



ELK GROVE

YOUTH BASEBALL

2018 RULES

ESTABLISHED 1949

ELK GROVE YOUTH BASEBALL - LEAGUE RULES

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ARTICLE I – OVERVIEW

The established rules listed herein are to provide the Board, coaches, umpires and participating families a foundation to operate.

ARTICLE II – AGE ALIGNMENT

The EGYB is structured for 5-year old through 12-year old players, with the exception of our Champions Division. Each division is established using age as a primary guideline and is structured to provide every opportunity for players to enjoy and have a positive experience.

A player’s age on April 30th of the current spring league will determine his/her playing age.

Example 1: Players birthdate is 4/30/08. During the 2018 season, they would play as a 10-year old.

Example 2: Players birthdate is 5/1/08. During the 2018 season, they would play as a 9-year old.

** Siblings may play together on the same team if they are at the appropriate age for that specific division (i.e., a 10-year old cannot play in the same division as their 11-year old sibling).

ARTICLE III – DIVISIONS

SECTION 1. Divisions

The EGYB is divided into seven (7) playing divisions:

MAJOR-DIVISION

- 11 and 12-year olds only
- 50/70 field size
- MLB rules

MAJOR-MINOR DIVISION

- 11 and 12-year olds only
- 50/70 field size
- MLB rules

MINOR DIVISION

- 9 and 10-year olds only
- 46/65 field size
- MLB rules

AAA DIVISION

- 9 and 10-year olds only (all remaining 9 - 10's not drafted into Minor)
- 46/60 field size
- Traditional rules

AA DIVISION

- 8-year olds with approved/drafted 7-year olds
- 43/60 field size
- Traditional rules
- The beginning competitive division

A DIVISION	Non-Competitive
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- 6 and 7-year olds
- Non-competitive division
- A soft baseball is utilized
- Players begin to learn how to pitch

ROOKIE DIVISION	Non-Competitive
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- 5 and 6-year olds
- Non-competitive division
- A soft baseball is utilized
- Coach pitch

***** All players will play within their age appropriate division. There shall be no playing up. All players may play down in a lower division based on skill level, safety issues and/or special needs. An 11-year old playing down an age division shall be placed in AAA, not in the Minor Division.***

SECTION 2. TEAMS

Sub 1. Team Construction

All competitive divisions use a draft method for putting teams together. 'A' and Rookie divisions are put together by the Player Agent using elementary school boundaries as a guideline. Players in the non-competitive divisions can request to play for a specific coach.

Sub 2. Number of Teams

The number of teams for any of the competitive divisions shall be determined by the number of age appropriate and qualified players. The final number of teams per division shall be determined by the Executive Board based on recommendations from the Player Agent as soon as possible, but no later than the General Board meeting immediately preceding the draft. The number of teams in the 'A' and Rookie divisions shall be determined by the number of eligible players.

The Major and Minor divisions shall not exceed 8 teams per division.

Sub 3. Roster Size

All teams at every division level will have no less than 11 players and no more than 15 players on their roster.

Sub 4. Team Age Mix / Competitive Divisions

The Player Agent shall announce prior to the beginning of each draft, any restriction on the number of a specific age group allowed per team, (i.e., a Minor team will only be allowed four (4) 9-year old players per team).

Sub 5. Protected Players

Major, Major-Minor, Minor, AAA and AA Divisions:

Each team shall have no more than three (3) protected slots for players.

If a coach has a player in the division in which he is coaching, he MUST protect that player. Coaches who do not have children of their own playing on the team they are coaching will be allowed an additional draft selection to fill that spot. (See Article 6, Section 3.) Special circumstance can be reviewed by the board prior to the draft.

- **For information on age appropriate siblings, refer to Article VI, Section 3.**

ARTICLE IV – REGISTRATION AND PLAYER ASSESSMENTS

SECTION 1. REGISTRATION

All players must be registered and league fees paid prior to participating in any player assessment, practice or game. Hardship cases can to be directed to the Player Agent. Should an ineligible player participate in a game, that team will forfeit the game and the coach will be suspended for one (1) calendar week.

SECTION 2. PLAYER ASSESSMENTS

The Player Agent and Vice-President are responsible for overseeing player assessment sessions. Player assessments are to be held in January or February. Locations, dates and times for each age group will be posted on the website.

A player must complete a full player assessment session in order to be eligible for the draft. Players unable to attend a player assessment session but want to be placed in the draft must submit, in writing prior to the last player assessment date, a valid reason for their absence to the Vice-President or Player Agent. The Executive Board will review all requests and determine which players are eligible for the draft by a majority vote. Players with unexcused absences or who have not been approved by the Executive Board for the draft may be placed in the

appropriate age division by the Player Agent or become a blind hat pick in the appropriate division.

- Major coaches need only evaluate the 11 and 12-year old players.
- Major-Minor coaches need only evaluate the 11 and 12-year old players.
- Minor and AAA coaches need only evaluate the 9 and 10-year old players.
- AA coaches need only evaluate 8-year old players and any 7-year old players who participate in the player assessment.
- **Coach's child:** If an age appropriate sibling is not protected, they must attend and participate in one of the player assessments to be evaluated by all coaches within that division.
 - **For information on age appropriate siblings, refer to Article VI, Section 3.**

*Players only attend one player assessment session.

ARTICLE V - COACHES

SECTION 1. PURPOSE

The coach is instrumental to a successful program. It is the coach's responsibility to teach players good sportsmanship, the value of being a good team member and the game of baseball.

SECTION 2. NUMBER OF COACHES PER TEAM

All Divisions:

Each team shall have one (1) Head coach and two (2) assistant coaches. A 4th coach may be added after the draft has concluded and team rosters completed. A 4th coach must meet all the criteria of coaches (i.e., live scan completed, Cal Ripken certified) and be approved by the General Board.

SECTION 3. SELECTION AND RATIFICATION OF COACHES

All persons interested in coaching in the EGYB must complete and submit an online coaching application by the specified due date. The Vice-President shall receive all applications and forward them to the respective Divisional Manager (DM). The DM shall assemble coaching groups based on received applications and compile a list of Head Coaches to ensure enough Head Coaches are available for the projected number of teams in any one division. Late applications will be placed on a stand-by list. Coaches submitting complete applications, including live scan and certification paperwork, by the due date will have priority over late applicants and coaches with incomplete coaching application packets.

In order to coach in the Minor or Major Divisions, a full coaching staff must be registered when coaching applications are submitted.

Each DM shall complete a list of head coaching applications for their respective division, placed in order based on the below listed guidelines and vetted through the General Board for approval.

The General Board shall make the final determination on Head Coaches by a majority vote. Guidelines for selecting Head Coaches are:

- Coaching history
 - A Head Coach applicant may be prohibited from coaching for any prior conduct determined by the Executive Board to have a negative impact on the League including, but not limited to: failure to return equipment to the League; negative live scan report containing actions not suitable to coach; conduct issues from prior years in the EGYB, or any other validated reason which makes the applicant not suitable to be a head coach in the EGYB.
- Consecutive years as a head coach in EGYB
- Consecutive years of service as a Board member of the EGYB
 1. Past years of service do not count if applicant is not a current Board member
 2. **Must have completed one full year as a member to apply**

SECTION 4. NOT ENOUGH COACHES BY PLAYER ASSESSMENT SESSIONS

Coaches can only add another coach to his/her roster up until the day before the first player assessment. *(Exception: unless voted and approved by a majority of the coaches from the affected division during player assessments).* The purpose of this rule is to prevent coaches from selecting the best player(s) at the player assessment and making one of their parents a coach in order to protect a specific player.

Coaches recruited by the General Board after player assessments but prior to the draft may receive additional draft picks in order to preserve balance and fairness. The General Board will determine additional draft picks prior to the draft. Any additional draft picks will be announced prior to the draft commencing.

SECTION 5. TEAM NAMES

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

1. A returning **HEAD COACH** to the **same division** shall be allowed to retain the previous year's team name if available (team names for divisions are subject to change each year).
2. Head coach that is a current EGYB Board member (based on seniority) is given next priority.
3. Reverse draft order for all remaining names.
4. 'A' and Rookie team selection order will be decided by a blind hat pick at the non-competitive coaches meeting. The Divisional Manager or his/her designee will conduct the drawing.
5. Team names can be traded amongst coaches prior to the draft beginning or at the non-competitive coaches meeting.
6. Head coaches may carry down team names from a higher division to a lower one if they are manager of both teams.

SECTION 6. PERSONAL BACKGROUND CHECK

All coaches must submit to a background check (Live Scan). A coach may not participate in practice, games, or team meetings until he/she has submitted to the required background check. A coach may be asked to step down, without recourse to the General Board, if a negative report comes back.

Any history of violence or crimes against a child will automatically disqualify a person from coaching in the EGYB. All negative items listed within a personal report shall be carefully reviewed by the President and Vice-President to determine qualifications to coach within the EGYB.

A coach may be reinstated upon clearing up any derogatory errors on the background check and passing a new background check.

No one under the age of 21 will be allowed to be a Head coach on any team roster. All assistant coaches must be at least 18 years old, unless otherwise approved by the General Board.

SECTION 7. RESPONSIBILITY

Sub 1. Conduct

Coaches will have complete control of activities, conduct, and welfare of their players and parents while on the playing field. A coach shall conduct him/herself in an adult, courteous manner at all times with players, coaches, parents and umpires. This includes **no profanity at any time.** Coaches are responsible for the players and need to set a good example in conduct and respect to others, especially towards the umpires. **The players are the reason for the EGYB and their well-being, training, and experience is our number one priority.** Safety, fairness, obedience to the rules, good sportsmanship, and positive attitudes must be evident at all times. Disciplinary action will be taken in situations when the coaches fail to follow EGYB rules. The degree of disciplinary action will be solely dependent on the degree of the violation as determined by the Conduct and Rules Committee (CRC), described in Article IX.

Sub 2. Rules

Coaches need to read and understand these rules and the rules of baseball. Coaches are required to read and sign the EGYB Coach's Code of Conduct agreement prior to participating in player assessments or the non-comp coach's meeting.

Sub 3. Concussion Responsibility Training

Coaches are required to complete and show proof of completion of an online concussion recognition training course prior to participating in player assessment or the non-comp coach's meeting.

Sub 4. Practices

Coaches should hold regular weekly practices. Indoor facilities are an option with the limited number of fields available.

Sub 5. Field Maintenance

Home team is responsible for maintaining the fields (watering, dragging the infield, removing the bases, etc.) and litter removal before and after all games and practices. All coaches should communicate this to parents prior to the season beginning and encourage participation from them. Failure to comply with field maintenance requirements may result in suspension.

All field drags need to be kept at least two (2) feet from any grass line.

Sub 6. Equipment

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

Sub 7. Posting Scores (Competitive Divisions)

Head coaches are responsible to post the score on the EGYB web page (www.elkgroveyouthbaseball.com) within 24 hours of the game being played. Any game summaries or comments MUST be positive and done in good sportsmanship.

Sub 7. Safety

It is highly recommended that at least one (1) member of each coaching staff have first aid and CPR training. Coaches are encouraged to have a first aid kit with them during practice and games.

Sub 8. TEAM PARENT

Each Head Coach shall identify a "Team Parent" (non-coach) from their team within 7 days after rosters are completed and submit that name to their DM. The "Team Parent" relieves the Head Coach from being the sole source of communication between the EGYB and families, thus providing more time to focus on coaching.

A mandatory meeting of all "Team Parent's" will occur prior to the season starting. **The Head Coach is responsible to ensure the "Team Parent" is performing the below listed duties.**

The responsibilities of the "Team Parent" include, but are not limited to:

- Communication link between the EGYB and the families of their team
- Collect League required information including uniform sizes and proof of residency documents
- Creates a group e-mail distribution list for their team and keep families apprised of all EGYB activities.
- Pick up and distribute Raffle tickets to each player (25 per player)
- Pick up and distribute picture envelopes
- Pick up and deliver pictures when they arrive
- Recruit parent volunteers for field prep before and after games
- Encourage Academic All-American participation, collect submittals from players and deliver to league designee
- Distribute game schedules to all team families
- Rookie and 'A' Divisions – Pick up and distribute participation awards at season's end
- Encourage participation of the team families for all league activities

Section 8. Alcohol/Tobacco Use

EGYB prohibits the use of all alcohol and tobacco on all fields and dugouts for all EGYB affiliated games and tournaments. These products include smokeless tobacco, E-cigarettes, vapors and all related alcohol products.

ARTICLE VI – THE DRAFT

SECTION 1. DRAFT ORDER

The Player Agent will perform a lottery to determine the draft order for each of the competitive divisions. The drafts will be conducted in a serpentine fashion. (Example: 1st round: team with #1 pick through team with #20 pick; 2nd round: team with #20 pick through team with #1 pick.)

Sub 1. Pre-Draft – Players Not Attending Player Assessment

With the exception of those players who submitted a written reason for missing a player assessment approved by Executive Board (see Article 4, SECTION 2), any player eligible for a competitive division that is fully registered but failed to attend a player assessment will become a blind hat pick.

SECTION 2. DRAFT DAY GUIDELINES

Persons attending the draft are restricted to coaches from that division, the DM, any Executive Board member and anyone else requested by the Player Agent. No children are permitted to attend the draft, no exceptions. The Player Agent or his representative will conduct the draft. The Player Agent will present to the coaches a list of players eligible for the draft and announce the number of players per team. If a player's name and number do not appear on the draft list, his/her name must be brought to the attention of the Player Agent for review prior to the first pick.

SECTION 3. COMPETITIVE DIVISION DRAFT PROCEDURES

The draft sheet will identify 15 slots per team and list any protected slots, at the top, prior to the 1st round.

- Protected siblings:
 - A coach may elect to protect only one (1) sibling. The unprotected sibling may play on the same team as the protected sibling pursuant to the following process:
 - The unprotected sibling(s) shall be compared to the available players listed as eligible for the draft based on skill level.
 - Head coaches will vote to determine what round they would select the sibling if available in the draft. Majority vote rules. Player Agent breaks any ties.
 - The unprotected sibling will then be drafted in the round selected by the vote of the Head Coaches.

- **Un-protected siblings of a coach must attend a player assessment session to be evaluated by the division coaches.**
- Un-protected siblings (non-coach's kids):
 - Whichever round the 1st sibling is selected, the additional siblings will be slotted in each additional round until all are drafted. All siblings must be age appropriate.
- Unfilled protected slots:
 - One (1) unprotected slot – team is allowed a 2nd consecutive pick in the 3rd round
 - Two (2) unprotected slots – team is allowed a 2nd consecutive pick in the 4th round
 - Three (3) unprotected slots – team is allowed a 2nd consecutive pick in the 5th round

This prevents those teams with un-filled protected slots from being handicapped at the end of the draft

SECTION 4. TRADING PLAYERS AFTER THE DRAFT

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

SECTION 5. ROSTERS

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

SECTION 6. 'A' and ROOKIE DIVISIONS

The Rookie and 'A' teams are compiled by the Player Agent and will not be finalized until the conclusion of the AA draft.

SECTION 7. STARTING PRACTICES

The Executive Board will determine when practices begin. This information will be posted on the EGYB website and communicated to all coaches via email.

SECTION 8. POST DRAFT

Sub 1. Late Sign-Ups

Sign-ups occurring after the registration cut-off date will be assigned to a wait list by the Player Agent. The Player Agent will place these players based on age, wait list order and availability within the appropriate division.

Sub 2. Balancing Rosters

If any team drops below the minimum of eleven (11) players and there are no late sign-ups to fill the spots, the Player Agent shall try and balance the roster by reviewing the next lower division (if applicable) to determine if there is an age appropriate player qualified to play at the higher level and doesn't drop that team's roster below the minimum of eleven (11). If a player is

identified, the Player Agent shall contact the parents and seek approval to move the player. The parents can accept or reject the move.

Sub 3. Trading Players

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

ARTICLE VII – PLAYING RULES (GENERAL) / ALL COMPETITIVE DIVISIONS

SECTION 1. PLAYING TIME

Sub 1. Participation

No player shall sit a 2nd defensive inning until all players have sat one (1) defensive inning and no player shall sit a 3rd defensive inning until all players have sat two (2) defensive innings. Innings missed by being late do not count as sitting time on the bench (this must be documented in the scorebook). All eligible players shall bat in the rotation, whether or not they are actively playing a defensive position.

Team defensive line-up sheets must be stapled to the scorebook page for each game. If a coach is suspected of being unfair, they will be investigated by the CRC and if the action is confirmed, disciplinary action will be taken.

Sub 2. Minimum Players

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

Sub 3. Scorebooks

Coaches shall, at any time during the season (may be multiple times per season) be required to submit their scorebooks to the league representative to verify playing time and pitching regulations. Any violations of playing time or pitching rules may result in disciplinary action. **Each Head coach is required to submit their scorebook to the league at the conclusion of their season.**

SECTION 2. PLAYER EJECTIONS

The ejected player's position in the batting order will be recorded as an "out" each time his/her turn at bat occurs.

SECTION 3. INJURED PLAYER UNDER PROFESSIONAL CARE

Any injured player under a physician's care must have a medical release submitted to the player's head coach prior to returning to practice or games. The head coach will submit a copy of the

release to the DM. At no time may a player participate with a cast or other device used as a result of injury.

Any player removed from a game or practice for a possible concussion shall not return to team activities until the coach receives written permission from a medical professional. The coach shall contact the DM immediately following any team activity where a player was forced to stop participating due to a possible concussion.

SECTION 4. BASE COACHES

At no time are players permitted to be base coaches.

SECTION 5. UNIFORMS

Players must wear League issued uniforms (jersey, cap, pants, and socks). Players and coaches may wear "Pro Fit" caps as substitutes as long as they are identical to the League issued caps. Teams may put names on the backs of caps and jerseys as long as it is done professionally. There is no penalty for showing up in the wrong colored pants or socks, but the League reserves the right to request a player with repeat violations to correct his/her uniform prior to playing. The League may also request an entire team to correct a problem if it is in violation.

SECTION 6. DISCIPLINE

If a player needs to be disciplined for unsportsmanlike conduct or a violation of the rules, Coaches are expected to handle the situation with respect and in the presence of another adult(s). At no time will a player be benched for any reason other than an ejection.

SECTION 7. TIME LIMITS

At the beginning of each game, the umpire will note the start time, which is to be recorded by the home scorebook. No new inning may be started after the time limit has expired. A new inning starts as soon as the 3rd out is recorded to end the previous inning. Innings which started before the time limit expired may be completed as long as the umpire rules that safe conditions exist.

- **Major, Major-Minor, Minor, AAA and AA Divisions:**

- **Weekday Games:** 2 hours. No new inning will start once time has expired. If the inning has started prior to time expiring, that full inning will be completed dependent on conditions (if the umpire calls the game due to darkness, the score reverts back to the last full inning completed).
- **Weekend Games:** 1 hour and 40 minutes. No new inning will start once the time limit has expired. At 1 hour and 50 minutes, the game will end regardless of inning or outs. A player at bat when time expires will be allowed to finish the at bat. If the game ends in the middle of an inning, the score reverts back to the last full inning completed. This is necessary to stay on schedule throughout the day.

- **Non- Competitive Divisions ('A' and Rookie):**

- Weekday Games: 1 hour and 45 minutes. No new inning will start once time has expired. If the inning has started prior to time expiring, that full inning will be completed dependent on conditions.
- Weekend Games: 1 hour and 40 minutes. No new inning will start once the time limit has expired. At 1 hour and 50 minutes, the game will end regardless of inning or outs. This is necessary to stay on schedule throughout the day.

SECTION 8. COACHES - DEFENSIVE TIME OUTS

Each team will be allowed a total of three (3) defensive time outs per game. After the three (3) time outs have been utilized, each visit to the field of play (i.e., visit to the mound) will result in a pitching change. As long as the coach is attending to an injured player, a trip to the field of play while on defense for an injury shall not count as a defensive visit.

SECTION 9. TIE GAMES

During the regular season, a game may end in a tie. Time permitting, tie games at the end of regulation shall be decided by the International Tie Breaker rule:

- The last recorded out of the previous inning shall begin the next inning at 2nd base (no courtesy runner allowed in this situation).
- A complete inning must be played unless the home team scores the winning run in the bottom half of the inning in which the game concludes.
- However, no new inning may start after the time limit has expired. A new inning starts as soon as the 3rd out is recorded to the end of the previous inning.
- If the score is tied at the end of the time limit, it shall be recorded as a tie game. Tie games will be recorded as a half-win and a half-loss for the standings.

SECTION 10. MAKE-UP/RESCHEDULED GAMES

Sub 1. Rescheduling

The EGYB strives to ensure all scheduled games are played, but in certain situations, it may not be possible to reschedule a game. The Master Scheduler will attempt to reschedule any game canceled due to weather and/or school function.

A coach can request a game to be rescheduled if a team cannot be fielded (minimum of eight (8) players) due to a school function. The coach must make the request to the Master Scheduler at least one (1) week prior to the game. The coach must provide the names of the players, the school function, and date(s) of the function. The Master Scheduler upon verifying the inability to field a team with the minimum of eight (8) players shall attempt to reschedule that game as soon as possible.

Each affected head coach is responsible to notify their team of the time and date of any rescheduled game.

A game is considered complete when 3 innings have been played, or 2 ½ if the home team is leading.

In the event a game is called for weather prior to it being a complete game, the rosters, line up and number of pitches when the game is called shall carry over to the make-up game, if one is scheduled.

Sub 2. Revert Back Rule

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

ARTICLE VIII – DIVISION SPECIFIC BASEBALL RULES

SECTION 1. MAJOR & MAJOR-MINOR DIVISIONS

All games shall be played according to the official Cal Ripken baseball rules, with the exceptions listed within these local league rules. MLB type rules apply; leading off, pitching from the stretch and dropped 3rd strike rules.

Sub 1. Field Dimensions 50/70

50-foot pitching distance and 70-foot bases.

Sub 2. Batting

All players will be listed in the scorebook and the team will bat through the entire lineup. If a player arrives late, he/she will be added to the bottom of the batting order.

Sub 3. Sliding

Sliding is required anytime there is a defensive play at a base the runner is approaching. There will be no hurdling, leaping over, diving over, or initiation of violent contact with the intent of dislodging the ball from a defensive player in an attempt to reach a base safely or avoid a tag anywhere on the field. **Any act perceived by the umpire as intentional will result in the player being ejected from the game.**

Sub 4. Innings

Games are six (6) innings or until the time limit has expired.

Sub 5. Cleats

Metal cleats are not allowed.

Sub 6. Courtesy Runner – Catcher Only

A courtesy runner is allowed for the catcher (the player must have assumed the position of catcher as of the 3rd out in the previous half inning of play). The last recorded out will be the courtesy runner (If that player is out of the game due to injury/ejection/had to leave early, the courtesy runner will revert to the second to last recorded out). The courtesy runner must be utilized prior to the next pitch being delivered.

This is not mandatory but encouraged to keep the game moving along without delays.

Sub 7. Balks

For the Major Division, balks shall be enforced according to MLB rules. For the Major-Minor Division, pitchers will be warned of a balk for the first 9 games of the season. Thereafter, balks will be enforced according to MLB rules.

Sub 8. Slash Bunt/Fake Bunt

A batter is out for illegal action when the batter fakes a bunt and then takes a full swing. The batter is out, the ball is dead, and no runners may advance.

SECTION 3. MINOR DIVISION

All games shall be played according to the official Cal Ripken baseball rules, with the exceptions listed within these local league rules. MLB type rules apply; leading off, pitching from the stretch and dropped 3rd strike rules.

Sub 1. Field Dimensions 46/65

46-foot pitching distance and 65-foot bases.

Sub 2. Batting

All players will be listed in the scorebook and the team will bat through the entire lineup. If a player arrives late, he/she will be added to the bottom of the batting order.

Sub 3. Sliding

Sliding is required anytime there is a defensive play at a base the runner is approaching. There will be no hurdling, leaping over, diving over, or initiation of violent contact with the intent of dislodging the ball from a defensive player in an attempt to reach a base safely or avoid a tag anywhere on the field. **Any act perceived by the umpire as intentional will result in the player being ejected from the game.**

Sub 4. Innings

Games are six (6) innings or until the time limit has expired.

Sub 5. Cleats

Metal cleats are not allowed.

Sub 6. Courtesy Runner – Catcher Only

A courtesy runner is allowed for the catcher (the player must have assumed the position of catcher as of the 3rd out in the previous half inning of play). The last recorded out will be the courtesy runner (If that player is out of the game due to injury/ejection/had to leave early, the courtesy runner will revert to the second to last recorded out). The courtesy runner must be utilized prior to the next pitch being delivered.

This is not mandatory but encouraged to keep the game moving along without delays.

Sub 7. Balks

During regular season, balks will result in a warning to the pitcher and the runner will be allowed to return to the base from where the play began. During playoffs, balks will be enforced according to MLB rules.

Sub 8. Slash Bunt/Fake Bunt

A batter is out for illegal action when the batter fakes a bunt and then takes a full swing. The batter is out, the ball is dead, and no runners may advance.

SECTION 4. AAA DIVISION

All games shall be played according to the official Cal Ripken baseball rules, with the exceptions listed within these local league rules. There are no MLB type rules in this division, (i.e., no leading off, pitching from the stretch or dropped 3rd strike).

Sub 1. Field Dimensions 46/60

46-foot pitching distance and 60-foot bases.

Sub 2. Batting

All players will be listed in the scorebook and the team will bat through the entire lineup. If a player arrives late, he/she will be added to the bottom of the batting order.

Sub 3. Sliding

Sliding is required anytime there is a defensive play at a base the runner is approaching. There will be no hurdling, leaping over, diving over, or initiation of violent contact with the intent of dislodging the ball from a defensive player in an attempt to reach a base safely or avoid a tag anywhere on the field. **Any act perceived by the umpire as intentional will result in the player being ejected from the game.**

Sub 4. Innings

Games are six (6) innings in length or until the time limit has expired.

Sub 5. Cleats

Metal cleats are not allowed.

Sub 6. Six (6) Run Rule

No batters shall come to the plate once a sixth run has crossed the plate in any one-half of an inning. A half inning will conclude once three outs are recorded or six (6) runs are scored.

Sub 7. Courtesy Runner – Catcher Only

A courtesy runner is allowed for the catcher (the player must have assumed the position of catcher as of the 3rd out in the previous half inning of play). The last recorded out will be the courtesy runner (If that player is out of the game due to injury/ejection/had to leave early, the courtesy runner will revert to the second to last recorded out). The courtesy runner must be utilized prior to the next pitch being delivered.

This is not mandatory but encouraged to keep the game moving along without delays.

Sub 8. Walks

When a batter is walked, he/she shall proceed to first base, but is not allowed to advance until the next pitch.

Sub 9. Slash Bunt/Fake Bunt

A batter is out for illegal action when the batter fakes a bunt and then takes a full swing. The batter is out, the ball is dead, and no runners may advance.

Sub 11. Base Running

When a base runner is on third base, the player must return to the base without hesitation when the pitcher receives the ball from the catcher after a pitch is made.

SECTION 5. 'AA' DIVISION

All games shall be played according to the official Cal Ripken baseball rules, with the exceptions listed within these local league rules. There are no MLB type rules in this division, (i.e., no leading off or dropped 3rd strike).

Sub 1. Field Dimensions 43/60

43-foot pitching distance and 60-foot bases.

Sub 2. Batting

All players will be listed in the scorebook and the team will bat through the entire lineup. If a player arrives late, he/she will be added to the bottom of the batting order.

Sub 3. Fielders

Nine (9) defensive players as per official Cal Ripken baseball rules.

Sub 4. Stealing

Games 1 – 9: Players may steal 2nd and 3rd bases only. A player can only score on a batted ball or by means of a force (bases on balls or a hit batsman).

Games 10 and beyond: Players may steal all bases as per official Cal Ripken rules.

Sub 5. Sliding

Sliding is required anytime there is a defensive play at a base the runner is approaching. There will be no hurdling, leaping over, diving over, or initiation of violent contact with the intent of dislodging the ball from a defensive player in an attempt to reach a base safely or avoid a tag anywhere on the field. **Any act perceived by the umpire as intentional will result in the player being ejected from the game.**

Sub 6. Innings and Time limits

Games are six (6) innings in length or until the time limit has expired.

Sub 7. Cleats

Metal cleats are not allowed.

Sub 8. Six (6) Run Rule

No batters shall come to the plate once a sixth run has crossed the plate in any one-half of an inning. A half inning will conclude once three outs are recorded or six (6) runs are scored.

Sub 9. Courtesy Runner – Catcher Only

A courtesy runner is allowed for the catcher (the player must have assumed the position of catcher as of the 3rd out in the previous half inning of play). The last recorded out will be the courtesy runner (If that player is out of the game due to injury/ejection/had to leave early, the courtesy runner will revert to the second to last recorded out). The courtesy runner must be utilized prior to the next pitch being delivered.

This is not mandatory but encouraged to keep the game moving along without delays.

Sub 10. Walks

When a batter is walked, he or she shall proceed to first base, but is not allowed to advance until the next pitch.

Sub 11. Slash Bunt/Fake Bunt

A batter is out for illegal action when the batter fakes a bunt and then takes a full swing. The batter is out, the ball is dead, and no runners may advance.

Sub 12. Defensive Positions

During the regular season, no player shall play any one defensive position for more than two (2) innings per game.

SECTION 6. 'A' Division

The 'A' Division is an Instructional/non-Competitive level of play. All efforts should be made to prepare the players, physically and mentally, to continue their involvement with baseball. Emphasis will be on player development, NOT WINNING. No team standings will be kept. There

will be no tolerance of coaches arguing or being verbally abusive to players, other coaches, or parents.

A parent or a coach will act as umpire for the game. All decisions made by the “umpire” will have the same force as a League umpire. These levels will use a soft safety ball.

Sub 1. Field Dimensions

The distances between the bases shall be approximately 50 feet. The throw down pitching plate should be placed approximately 40 feet from home plate. The pitching plate can always be adjusted based on player’s skill level.

Sub 2. Batting

All players will bat through the entire lineup. If a player arrives late, he/she will be added to the bottom of the batting order.

Sub 3. Four (4) Run Rule

No batters shall come to the plate once a fourth run has crossed the plate in any one-half of an inning. A half inning will conclude once three outs are recorded or four (4) runs are scored.

Sub 4. Base Running

Players may not advance a base once the ball is secured by a defensive player in the infield.

Sub 5. Stealing and Sliding

- No stealing bases
- Sliding is encouraged.
- There will be no hurdling, leaping over, diving over, or initiation of violent contact with the intent of dislodging the ball from a defensive player in an attempt to reach a base safely or avoid a tag anywhere on the field. Each coach is responsible to spend time explaining rules to these young players. Remember, this is an instructional league.

Sub 6. Pitching

- Games 1 – 6
 - A coach will pitch to his/her own team for the entire game.
- Games 7 – 12
 - Players will pitch for the first three (3) innings of these games.
 - Coaches will pitch to their own team for the balance of the innings in these games.
 - Players will be limited to pitching one (1) inning per game and two (2) innings per week.
- Games 13 and beyond
 - Players will pitch innings one (1) through six (6). During this period, players will be limited to two (2) innings per game and four (4) innings per week.
- Players will pitch from a 40-foot pitching plate.

During games one (1) through six (6), whenever a coach is pitching, a batter will receive a maximum of ten (10) pitches per at bat. A batter is ruled out if he swings and misses three (3)

pitched balls. A foul tip on the 3rd strike caught by the catcher is considered a strikeout. Whenever a coach is pitching, a defensive player will be placed at the pitcher position to field. There are no bases on balls or hit batsman while coaches are pitching.

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

Sub 7. Fielding

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

SECTION 8. ROOKIE DIVISION

Sub 1. Field Dimensions

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

Sub 2. Batting

All players will bat through the entire lineup. If a player arrives late, he/she will be added to the bottom of the batting order.

Sub 3. Pitching

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

Sub 4. Four (4) Run Rule

No batters shall come to the plate once a fourth run has crossed the plate in any one-half of an inning. A half inning will conclude once three outs are recorded or four (4) runs are scored.

Sub 5. Base Running

Players may not advance a base once the ball is secured by a defensive player in the infield.

Sub 6. Stealing and Sliding

- No stealing bases
- Sliding is encouraged.
- There will be no hurdling, leaping over, diving over, or initiation of violent contact with the intent of dislodging the ball from a defensive player in an attempt to reach a base safely or avoid a tag anywhere on the field. Each coach is responsible to spend time explaining rules to these young players. Remember, this is an instructional league.

Sub 7. Fielding

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

SECTION 9. CHAMPIONS DIVISION

The purpose of this division is to allow boys and girls with physical and mental challenges, ages 6-18, or up to age 22 if still enrolled in high school, to enjoy the game of baseball. Priority registration will be given to residents of the city of Elk Grove, then students in the Elk Grove Unified School District and finally all others.

Sub 1. Length of Season and Games

The season will consist of 8 games. All games will be played on Sundays. All games will be complete after each player has had two at bats (if possible) or the 1 ½ hour time limit has expired.

Sub 2. Rosters

Teams will be compiled by the Champions Division DM, Champions Division Committee and the Player Agent. Based on number of players, EGYBL reserves the right to split the division into two age divisions (11 and under/ 12 and older).

Sub 3. Uniforms

Teams will wear uniforms provided by the League. Metal cleats are not allowed in this division.

Sub 4. Field Dimensions

The distances between the bases for the Champions Division will be 60 feet.

Sub 5. Batting

Each team will bat through their line-up then switch to defense. Each player shall get two at bats, if possible.

Sub 6. Defense

No outs will be recorded as everyone is presumed safe. However, defensive players should be encouraged to complete the play. All players will play a defensive position during the game. The team will field one player for each infield position (3B, SS, 2B, 1B, P) except C, and all remaining players will play in the outfield.

Sub 7. Pitching

A coach will pitch to his/her own team for the entire season. Batters will receive a maximum of five (5) pitches, and then attempts with a batting tee per at bat. Additionally, while a coach is pitching, a defensive player will be placed at the pitcher position to field. A soft safety ball will be used in this division.

Sub 8. Buddies

Buddies are individuals who assist our Champions Division athletes in the areas of batting, base running and defense but only as needed. Buddies will attend a brief training session just prior to

the game. The buddy schedule and the brief training session will be responsibility of the Champions Division DM.

Sub 9. Coaches

Each team shall have one (1) Head coach and two (2) assistant coaches. Each coach must complete the EGYB background check which consists of the DOJ Live Scan as well as must attend the EGYB training class. Coaches in the Champions Division will exempt from having to obtain the Cal Ripken coaching certification.

ARTICLE IX – PITCHING

Any player may pitch and coaches are encouraged to give all players an opportunity to pitch throughout the season.

During the regular season in all Cal Ripken Divisions, pitching is limited to two (2) innings per game or the pitch count limit included below. A pitcher cannot exceed four (4) innings in a calendar week (Monday – Sunday) and shall follow the required rest period described below. If a pitcher delivers one (1) pitch in an inning, he/she shall be charged with an inning pitched. During the playoffs, the innings allowed for a pitcher is limited to three (3) per game and six (6) per week, as long as the maximum pitch count is not exceeded and the mandatory rest period is followed.

❖ **The player participation rule is still in effect during post season play (refer to Article VII, Section 1, sub 1), so a pitcher may not be eligible to pitch the full amount of innings as listed above. Player participation rules will be strictly enforced and will result in a forfeiture if not followed.**

A pitcher once removed from the mound cannot return as a pitcher.

The Manager must remove the pitcher when he or she reaches the limit as prescribed below. The pitcher may remain in the game at another position.

<u>11-12-year old</u>	<u>85 pitches per day</u>
<u>9-10-year old</u>	<u>75 pitches per day</u>
<u>7-8-year old</u>	<u>50 pitches per day</u>

Exception: If a pitcher reaches the limit listed above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. The batter reaches base
2. The batter is out
3. The third out is made to complete the half inning.

A pitcher who delivers more than 41 pitches in a game shall not play the position of catcher for the remainder of the day. A catcher who catches 4 or more innings in a game shall not play the position of pitcher for the remainder of the day. A catcher who later plays the position of pitcher shall be limited to no more than 41 pitches in the same game. If a catcher receives one pitch in an inning, he or she shall be charged with an inning caught.

All pitchers must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest are required before the player is allowed to pitch again.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest are required before the player is allowed to pitch again.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest are required before the player is allowed to pitch again.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest are required before the pitcher is allowed to pitch again.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.

Each Manager shall designate an assistant coach or scorekeeper prior to each game as the official pitch count recorder. After each half inning, the official pitch count recorder for each team shall reconcile pitch counts. Any difference in pitch counts recorded shall be rectified before the next half inning starts. The umpire will have the final say on which count to use in the case of a disagreement.

The Manager is responsible for knowing when his or her pitcher must be removed. However, either pitch count recorder may inform the umpire when a pitcher has delivered his or her maximum number of pitches for the game. The umpire shall then inform the pitcher's manager that the pitcher must be removed in accordance with this Article.

A replacement pitcher brought in between batters shall be allowed a maximum of twelve (12) warm up pitches.

The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.

In suspended games resumed on another day, the pitcher of record at the time the game was suspended may continue to pitch to the extent of their eligibility for the game when suspended, provided the pitcher has observed the required days of rest described above.

Example 1: A 12-year old pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Thursday of the same week. The pitcher is not eligible to pitch when the game resumes because he or she has not observed the required days of rest.

Example 2: A 12-year old pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up 15 more pitches when the games resumes, equaling the total of 85 per game, provided he or she is eligible based on his or her pitching record during the previous four days.

Division Managers may audit a Manager's scorebook at any time during the season to determine if the team is complying with this Section.

Violation of any part of this section may result in a suspension of the Manager and/or other disciplinary actions that the Conduct and Rule Committee deems necessary.

ARTICLE X – CONDUCT and RULES COMMITTEE (CRC)

SECTION 1. MAKE-UP AND PURPOSE

The CRC is appointed by the President and shall be made up of a Chairperson and two Executive Board members. The CRC will convene to rule on protests, behavioral and conduct issues brought before the General Board regarding players, coaches, and parents. Any ruling made by the CRC may be appealed to the President.

SECTION 2. CRC ISSUES

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

If the need arises for a protest, all coaches must conduct themselves in a professional manner and demonstrate good sportsmanship. For a **protest to be considered valid, the coach must file the protest with the umpire in charge immediately at the time of dispute and before the next pitch.** The protest must be presented in writing, within 48 hours of the game in question, to the CRC Chairperson. All protests will be reviewed by the CRC Chairperson. The Chairperson will convene a protest hearing if he/she determined more information is required to render a decision

Sub 2. Ejections

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

The coach may appeal within forty-eight (48) hours of the start of the game. The appeal must be in writing to the CRC Chairperson. If the CRC Chairperson feels the appeal presents just cause for a hearing before the entire CRC, a hearing will be convened. The ejected coach must make himself/herself available for a hearing within forty-eight (48) hours of the filing of the appeal. Failure to be available within forty-eight (48) hours of the filing of the appeal will result in a denial

of the appeal. If the CRC Chairperson determines the appeal does not present just cause, the CRC Chairperson shall deny the appeal.

Any coach ejected from more than one (1) game in a season will be suspended immediately pending a CRC hearing. The hearing may result in suspension from coaching in the EGYB for the remainder of the season, an indefinite suspension, or suspension of any All-Star participation.

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

Sub 3. Complaints

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

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

Sub 4. CRC Investigations

The CRC shall also have the power on their own to investigate any misconduct by coaches, players, umpires, or parents, even if a formal complaint has not been filed or is past the forty-eight (48) hour time deadline. In the event the CRC finds evidence that warrants punishment or a hearing, the parties involved will be requested to provide written rebuttal pursuant to Article 9, Sub 3. The procedure from this point forward shall follow the procedures established in Article 9, Sub 3. In the event the CRC Chair determines a verbal warning is sufficient, the warning will be logged in the coach's profile.

Sub 5. Witnesses

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

SECTION 3. HEARING PROCEDURES FOR PROTESTS, COMPLAINTS, and INVESTIGATIONS

- CRC will notify all parties of the time and place of the hearing.
- It is recommended that each person involved in the incident submit a written statement describing what occurred.

The following is a guideline for written and oral presentations:

- Brief summary of events
- Names of persons involved
- Cite the actual rule or by-law in question
- Recommend action to be taken
- Each side gets one witness.
- Each side will be given five (5) minutes for oral presentations.
- Each side will be given three (3) minutes for rebuttal.
- Committee members are not to interpret presentations. After the rebuttal period, committee members may ask questions.

The committee will issue a binding judgment and hand down disciplinary action, if needed.

ARTICLE XI - POST-SEASON TOURNAMENT

At the conclusion of the regular season, a Post-Season Tournament will be held for all competitive divisions.

This will be a single- or double-elimination tournament depending on the number of teams in a particular division or as decided by the Executive Board. Regular season rules shall apply, with the exception that tournament pitching rules apply.

The International Tie-Breaker rule will be used in case of tie games.

SEEDINGS

Final regular season win-loss records will determine seeds for the Post-Season Tournament. Ties will be broken by the following: (1) head-to-head records; (2) fewest runs allowed against each other; and, if necessary, (3) higher runs scored against each other; (4) coin flip. The tournament bracket will be posted on the EGYB website.

Home team will be the higher seed team, unless the manager of the team defers. Home team will have field prep responsibilities for each playoff game, while the visitor will be responsible for postgame field work.

In the Championship game, the team with the higher seed shall be the home team, unless the manager chooses to defer.

Championship Game – What if game

The home team of a what-if Championship game shall be the visiting team from the previous game.

ARTICLE XII – ALL-STARS

SECTION 1. ALL-STAR TOURNAMENT TEAMS

Sub 1. Selection of Coach

All regular season ratified coaches in good standing, interested in managing an All-Star tournament team must submit a completed on-line application prior to the due date. At the first Board meeting in April, each applicant will have two (2) minutes to discuss his/her coaching experience, style and philosophy before the General Board. Selections will be made that night by the General Board via secret ballot. A majority vote is required to become an All Star manager. If no applicant achieves a majority vote on the first ballot, the person receiving the fewest votes will be dropped from the ballot, and the vote will continue. The Manager will choose his/her assistant coaches. Assistant coaches must be ratified regular season coaches and be approved by the General Board. The General Board has the right to remove a manager or assistant coach if it is determined the person does not exhibit or uphold the high standards or good character of the League throughout the All-Star season.

Sub 2. Player Registration (All Stars)

All parents of players interested in trying out for an EGYB All-Star team are required to complete an on-line player application by the due date.

Sub 3. Selection of Players

- Player selection for the All-Star tournament teams shall be made via try-outs.
- Try-out dates shall be determined by the General Board.
- Try-out sessions will be coordinated by All-Star managers of a specific age group. Managers will work together to establish a try-out format and submit it to the All-Star coordinator prior to the first try-out date. This will ensure that the try-out sessions are organized. All eligible and interested players must attend try-out session(s).
- The EGYB All Star Coordinator or Executive Board Member will meet with parents at the try-out session to answer questions about the All Star Program.
- An injured player unable to participate, but able to attend, shall be present at the beginning of the try-out at the designated location. This is to ensure the player has the commitment and desire to play at this level. An injured player fulfilling this requirement shall be available in the selection process.
- A player/parent may petition for an exemption to miss try-outs by notifying the President via e-mail. The notification must clearly state the specific reason(s) why the player is unable to

attend. The Executive Board shall review each petition on a case by case basis and render a decision based on the facts presented. If an exemption is granted, the player shall be eligible for selection. If the petition is denied and the player does not attend a try-out, the player is only eligible as a Wild Card selection (part c.).

- Each team may select no more than one (1) eligible player (Wild Card) who did not participate in try-outs. Although the team composition shall come from league eligible players, a team shall have the ability to backfill a player if a player becomes injured, is ruled ineligible by the league, or leaves the team for some other reason.
- At the try-out, each coach shall be provided scoring/rating sheets listing all eligible players by assigned number.
- The EGYB All Star Coordinator will notify all pre-registered players by email with the official roster for each team within 48 hours of completion of the All Star try out.
- All-Star coaches are encouraged to attend games involving the specific age group they have been selected to coach. This will assist the coach in the selection process.
- Players will play at their specific age level with the following exceptions:
 - If there is no 7-year old team, 7-year old players may try-out with the 8-year old group. No more than four (4) 7-year old players may be selected to an 8-year old roster.

Sub 4. Team Composition

The EGYB will establish two (2) All-Star Tournament teams per age group: 12's, 11's, 10's, 9's, and 8's.

The EGYB may establish an All-Star team for the 7's.

Teams will be identified as follows: Elk Grove Blue and Elk Grove Gold.

Note: The EGYB reserves the right to add or delete the number of All-Star teams representing the League in any one age group, dependent on the number of skilled players attending try-outs. The final decision shall be made by the Executive Board based on a recommendation from the All Star coordinator.

Sub 5. Eligibility

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

Sub 6. Roster Selection Order

1. Elk Grove Blue shall select their roster first (**12 players minimum and 13 player max**)
 2. Elk Grove Gold selects their roster (**12 players minimum and 13 players max**)
- Rosters will have a minimum of twelve (12) and maximum of fifteen (15) players.
 - Age specific All-Star managers shall work together in the selection process.

Once rosters are finalized, there shall be no movement of players between the teams. **A parent/player does not have the option of selecting what team they want to play for.**

All-Star managers shall contact all selected players to confirm commitment and submit their finalized rosters to the President and All-Star coordinator within two (2) days following try-outs.

Sub 7. All Star Players' Fees

Each player on an All-Star team will be required to pay a fee to the EGYB. The fee assists to offset the expense of the below listed equipment/tournament fees provided to each player.

Each player's family (coaches excluded) shall pay a volunteer deposit fee, to be determined by the EGYB Board. The deposit is to guarantee family participation in EGYB-hosted All Star Tournaments or EGYB organized All-Star activities that require volunteers. Each family will be required to volunteer up to 10 hours. The deposit will be returned at the end of the All Star if the volunteer commitment is satisfied.

Sub 8. Individual Equipment

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

Pants (1)

Game Jersey with front screen, number and patch (1)

Roster Shirt (1)

Belt (1)

Hat (1)

Socks (1 pair)

Bat Bag (*players only*)

One (1) tournament entry prior to the EGYB Pre-State tournament

Team and individual photo

Items available for an additional charge are:

- *Personal Helmet*
- *Additional hat*
- *Hoodie*
- ***Away Jersey*
- ***Away Pants*
- *** - Entire team required*

All coaches and players keep the above listed items at the conclusion of the All-Star season.

Sub 9. TRAVEL AND TOURNAMENT FEES

- Each player and coach is responsible for their travel expenses as outlined in the All-Star player application.
- The EGYB will pay team entry fees to any sanctioned All-Star tournament (District, State and/or Regional) and the EGYB Annual tournament. Included in the player fee is entry for the

team into one (1) additional youth tournament. Absences from these tournaments will not be reimbursed, credited or applied to other tournaments.

Parents/guardians and/or supporters traveling with any team advancing to a Regional Tournament or World Series Tournament will assume their own expenses.

SECTION 2. DIVISIONAL ALL-STAR TEAMS

Sub 1. Number of Teams and Players

The EGYB will host a Divisional All-Star game from each of the competitive divisions. There will be an American League and National League team from each division. Rosters are limited to a maximum of 15 players.

Sub 2. Selection of Players

The DM shall determine how many players are eligible from each team utilizing final regular league standings as a guide. Each head coach selects player(s) from their own team.

Sub 3. Rosters

The names of all Divisional All-Stars must be submitted to the DM at the conclusion of the regular season, and before the Post-Season Tournament begins. Players on All-Star Tournament Teams cannot be considered for Divisional All-Star play.

Sub 4. Divisional All-Star Coaches

The manager of the first place team from each division (National and American) shall be the manager for the Divisional All-Star game. The manager may add coaches from other teams as needed.

Sub 5. Pitching

No pitcher in a Divisional All-Star game may pitch more than two (2) innings or the maximum number of pitches allowed for the age division, as described in Article IX.

Sub 6. Game Length

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

Sub 7. Day of Game

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

Sub 8. Home Team

Home team shall be determined by calendar year:

- Even years - American Division
- Odd years - National Division

Sub 9. Player of the Game award

Each coach shall select one (1) player from the other team to receive a 'Player of the Game' award. The coaches must notify each other immediately following the game of their selection. Those players shall be presented their award at home plate in front of the spectators within five (5) minutes of the game concluding.