

League Commissioner

It shall be the duty of the commissioner to; (1) help provide suitable candidates for team manager for each team in the league; (2) to furnish inputs for the equipment manager, field manager, etc., concerning the needs of the teams in the league; (3) to establish a league schedule; (4) to make investigations necessary to establish eligibility of players if requested; (5) to conduct the draft for the league; (6) to assist the registration committee chairman at registration for the league; (7) to arbitrate disagreements between team managers in his/her league; (8) to guide team managers in the performance of their duties; (10) to notify umpire-in-chief, concessions manager and field manager in event of change of schedule; (11) to provide a list to be given to the equipment manager containing the name, address, phone number and jersey number of each player.

Assignment of New Players

1. A formal draft shall be conducted by the commissioner as soon as is practical after registration and tryouts have been conducted for players in the league. The order of selection for teams shall be the reverse of the order of final standings for the previous season. In case of identical records for the previous season, a coin toss will decide which team is first. Special draft rules will be drawn for any draft that involves an expansion team(s). Any players not participating in tryouts must be drawn in the blind.

2. A team losing a player going back into the draft may be compensated by having the next draft pick after that child has been chosen or a team losing a player going back into the draft may be compensated by having a draft pick at the end of the round that the child was chosen.

3. Brothers in the same league shall automatically be assigned to the same team unless the player's parents specifically request this rule to be waived. Waiver shall be effective for the duration of the player's stay in the league. Any draft selection shall be void if the selection plus the brother or sister rule cause a team to exceed the maximum set for balancing a particular age group within the league. Team balancing shall be accomplished through the supervision of commissioner, who will, before the draft, inform each team in his or her league of the number of players to be drafted in each age group. Teams will draft players to equal the quotas set so that league age balance can be maintained as closely as possible.

4. A manager requesting **any team** on the application may have his/her child as a team member by relinquishing a second round draft choice; in the event a **specific team** is requested and obtained, such manager shall relinquish their first round draft choice for such child. If his/her child is currently in the league, the team losing such child shall receive the draft choice relinquished. A manager that acquires a team that his/her child is currently on will not be penalized in the draft. In the event there is more than one (1) team in any league without a manager and such teams are not specifically applied for by a managerial candidate, then such teams shall be assigned a manager by the commissioner of that league with the approval of the board, from the names of qualified applicants who have applied for

any team in such league.

8. Any expansion team(s) will have the first selection in each round. If two (2) or more expansion teams enter a league, the order will be determined by a coin flip.

9. Request for car pooling purposes will not be honored.

All-Stars

1 2 3 4 5

Playoffs

All teams qualify for post-season play. Teams are seeded and participate in single-elimination tournament. In a two-division setup, regular season champions will get a bye until one team emerges in its division to play for the right to play in the World Series.

The World Series shall be a best-of-three series. All league rules apply to all playoff and World Series games, including mercy rule.

Team Manager

1. Definition

As used here, the term “team manager” shall mean the one (1) person directly responsible for a team.

2. Selection

Each person desiring to manage a team will submit an application. The board of directors

will then select one (1) manager for each team. Serious consideration will be given to the

recommendations of the commissioner while making these selections.

3. Removal

Any manager or coach who becomes unable or unwilling to perform his or her duties for any appreciable length of time shall be removed and replaced. Any manager or coach displaying unsuitable conduct shall be removed and replaced. Removal will be decided by a two-thirds (2/3) vote of a duly constituted meeting of the board of directors.

4. Replacement

The commissioner of the league will recommend an eligible person to replace the removed manager as soon as possible after removal is affected. The replacement will be installed by a favorable vote of a majority of the board of directors present at the first duly constituted board meeting following the recommendations. Removal and replacement should be affected at the same board meeting when possible.

5. Duties

1. It shall be the duty of the manager to organize the team by making draft selections, securing sufficient assistants and furnishing information to the commissioner concerning the needs of his or her team; 2. To supervise the team in all practice and scheduled games, and designate an eligible person to assume these duties only when it is not practical for him or her to perform them; 3. To be responsible for the conduct of the players and assistants on and around the playing field; 4. To assist in league efforts, such as

fundraisers; 5.To be responsible for the equipment and uniforms assigned to his or her team; 6. Other duties as outlined on the manager's application form; 7. To comply with and follow all the procedures of the league commissioner and this rule book.

6. Responsibility

Each manager shall be directly responsible to the commissioner of the league and hence to
the board of directors.

Role of Parent

The parents of many young baseball players combined with their youngsters, the BYS board of directors, umpires, manager, coaches, auxiliary members and countless volunteer agencies including sponsors, represent an imposing cross section of this community.

Parents should accept the fact that they must shoulder responsibility and take initiative to make this local program successful. BYS Baseball is not a club in which membership implies babysitting benefits and entertainment privileges.

Practically speaking, BYS Baseball is an adult, volunteer work project constructed, supervised and assisted by parents who desire to make its benefits extend to their children. Each parent should join in the total effort. There is a place and a job to do for all. The burden of operating any of the leagues should not fall on a few. The parent who shirks this responsibility cannot, in turn, expect others to assume the burden.

Equipment

All equipment including uniforms, with the exception of baseball caps, t-shirts and socks when issued as uniforms, shall remain the property of Brunswick Youth Sports. Reasonable effort shall be exerted by the parents and players to insure that uniforms and equipment are maintained in the best possible condition within the realms of normal usage.

Playing Rules

The Playing Field

- (a) Distance between bases will be eighty (80) feet.
- (b) Distance between pitching rubber and home plate is fifty-five (55) feet.

Equipment

1. The Bat

- (a) The bat shall not be more than $2\frac{3}{4}$ inches in diameter at the thickest part and not more than 42 inches in length. The bat shall be one piece of solid wood or aluminum. The bat handle is not to exceed 18 inches in length
- (b) No laminated or experimental bats shall be used in a game played in any BYS league.
- (c) No bat donuts or other bat attachments will be allowed to be used for

batter warm-ups or at any other time in BYS baseball.

NOTE: If the umpire discovers that the bat does not conform to any of these specifications during use or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejected from the game. Nor, shall it be grounds for any manager to protest the game. However, the bat shall be removed from the game.

2. Uniforms

(a) All players on a team shall wear uniforms, hats or shirts identical in color, trim and style, and all players uniforms shall include minimal six inch numbers on their backs. No player whose uniform does not conform to that of his/her teammates shall be permitted to participate in a game.

(b) No player shall wear ragged, frayed or slit sleeves.

(c) No player shall attach his uniform tape or other material of a different color from his uniform.

(d) No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.

(e) Glass buttons and polished metal shall not be used on a uniform.

(f) No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible.

(g) No part of the uniform shall include patches or designs relating to commercial advertisements, except the name of the team sponsor.

3. Batting Helmets

(a) All players shall wear a double ear-flap helmet while at bat and while running the bases.

(b) All players shall wear the chin strap under their chin, whenever a helmet is being worn.

NOTE: The wearing of helmets and chin straps is as important during practice as during a game.

PENALTY: Batter can be called out if he enters the batter's box without helmet or chin strap in place.

4. Catcher's Equipment

(a) All catchers shall wear a catcher's protective helmet, mask, throat protector, chest protector, shin guards and a cup, while fielding their position in a game, practice or to warm up a pitcher.

NOTE: If the umpire observes any violation of these equipment rules, the umpire shall direct the violation to be corrected. If the violation is not corrected within a reasonable time, in the umpire's judgement, the umpire can eject the offender from the game, and disciplinary action as appropriate, will be recommended. If player was directed by a manager or coach to do such action, that team shall forfeit the game and a suspension may be applied to the manager or coach.

The Game

1. A regulation game consists of:
 - (a) Seven (7) innings unless extended because of a tie score, or shortened because the home team needs none of its half of the final inning or only a fraction of it, or the umpire calls the game
2. If the score is tied after the last inning is completed, play shall continue until:
 - (a) The visiting team has scored more total runs than the home team at the end of a completed inning, or:
 - (b) The home team scores the winning run in an uncompleted inning
3. If a game is called, it is a regulation game when;
 - (a) Four innings have been completed
If the home team has scored more runs in four or four and a fraction half-innings than the visiting team has scored in four completed half-innings;
If the home team scores one or more runs in its half of the fourth
inning to tie the
score
 - (b) If each team has the same number of runs when the game ends, the umpire shall declare it a "Tie Game". (Unless time permits additional innings to be played so a winner can be determined.)
 - (c) If a game is called before it had become a regulation game, the umpire shall declare it a "suspended game." Suspended games shall be replayed from the beginning, when scheduling permits.
 - (d) Time limit is 2½ hours on Saturday games only. Weeknight games have no time limit.
 - (e) Mercy rule: 12 or more runs after 4½ or 5 innings, depending on who is ahead; losing team must bat 5 times.
 - (f) Speed-up rule: It is mandatory courtesy that a runner be implemented for the catcher who is on base when there are two outs. The
courtesy runner is the player who made the last recorded out.
 - (g) Re-entry is allowed. A starting player may re-enter the game once, but only in his original spot in the batting order. A substitute player withdrawn from the game may not re-enter. A pitcher may re-enter the game in his original spot in the batting order, but must re-enter in a different fielding position.
 - (h) A team may start the game with 8 players. Any less than 8, the game will be declared a forfeit. If a 9th player arrives after the start of play, he must be inserted in the last spot of the batting order. A team that starts with 9 may end with 8, provided there are no available bench players. If a player is ejected from a game or leaves for any purpose other than illness or injury and his spot cannot be filled with an eligible bench player, an out will be recorded for every time that spot is due to bat in the order. A spot vacated because illness or injury that cannot be filled with an eligible bench player

will be skipped when that spot is due to bat.

(i) Ejection rule: First-time ejection of a manager, coach or player will result in a 1-game suspension, with that game being the next scheduled game. Second-time ejection will make offender ineligible to return to league until appearing before the BYS board.

(j) No protests will be permitted and all umpire decisions are final.

(k) All rainouts will be rescheduled for the earliest possible day, generally the first available Sunday. Monday through Wednesday rainouts should be the following Sunday; Thursday through Saturday rainouts should be Sunday of the following week. If a team cannot make the rescheduled day, it is declared a forfeit.

Player Substitutions

All players shall play for three (3) consecutive complete innings in the field and at bat in every game.

PENALTY: The team will forfeit the game.

2. A player, or players, may be substituted during a game at any time the ball is dead.
3. A substitute player shall bat in the replaced player's position in the team's batting order.
4. A player once removed from a game may re-enter that game, but never to return as a pitcher.
5. The manager shall immediately notify the chief umpire of any substitution and designate to the chief umpire such players' positions in the team's batting order and the chief umpire shall so notify the scorekeeper of the opposing team. The chief umpire shall have authority to designate the substitutes' places in the batting order if this information is not immediately made known.
6. Players for whom substitutions have been made may remain with their team on the bench or may "warm-up" pitchers. Providing the player is wearing catcher's equipment when warming up a pitcher.

The Dugout

1. The home team shall occupy the first base (1B) dugout or bench area and the away team shall occupy the third base (3B) dugout or bench area.
2. Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base.
3. No one except players, substitutes, managers, coaches and trainers shall occupy a bench during a game.

PENALTY: For violation the umpire may, after warning, remove the offender from the

field.

4. Both teams will be responsible for cleaning up their dugouts after each game.

THIS WILL BE STRICTLY ENFORCED.

Unsportsmanlike Behavior

1. No manager, player, substitute, coach, scorekeeper shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere:

- (a) Incite, or try to incite, by word or sign a demonstration by spectators;
- (b) Use language which will in any manner refer to or reflect upon opposing players, an umpire or any spectator;
- (c) Call "time" or employ any other word or phrase or commit any act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit a balk;
- (d) Make intentional physical or violent verbal contact with an umpire, manager, coach or a player in any manner;
- (e) No profanity;
- (f) No smoking in the field or in the dugout or bench area for games, practices or any other BYS function.

2. No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

PENALTY: The offender shall be removed from the game and shall leave the playing field, and, if a balk is made, it shall be nullified.

Disapproval of an Umpire Decision

- 1. When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues;
- 2. When the team's spectators are out of the manager's control and are showing violent or loud disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues;

PENALTY: The umpire shall call a forfeit in favor of the opposing team (the team not causing the disturbance). If both teams are involved in this same type of disturbance, then both teams shall be forced to forfeit.

Ejected From Game

- 1. When a manager, player, coach or scorekeeper is ejected from a game, he/she shall leave the field and the park immediately and take no further part in that game.
- 2. If a manager, coach or player is under suspension, he/she may not be in the dugout, on the field or on any BYS facility during the term of the suspension.

PENALTY: The person shall be permanently barred from any BYS activity.

BYS Discipline Rule

1. A manager or coach of any BYS team may waive the “three inning rule” requirement for one or more of the following qualified reasons:

A	Late arrival at game(s) <i>A player shall arrive no later than 15 minutes before a game, or time specified by mgr.</i>
B	Unsportsmanlike conduct
C	Non-attendance at scheduled practice(s) without legitimate excuse and prior notice to manager, etc.
D	Any other reason acceptable to BYS Board of Directors

2. Any manager or coach waiving the “three inning rule” shall instruct the scorekeepers before the start of the game and indicate in the scorebook and the game report the name of the player and specify which sub-rule is being used. The manager or coach, within 48 hours of game completion shall submit to the league commissioner in writing and in detail justification for use of this rule.

3. A parent of the player, the player, the opposing manager or coach who feels this option has been unfairly used, shall submit to the league commissioner in writing their complaint within 72 hours. They shall list all facts, in detail, supporting their viewpoint.

4. Each manager will be held responsible for handling the BYS discipline rule in a fair and equal manner to each and every player on their team.

5. The committee to review this rule shall consist of the commissioner of the league involved, the umpire-in-chief and the president (or appointee) of BYS. They shall present their findings to the board of directors within seven days of the complaint. The board of directors will issue a judgement as soon as possible with a maximum of 14 days from the initial complaint.

THIS RULE APPLIES TO ALL BYS LEAGUES.

Game Cancellation

1. The field manager shall be the sole judge as to whether a game shall be started because of unsuitable weather conditions or the unfit condition of the playing field.

(a) The field manager after inspecting the field decided to cancel the game, will then:

(b) Contact the league commissioner, who will:

(c) Contact the team manager, who will notify that team’s players of the game cancellation.

EXCEPTION: If the field manager is not available to cancel a game, full authority is then

granted to the league commissioner or the chief umpire of the game.

2. The chief umpire of the first game, field manager and/or league commissioner shall be the only judges as to whether the second game of a doubleheader shall not be started because of unsuitable weather conditions or the unfit condition of the playing field.

Game Suspension

1. The chief umpire shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions, darkness, the 2½ hour time limit on Saturdays has been reached or the unfit condition of the playing field; as to whether and when the play shall be resumed after such suspension; and as to whether and when a game shall be terminated after each suspension. The umpire may continue the suspension as long as he/she believes there is any chance to resume play.
2. The chief umpire shall at all times try to complete a game. His/her authority to resume play following one or more suspensions shall be absolute.
3. Between games of a double header, or whenever a game is suspended because of the unfitness of the playing field, the chief umpire shall have control of groundkeepers and assistants for the purpose of making the playing field fit for play.
4. The chief umpire shall make and enforce any special ground rules, he/she thinks are made necessary by ground conditions, or for any other contingencies, which shall not conflict with the official playing rules.
5. If a suspended game cannot be resumed on that day, but has completed enough innings as described, it shall be a regulation game.

Game Forfeiture

A regularly scheduled or rescheduled game may be forfeited to the opposing team when a team:

1. Fails to appear upon the field, or being upon the field, refuses to start play within ten minutes after the umpire has called "play" at the appointed hour for beginning the game, unless such delayed appearance is, in the umpire's judgement, unavoidable;
2. Fails to have all mandatory equipment available and in playable condition;
3. Employs tactics designed to delay or shorten the game;
4. Refuses to continue play during a game unless the game has been suspended or terminated by the umpire;
5. Fails to resume play, after a suspension, within one minute after the umpire has call "play";
6. After warning by the umpire, willfully and persistently violates any rules of the game;

7. Fails to obey within a reasonable time the umpire's order for removal of a player, coach, scorekeeper or manager from the game;
8. Fails to appear for the second game of a doubleheader within twenty (20) minutes after the close of the first game unless the chief umpire of the first game shall have extended the time of the intermission.
9. A game shall be forfeited to the opposing team when a team is unable or refuses to place eight or nine players on the field.
10. If the umpire declares a game forfeited he/she shall transmit a written report to the league commissioner and the umpire-in-chief within twenty-four (24) hours thereafter, but failure of such transmittal shall not effect the forfeiture.

Protesting Games

The protesting of games shall not be permitted.

The Pitcher

1. Any player on a team roster may pitch.
2. (a) If a player pitches in less than four (4) innings one calendar day of rest is mandatory. If a player pitches in four (4) or more innings, three (3) calendar days of rest must be observed. A player may pitch in a maximum of ten (10) innings in a calendar week, Monday through Sunday. Delivery of a single pitch constitutes having pitched in an inning.
3. A player once removed as a pitcher may not pitch again the same game. In the case of a doubleheader, a player may pitch in both games.
4. A team is allowed three charged conferences per inning. Those will include visits to the mound, catcher, etc. The umpires will probably not be keeping track of these visits, so it is up to the teams to clarify and count. Visits to injured players are not counted as charged conferences.
5. Not more than five (5) pitchers per team shall be used in one game.

EXCEPTION: In case of injury to a fifth pitcher an additional pitcher may be used.

6. Games in which an ineligible pitcher has been used shall be declared a forfeit.

Easy Reference for Days of Rest

<i>If a player pitched on.....</i>	<i>Pitched in less than 4 innings, can pitch again on.....</i>	<i>Pitched in 4 or more innings, can pitch again on.....</i>
MONDAY	Wednesday	Friday

<i>TUESDAY</i>	Thursday	Saturday
<i>WEDNESDAY</i>	Friday	Sunday
<i>THURSDAY</i>	Saturday	Monday
<i>FRIDAY</i>	Sunday	Tuesday
<i>SATURDAY</i>	Monday	Wednesday
<i>SUNDAY</i>	Tuesday	Thursday

Visits to the Pitching Mound

1. The rules pertaining to the visit of the manager or a coach to the pitcher is as follows:

(a) A manager or coach may make three trips to the same pitcher in the same inning. The pitcher's automatic removal when the visitation limit has been reached (a fourth visit).

(b) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat.

(c) If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him/her at their position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach going to the mound.

Any attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound.

(e) If the coach goes to the mound and removes a pitcher and then the coach goes to the mound to talk with the new pitcher, that will constitute one trip to that new pitcher that inning.

(f) In a case where a manager has made the first trip to the mound and then returns for the final time to the mound in the same inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he/she cannot return to the mound, the manager shall be removed from the game and the pitcher required to pitch to the batter until the batter is retired or gets on base. After the batter is retired, or becomes a base-runner, then this pitcher must be removed from the game. The manager should be notified that this pitcher will be removed from the game after pitching to one hitter, so the manager can have a substitute pitcher warmed up. The substitute pitcher will be allowed eight preparatory pitches or more if in the umpire's judgement circumstances justify.

Batting Order

Each player of the offensive team shall bat in the order that his name appears in the team's

batting order. The batting order shall not be changed for the entire game.

2. The batting order shall consist of ten players, including an extra hitter, unless:
 - (a) A team must start the game with only eight players. In this case the team must have a nine player batting order with one spot in the batting order to be an automatic out. If a ninth player arrives late that player shall replace the automatic out in the batting order and play in the vacant spot in the field.
 - (b) A team starts with ten or more players. In this case the team must have a ten player batting order. One batter shall be the Extra Hitter (EH).
 - (c) If a team's starting line-up had nine or ten batters and during the course of the game a player leaves the game (for whatever reason) without a substitution, then that team must have an automatic out in the batting order at the spot vacated.

3. Batting Out of Order: If batter #3 is due up and batter #4 bats in his place. If the mistake is caught before batter #4 completes his at bat, then batter #3 may enter into the batter's box with the count that batter #4 had on him/her. If batter #4 completes his at bat and it is not caught until after the first pitch to batter #5, then he/she is not called out and the batting order continues with batter #5 at bat.

Example 1: B #3 is due up. B#4 bats and has a count of 2-1 and the mistake is caught. Time is called and B#3 then comes to bat with a 2-1 count on him/her.

Example 2: B#3 is due up. B#4 bats and gets a hit. B#5 comes to bat and the pitcher pitches the ball. It is then found that B#3 should have been the batter. Ruling: B#4 is safe and B#5 continues to bat. (You simply skip over B#3)

Example 3: B#3 is due up. B#4 bats and gets a hit. It is discovered BEFORE a pitch is pitched to B#5. B#3 is declared out. B#4 remains on base and B#5 is now the correct batter.

Extra Hitter (EH)

1. An Extra Hitter (10 man batting order) shall be used in a game when 10 or more players are present at the beginning of the game. If the game is started with less than ten players, a nine player batting order will be used with no EH.
2. The EH shall play the entire game.
3. The EH shall bat and not play in the field for the first 3 or 4 innings.
4. The EH shall bat and play in the field in the last 3 or 4 innings. The player in the field that is replaced by the EH in the last half of the game must be the EH for the last 3 innings.
5. Both of the players affected by the EH rule will bat in the same spot in the batting order for the entire game.
6. Either player will not be substituted for during the entire game, except in case of injury. In the case of losing a player before the end of the game from a team with a

10 player batting order, if a substitute is not present, then the vacated spot in the batting order becomes an automatic out. Also, when losing a player, the acting EH may play a position if a substitute is not present, however he/she must remain in the same place on the batting order.

Substitute Runners

1. A player whose name is on his team's batting order may not become a substitute runner for another member of the team.

(a) This rule is intended to eliminate the practice of using so-called courtesy runners. No player in the game shall be permitted to act as a courtesy runner for a teammate. No player who has been in the game and has been taken out for a substitute shall return as a courtesy runner.

2. The only time a player is used as a courtesy runner is when the catcher is on base with two outs. The last out will run for him. This is intended to speed up the game by allowing the catcher time to put on his gear.

Manager information

1. The field and bench area must be cleaned after the game. All bottles, papers, etc.

should be tossed into the trash can.

2. Halfway through the season at a date to be determined, there will no longer be balk warnings from umpires.

3. Managers need to secure half of the umpire fee in the case of an unofficial game because of rain.

BRUNSWICK YOUTH SPORTS
Boys 13 & 14 Years Old
Junior Babe Ruth Rules

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