and will need to be for a compelling reason.
- K. Trades of drafted players are allowed on the day of the draft only, until the roster is submitted to the Player Agent.
- L. Trades after the draft is completed are allowed only in extreme cases and only within the same League (American or National). If a trade is allowed, the Board of Directors, both players, their parents, and each manager involved must approve it.
- M. Managers have the option, at any time during the draft, to select a player out of the hat (a player who did not try out) rather than be required to select from players who participated in the tryouts.
- N. League assignments (National and American) shall be made randomly on draft day. Managers may trade League assignments on draft day only.

- O. If there is a brother or other combo pick in the draft, the player agent will monitor the eligibility of each team to take the combo pick. If the players are still unpicked late in the draft, they may be automatically placed on a team when the player agent determines that there is only one team still eligible to take the combo pick. For example, two brothers who are both 15 and both supplementals could put a team over the limit of 15's, over the limit of supplemental players, or over the limit of 14-15 players. As more teams become ineligible to draft the combo pick and they remain unclaimed, it will eventually come down to the last team that is eligible, and at that point, the player agent will assign the combo pick to that team for their next picks.
- P. A manager's son/daughter must be protected on the manager's team. He/she cannot be subject to the draft.
- Q. A player's status, defined as full-time or supplemental, is locked in at the draft. Even if a player should subsequently "un-supp" and become a full time player, the player is still considered a supplemental when determining how many supplementals are on each team. To "un-supp", a player must make the full payment difference between full-time and supplemental registration before being allowed to play. The number of games gained by the player has no affect on the payment amount. The player could gain 11 games or 1 game – the price is the same. Any team can have one player who "un-supps", but cannot have two. The second player will have to wait for the date that supplemental players can participate, if he/she wants to remain on his/her original team, or can request to be put back in the player pool and the player agent will re-assign the player to another team. However, there is no guarantee that there will be a full-time spot open to the player.

ARTICLE II - PLAYER PARTICIPATION

Section 1 - Participation:

- A. In the 13-16 division, a player must play a minimum of three (3) defensive innings per game. A player cannot sit out two of the first three innings in any game. In the 16-18 division, a player must play a minimum of six innings in the field over two consecutive games and have at least three plate appearances over two consecutive games. This does not apply to every two-game segment – only two games at a time. For example, the requirement must be met for Games 1 and 2 and then for Games 3 and 4, but not necessarily for Games 2 and 3. Failure to do so may result in the manager being suspended for the next full game.
- B. In the 13-16 division, the batting order shall include all players present at a game; teams will bat through the entire line-up. Teams are allowed to have free/unlimited substitution; however, the minimum number of innings in the field requirement (Article II, Section 1A) must be adhered to. In the 16-18 division, teams have three choices for the batting order: 1) bat all players as described above or 2) bat nine and sub players in accordance with tournament rules or 3) bat nine with an extra hitter (EH) and sub players in according to tournament rules. If the EH plays the field later in the game, he/she simply stays at their spot in the batting order and someone else becomes the EH. Babe Ruth rules do not permit the use of the designated hitter (DH). Exception: if an EGBRB team plays an outside team that uses

the DH, then the EGBRB team will be permitted to use the DH for that game.

C. Re-Entry:

1. For the 13-16 division, and batting order method #1 (described above) for the 16-18 division: If an injury occurs or the player leaves the game for any reason except ejection or discipline, his defensive position can be filled by any player from the team's roster. The player's batting position remains open and the team skips over that position in the batting order. No out is recorded for the open position. Once a player is removed from the game, he cannot re-enter that game. In the 16-18 division using methods #2 or #3: An injured player can be replaced by substitution so there is no need to skip that spot in the batting order.
2. In the 13-16 division, if an ejection occurs to a player in the line-up, that player's batting position remains open and his spot in the line-up is recorded as an out.
3. If a player is injured during his/her at-bat and cannot continue: If the player was hit by a pitch or is otherwise entitled to reach base safely, then the player who made the last out as a hitter will run for the injured player (if that pinch-runner is the next pitcher or catcher, then that player can be skipped). If the player was injured before the at-bat is completed, then the next batter will hit and assume the ball-strike count from the injured player. In either case, the injured player is out of the game and cannot re-enter.

D. Every player must complete an accident release form prior to playing.

E. A manager, coach, or Player Agent may request a player to obtain a doctor's release for any visible injury such as a limp, swelling, severe bruise, etc., before returning to play.

Section 2 - Discipline:

A. A player may be benched for coming late or missing games or practices without permission, improper conduct at games or practices, or other legitimate reasons. If a player is to be benched, the manager shall notify the Official Scorekeeper and manager of the opposing team prior to the start of the game. It is the manager's option to discipline a player during a game. If he/she removes the player from the game for that reason, the player's spot in the lineup is an automatic out for the rest of the game. The player also cannot play in the field.

B. Mandatory Benching: If a player, coach, or manager is suspended or ejected from a game, the player, coach, or manager will sit out one full game before being allowed to participate. If a manager knowingly violates this rule, he will be suspended for the next game and the game in question will be forfeited.

C. The second time a player, coach, or manager is ejected or suspended, not only will he/she miss a full game before he/she can play again, but he/she must go before the Board and state his/her position. After investigation, the

Board will determine if he/she will be allowed to continue to play, coach, or manage on the team. The manager of any player involved in a disciplinary action shall be present at the Board meeting.

ARTICLE III - LOCAL RULES

Section 1 - League By-Law Rules

- A. All Elk Grove Babe Ruth Baseball League games shall be played in accordance with the Official Baseball Rules, Section 1.00 through 10.22 with the exceptions specified in the Official Babe Ruth Baseball Local League rules.
- B. In the 13-16 division: Special Pitching: A pitcher may not pitch more than four (4) innings in any one game and a maximum of seven (7) innings per week. If a pitcher pitches four (4) innings in a game he must have two (2) full days of rest from pitching before pitching again. Once a pitcher is removed from the game as a pitcher, he may not re-enter as a pitcher. For a make up game, pitching restrictions must still be adhered to. The make up game pitching must comply with the original week it was scheduled for and also the week in which the game is actually played. The rest requirement also applies.

Examples:

The Giants are scheduled for games on Tuesday, Wednesday and Saturday. Wednesday is rained out. Alex pitches four innings on Tuesday and two innings on Saturday. When the game is made up, Alex has one inning left, but he is not eligible to pitch because he would not have been eligible in the original game (would not have had mandated rest after pitching four innings the previous game).

The Giants are scheduled for Tuesday and Saturday games. Saturday is rained out. In the make-up week, the Giants have games on Monday (make up game), Wednesday & Saturday. Alex threw 3 innings in the original week on Tuesday. Assuming Alex did not throw four innings on the Saturday prior to the Monday make up game, he would have four innings available on Monday. If he does throw 4 innings on Monday, he is not eligible to pitch on Wednesday, but he would have three innings available on Saturday. If he had thrown four innings on the Saturday prior to the Monday make up game, he could not pitch at all on Monday because of the rest requirement.

- C. League age 16's can only pitch in the 2nd half of the 13-16 division. Any one 16 year old pitcher can pitch a max of 2 innings per game and a team may pitch 16's for a max of 3 innings per game. Any manager who uses an ineligible pitcher or player may be suspended for one full game and the game in question is forfeited.
- D. Tournament pitching rules are used for the playoff games (except the local league rule that allows a max of 4 innings pitched in one game – that rule still remains for the payoffs) and pitching eligibility starts over with the start of the playoff games. The board will publish the playoff format, tie-breakers to be used, home/visitor considerations and field location of playoff games prior to

the first game of the regular season. The format may change year-to-year for any number of reasons, for example, if the total number of teams in the league were to change.

- E. Tie Game & Suspended Game Rule: All League games that have completed two (2) hours and fifteen (15) minutes and end in a tie shall be considered a complete game. The "Tie Game" rule in the Babe Ruth Handbook shall apply. A tie game shall be counted in the standings as a ½ win and a ½ loss. In case of inclement weather or darkness, a game may be considered complete after one (1) hour and fifteen minutes of play or four (4) complete innings. A game that is suspended, at any point other than the end of an inning, will be completed at a later date if one of the following two conditions are met: 1) the visiting team has tied the game or taken the lead during the last (suspended) inning or 2) the home team has tied the game in the last (suspended) inning. It is mandatory that the time elapsed from the beginning of the game to the point of suspension is recorded so that the time remaining in the game will be known. If this information is missing or disputed, the umpire in charge will make his/her best estimate of how much time remains when the game is continued. If the home team has taken the lead in the final (suspended) inning and either 4 innings or one hour and fifteen minutes have been completed and then play is suspended, then the game is over and the home team wins.

The umpire in charge is responsible for warning each team as daylight is expiring that the game could be called at any time. Lack of this warning alone is not sufficient reason to justify a protest.

Obvious and intentional delaying tactics by a manager, coach or player, to bring a game to a suspension point sooner than would otherwise occur, will not be tolerated. The Umpire in charge will make all judgments as to whether a manager, coach or player is attempting to violate this rule. The board may suspend anyone guilty of unreasonably delaying a game that is getting close to being called.

Games that have been stopped before they have reached one hour and fifteen minutes or four complete innings will be considered postponed (not played at all). Every attempt will be made to schedule a make-up, but if the league determines that standings will not be affected and it is impractical to re-schedule, then the game will not be made up.

- F. Time Limit: Regular season games are seven (7) innings. No new innings can start after two (2) hours and fifteen (15) minutes. In the 13-16 division, there is no ten (10) run rule, but a ten (10) run rule after four-and-a-half (4-1/2) innings (or five [5] innings) may be applied if both managers agree. In the 16-18 division, the 10 run rule does apply. If time is left, more than seven (7) innings will be played to break a tie, however if **both** managers agree to stop after seven innings, the game can end in a tie. The determination as to whether two hours and 15 minutes has been reached is immediately upon the third out at the bottom of an inning, NOT when the first pitch is about to be delivered in the new inning. This prevents stalling tactics between innings. The game clock begins upon first pitch of the game unless coaches are not

ready at the scheduled game time. If the umpire(s) is (are) ready on time and either coach is not, then the clock starts at the scheduled game time.

- G. Metal cleats are allowed in Elk Grove Babe Ruth Baseball League games.
- H. No practice shall be conducted prior to March 1st of each year unless the league makes an exception and the provider of fields is in agreement.
- I. The home team occupies the third base dugout, is the Official Scorekeeper, and is responsible to see that the field is prepared before and after the game. The visiting team is responsible for picking up trash in and around the field, stands, and their own dugout.
- J. Violations of these By-Laws or Rules must be filed verbally with the Player Agent or the President of the League within twenty-four (24) hours of the end of the game. Decisions will be rendered in the same manner as protests, and penalties will be prescribed by the Board.
- K. Forfeit Rules & Borrowed Players: A team may start play with eight (8) players. If a team does not have eight players no later than ten minutes after the scheduled start time, it is a forfeit. A team must finish the game with eight (8) players or forfeit. It is the manager's option to borrow a registered player in the League, but no more than one for any one game. A manager can borrow a player to get to eight players, but cannot borrow to get to nine or ten players. The borrowed player may not pitch, catch, play shortstop or second base. The manager of the borrowed player and his/her parents must approve the request. The borrowed player cannot be playing against his/her own team. The borrowed player will bat last in the order. If a regular player(s) arrive late, he/she/they will bat behind the borrowed player. If two regular players show up late, putting the team headcount at ten, the borrowed player may still play in the field, subject to the position restrictions above. The borrowed player should wear his regular uniform or suitable baseball clothing.
- L. Late Arrivals: At the conclusion of the pre-game meeting between managers and umpires, all players on the lineup card must be present at the field. Any player listed on a lineup card who is not present is dropped from the lineup. A player who then arrives late is allowed to play, but must bat last. If a player is discovered to have arrived late AFTER the pre-game meeting but BEFORE he/she has had an at-bat, then he/she will be moved to the bottom of the order. If the opposing manager does not point this out to the umpire in charge before the late arrival's first at-bat, then the player will remain at his/her spot in the order.

Section 2 - Protest Procedures:

- A. If need arises for a protest, all managers must conduct themselves in an orderly manner and demonstrate good sportsmanship. For any protest to be valid, it must be filed with the Umpire-in-Charge by the manager immediately at the time of the disputed decision and before the next pitched ball. Protests must be delivered verbally or in writing to the Player Agent or the President

within twenty-four (24) hours from the starting time of the game being protested. A \$20.00 fee is required to accompany each protest. The fee is refundable only if the protest is upheld. The protest determination must be made within seven (7) days of the filing date. Ejection or other disciplinary action may be appealed using the same procedures with the same fees. Ejection appeals do not result in a refund if the appellant is successful.

- B. At the time the protest is logged with the Player Agent, a three (3) person committee will be formed consisting of three (3) Board Members. In the case of ejection or suspension of a player or coach, the committee shall make every effort to hear the appeal before the affected team's next game. However, if a proper appeal has been made and the committee has not yet reached a decision, then the appealing participant shall be allowed to play until the appeal is determined.

Section 3 - Sponsors:

- A. The Board shall approve the sponsor for each team in the League. Any fee or assessment payable by the sponsor shall be determined by the Board. All such fees or assessments shall be paid into the League's treasury.
- B. No sponsor shall have any control or authority over the team being sponsored. A sponsor shall have the right to renew his/her sponsorship each season unless the Board for good cause deems a renewal inadvisable.

Section 4 - Scheduling:

- A. Games will be rescheduled only when canceled due to inclement weather.

ARTICLE IV - ALL-STAR SELECTION

Section 1 - Manager Selection Process (both divisions):

- A. Accredited managers or coaches may put their name in to the board for consideration to be an All-star manager for a specific age group. The Board of Directors shall choose managers for each team from this group. The Board, in making its selections, shall consider participation in League activities, in addition to other criteria.
- B. The approved All-Star managers shall select two coaches and submit their names to the Board for approval.
- C. All-Star managers and coaches must have been coaches of record, approved by the Board, for at least one-half (1/2) the current regular season.

Section 2 - Player Selection Process (13-16 Division):

- A. Attendance at the All-Star selection meeting will be limited to the President, Player Agent and the manager and one coach from each team and those Board Members designated by the President to assist with the meeting.
- B. Every team from that division shall be represented at the All-Star selection meeting.
- C. All-Star selection shall be conducted in the following order: 13-year-olds, 14-year-olds and 15-year-olds. Generally, players must remain in their age group, but the board, by majority vote, has the ability to allow an exception for an extraordinary player who wants to play in a higher age group.
- D. Any team manager may nominate players from any team to the list of proposed All-Star members. Managers will vote by secret ballot for twelve (12) players. Each team will have one (1) vote per round. The remaining three (3) players will be selected by the All-Star manager from the list of nominees submitted by the managers. The All-Star manager may fill vacancies from the list of All-Star nominees.
- E. The reading of the ballots and marking of votes will be done in view of the managers by the President who will conduct the selection along with the Player Agent. Any player receiving unanimous votes on the first ballot will be named to the team. If less than twelve (12) players are selected on the first ballot, a second ballot will be taken with each manager voting for the number of spots remaining to be filled. All names on the proposed list may be voted on in any ballot. Any player receiving unanimous votes on this ballot will be named to the team. By majority agreement of those voting, the unanimous requirement in the 2nd voting round may be waived. From the third round on, each manager will vote for the number of players that there are openings available and any player receiving votes from 2/3 of the managers voting will be added to the roster. In case of a tie for the last opening, the All-Star

manager will have the option of accepting both players or a final vote will be taken with each manager having one vote. The player with the majority of votes will be named to the team.

Section 3 - Team Composition:

- A. The League shall send only 15-year-old players to the 15-year-old All-Star tournament, only 14-year-old players to the 14-year-old All-Star tournament, and only 13-year-old players to the 13-year-old All-Star tournament unless the board exercises its option in Section 2C above. Exception will also be made for a higher age group to pick from nominated and unselected players from a lower age group, but only if there are no remaining players from the higher age group.
- B. Should the occasion arise that there not be enough players to fill an All-Star team, no player selected to an All-Star team shall be removed to fill a vacancy on another All-Star team. Player age availability supersedes the player availability. Should an adequate headcount for any team become a problem, then the team may add age-appropriate players that were not nominated with approval of the Player Agent or President.

Section 4 - Player Selection Process (16-18 Division):

- A. The league will have one 18 & under team.
- B. The managers selected by the board will conduct open tryouts for any players in the league who are interested. The manager must inform the board of his/her plans for the time and location of the tryout(s), and obtain board approval.

ARTICLE V – FALL BALL LEAGUE RULES

- A. All rules for Elk Grove Babe Ruth Baseball apply to Fall Ball League with the following exceptions.
 - 1. This is a developmental League intended to develop players for the coming Spring League. This covers players who will be 13-16 years of age the following year. There will be a 13-year-old division and a 14/16-year-old division.
 - 2. A Fall Ball League manager can have six (6) protected players, although this may be expanded with permission from both the player agent and all managers in that particular division.
 - 3. Draft will be a player selection process performed by managers and the Player Agent. Players will be drafted on teams as needed to make teams equal in number. Players will not be placed on teams until all League requirements have been satisfied, such as birth certificates, accident release forms, and all fees paid.

4. Every player must play at least three (3) innings in every game. Teams will bat their entire line-up during the game and the free/unlimited substitution rules will apply. Once the game has started, this line-up must continue through the entire game, with an exception being in case of injury. If a player is out of the line-up and the entire order is batting, the next batter moves up in the line-up. It is not an automatic out. If an ejection occurs, it is an out each time that player's position comes to bat. The player does not have to sit out the following game.
5. Players may only pitch four (4) innings per outing and seven (7) per week. Pitchers may not re-enter as a pitcher more than once per game. League age 16's can pitch two innings max in one game, and a team can pitch league age 16's no more than three innings total in a game.
6. Time limit is two (2) hours and fifteen (15) minutes or seven (7) innings. No new inning can begin after two (2) hours and fifteen (15) minutes. There is no ten (10) run rule. A ten (10) run rule after four-and-a-half (4-1/2) innings (or five [5] innings) may be applied if both managers agree.