



East Valley Baseball

RULES AND REGULATIONS

Last Revised

9/1/2016

T-Ball

After these EVBB Rules & Regulations, refer to the current...
“Triumph Books – Official Rules of Major League Baseball”

SECTION 3 - Rules and regulations applying to ALL divisions.

3.0 - Players

3.0.0 – Score cards will be filled out for Rookie and above divisions with Players First and Last name, number, and batting order and submitted to the umpire (Rookie - Major).

3.0.1 - A game may not begin or continue with fewer than...

T-Ball – **N/A**

Rookie – **six (6) players**

Farm, Minor & Major – **eight (8) players**

A coach who is not able to field a team of players at game time shall be given a ten-minute grace period to field his team. If he is unable to do so, the umpire or league representative shall declare a forfeit.

3.0.2 - If, due to an ejection, a team is reduced to less than the number of above players, and the coach is unable to field the number of above players from his/her current East Valley Roster, the umpire shall declare a forfeit.

3.0.3 - An injured player may not re-enter a game from which he was removed due to injury under any circumstances.

3.0.4 - An ejected player may not re-enter a game from which he was ejected under any circumstances.

3.0.5 - An ejected player who is serving his one game suspension may not enter that game under any circumstances.

3.0.6 – A batting order (line-up) will be established before the start of the game. The line-up will include the players first and last name and the player's jersey number. The line-up is to provide a reference to maintain the batting order. If a name was misspelled or a number was incorrectly submitted on the line-up card, it shall be corrected when noticed and the game shall continue. Clarification: the actual player (person) in the line-up shall be the proper batter. There will be no penalty for wearing an incorrect jersey or inadvertently submitting the wrong number.

3.0.6.1 – An "umpire" card with the above information will be submitted to the umpire before the start of the game. This card will be the official line-up of the game.

3.0.7 – Due to the competitive nature of baseball and for safety concerns, the coaches of each individual team will decide what players play in game situations and where they will play.

3.0.7.1 – Tball, Rookie A(Y), and Rookie A(O) divisions will play all players on offense and defense. These are the only divisions that do not have players "sitting on the bench."

3.1 - Equipment

3.1.0 – Bats – Any bat used must be a manufactured bat that includes usage specifications. The maximum diameter shall not exceed two and three fourths (2 3/4) inches and the maximum length shall not exceed thirty-six (36) inches. The bat shall be constructed of wood, aluminum, or any other material or combination of materials unless such materials or combinations of materials are specifically disapproved by EVBB. Such disapproval shall be the sole discretion of EVBB and may be made without notice. Any material to improve the grip may be used for a distance not to exceed eighteen (18) inches from the handle end. Any such material or substance, which extends past the eighteen (18) inch limitation, shall cause the bat to be removed from the game.

3.1.0.1 - All bats that exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards, may be disapproved by EVBB at the Rookie level. Such disapproval shall be the sole discretion of the League President or EVBB Board members and may be made without notice.

3.1.0.2 – Bats with the words "**Coach Pitch**" are mostly designed for use with R.I.F. balls, which are not used in the Coach Pitch division, and will **NOT** be allowed to be used in EVBB **UNLESS** it has one or more of the following:

1. "Approved for play in Little League, Babe Ruth Baseball, Dixie Baseball, Pony Baseball, AABC"
2. If it is an official bat of Major League Baseball and has the MLB logo on it,
3. Says "Official Baseball" on it,
4. It has the BPF of 1.15 or less on it.

3.1.1 – Cleats - **NO** metal cleats in T-Ball, Rookie, Farm, and Minor divisions.

3.1.1.0 – Metal cleats are allowed in all of the Major divisions

3.1.1.0 – **NO metal cleats** are allowed on the portable pitching mounds in any division.

3.1.2 – Catchers Gear - A throat guard must be used on all catchers' masks. The extended part of a hockey-style mask shall be considered a throat guard.

3.1.2.0 - The skullcap type catcher's helmets used with a mask are not permitted.

3.1.2.1 - Catchers are **required** to wear an approved mask with proper head protection, a chest protector, shin guards, a protective athletic supporter and cup.

3.1.2.2 - A player may not warm up a pitcher without an approved mask with proper head protection, a protective athletic supporter and cup.

3.2 - Fields

3.2.0 - Dimensions

3.2.0.0 - T-Ball – 50' base path

3.2.0.1 – Rookie - 27.5' min. pitching distance/60' bases

3.2.0.2 – Farm A – 44' pitching mound/60' bases

3.2.0.3 – Farm AA – 46' pitching mound/65' bases

3.2.0.3 – Farm AAA – 46' pitching mound/65' bases

3.2.0.4 – Minor A - 50' pitching mound/70' bases

3.2.0.5 – Minor AA - 50' pitching mound/70' bases

3.2.0.6 – Minor AAA - 50' pitching mound/70' bases

3.2.0.7 – Major A – 50' pitching mound/70' bases

3.2.0.8 – Major AA – 54' pitching mound/80' bases

3.2.0.9 – Major AAA – 60' 6" pitching mound/90' bases

3.2.1 – **The third base side/dugout shall be designated as the HOME team dugout. The first base side/dugout shall be designated as the VISITOR dugout.** If a team is playing a **doubleheader** on the same field, they may elect to stay in the same dugout for the second game.

3.2.2 - The **HOME** team is responsible for putting away field equipment after the last game. This includes the portable mound (upper divisions) or cones (rookie divisions) and bases. Equipment goes to the storage container behind field 1 if your games are at Espee Park. If your games are at Pima Park, use the mound transport (if there is a mound) pick up the bases and put the equipment in the container located on the far end of the water tower wall. Both teams are responsible for picking up the trash in their dugout!

3.5 - Games

3.5.0 - A game shall be ruled as official and complete if it is called by an umpire due to rain, inclement weather, lighting limitations, lighting failures or other reasons beyond their control, provided at least half the game has been played.

If the game is less than half complete, it shall be suspended or cancelled and may begin again from that point when safe play can be resumed.

3.5.1 – Any scheduled game that cannot be played due to rain, inclement weather, lighting limitations, lighting failures or other reasons beyond their control will try to be rescheduled. If the game cannot be rescheduled, the game will dissolve and the team standings will be based on the winning percentage as calculated by wins, losses, and ties.

3.5.2 – Any protests of a game must be made within 24 hours and submitted in writing to a league official not more than seven days after the game. To protest a game, a rule, a situation, etc. the protesting manager must submit a signed letter including the protest in detail, what should have resulted and a \$250 cash deposit at which time a protest board will be assigned including four peer coaches not in the protesting manager's division and at least one league official and the league President. If the results rule in favor of the protesting manager, the \$250 deposit will be returned and the results will be changed. If the results do not rule in favor of the protesting manager, the results will not be changed and the \$250 will be deposited into the league account.

3.5.4 - No players shall be allowed in the doorway of any dugout during game play.

3.5.4.0 –If there are dugout gates, please keep them closed for safety reasons.

3.5.5 - No glass containers shall be allowed in the dugout or on the field.

3.5.6 - Teams are expected to clean their dugout and the stands before they exit the park.

3.5.7 - The use of drugs, alcohol and tobacco products are strictly forbidden during games played under the East Valley Baseball charter. This includes all fans observing the game as well.

3.5.8 - Any manager, coach or parent ejected from a game must leave the park immediately unless he/she is the only parent attending while his/her son/daughter is playing. In that event, he/she must stay in the parking lot until the game is over. **That manager, coach or parent may be suspended from participating and/or attending the team's next game. Any manager, coach, or parent ejected from a 2nd game of a season may be suspended 3 additional games. Any manager, coach, or parent ejected from 3 games may be banned from the league.**

3.5.9 - Any player ejected from a game must either leave the park with their parents, or remove their game jersey and sit with their parents in the stands. That player shall be suspended from participating and/or attending the team's next game.

3.5.10 - Any threats of any kind to an umpire or league official will be grounds for immediately calling the police and a banning from the league for the rest of the season. **This applies to managers, coaches, players, parents, relatives and fans.**

3.5.11 - Any physical contact (e.g. pushing, shoving, wrestling, kicking or punching) from a player, manager, coach, parent, relative, fan, etc., with the intent to harm, threaten, bully, etc., another person, shall be grounds for **immediate and indefinite suspension and a possible banning from the league for life.** This includes activities before, during, and after the game while representing the East Valley Baseball League.

3.5.12 - No razzing, heckling, chanting or making disparaging remarks of any kind are allowed. This applies to managers, coaches, players, parents, relatives and fans.

3.5.13 – Games shall only be played with players on the original roster as of 'opening day' of the season with current player applications on file with the league. There shall be no illegal substitutions or "pick-up" players playing with the team, on the field, or in the dugout. This will result in a forfeit of the game and the coach will incur a 2 game suspension.

SECTION 4 – Individual Players / Team Players / Club Teams

4.0 – An individual player is a player that registered as an individual, unattached to any team. The league will either have a try-out and a draft or the individual player will be placed on a team at the leagues discretion.

4.1 – A “club team” is a team that registers as a complete team. The club team registration fee is based on a 12 player roster. However, the team roster is NOT required to have “12” players on the roster. They must however have enough to field a team. The fee is a pre-determined cost based on when the club team registers. This cost does not include uniforms or any kind of uniform rebate.

4.1.1 – The ‘per player amount’ is the total paid at registration divided by 12.

4.1.2 – If a club team who has registered with the league, acquires a league player who has already registered and paid the league as an individual player, the league will ‘credit’ the club team based on the ‘per player amount.’

4.1.2.1 – The league will credit the club team a pre-determined league uniform allowance in addition to the ‘per player amount’ from the acquired player’s registration payment.

4.1.2.2 – The league has a no-refund policy and the acquired player will forfeit any amount over the credited amount they already paid with their registration. This amount will be applied to the general non-profit fund and administrative costs of the league.

4.2 – Players may be added to a club team roster before their first game of the current season. After the start of the season, additional players may be added for a \$50 administrative fee for the first add and \$100 for the second add. This may only happen twice per season and must happen before the teams’ seventh (7th) game. Exceptions may be made if a team does not have the minimum number of players to take the field.

4.2.1 – Any players being released from a team roster may not return to the team’s roster for that season.

4.3 – Players may only play on one East Valley Baseball team during a season.

SECTION 5 - Description of divisions

5.0 – Each division will have the age cut-off date for the current season under the specific division description.

5.1 - Divisions and ages

5.1.0 - The T-ball division shall consist of 3, 4 and 5 year olds.

5.1.1 - The Advanced T-ball division shall consist of 4 and 5 year olds.

5.1.2 - The Rookie division shall consist of 5-7 year olds.

(This division is intended for players and teams just moving into coach pitch from T-ball. There are 2 age divisions 5-6 yr. olds (Y) and 6-7 yr. olds (O).)

5.1.3 - The Rookie AA division shall consist of players under 7 years old.

(This division is intended for advanced players and teams with 1 or more seasons experience in coach pitch and still meet the age requirements.)

5.1.4 - The Rookie/Farm division shall consist of players under 8 years old.

(This division is intended for players and teams transitioning into kid pitch from coach pitch.)

5.1.5 - The Farm division shall consist of players under 9 years old.

(This division is intended for players and teams moving into ‘kid pitch only’ from Rookie or Rookie/Farm.)

5.1.6 - The Farm AA & AAA division shall consist of players under 10 years old.

(This division is intended for players and teams with 1 or more seasons experience in kid pitch and still meet the age requirements.)

5.1.7 - The Minor A division shall consist of players under years old 11

5.1.8 - The Minor AA & Minor AAA divisions shall consist of players under 12 years old.

5.1.9 - The Major A division shall consist of players under 13 years old.

5.1.10 - The Major AA division shall consist of players under 14 years old.

5.1.11 - The Major AAA division shall consist of players under 16 years old.

SECTION 6 - T-ball Division Rules (Procedures)

6.0 - Games

6.0.0 - Seasons

6.0.0.0 – 8-10 game Spring season (Mar-June)

6.0.0.1 – 8-10 game Fall season (Sept-Dec)

6.0.1 - On game day, T-Ball teams shall hold a 30-minute practice prior to their scheduled game time and then participate in a 40~60-minute game.

6.0.2 - A lineup card shall NOT be submitted in the T-ball division.

6.0.3 - Each team shall bat the entire roster.

6.0.4 - Each team will bat around once per inning.

6.0.5 - T-ball teams may use as many base coaches as needed.

6.1 - Rosters

6.1.0 - The League will place up to 12 players on a roster. The coach may add a 13th player at their discretion.

6.1.1 - The coach may recruit his entire roster.

6.2 - Runners

6.2.0 - A runner may not leave his base until the ball is hit off the Tee. If the runner does leave early, the runner must frantically be told that they left early and then told with a lot of enthusiasm to hustle to the next base as fast as they can.

6.2.1 - A runner on third base may advance ONLY when the ball is hit off the Tee.

6.3 - Batters

6.3.0 - A batter will have as many attempts as it takes to hit the ball into play.

6.3.1 - The batter must hit the ball at least 10 feet into fair territory otherwise it will result in a foul ball.

6.3.2 - The batter must lay the bat on the ground after the ball is hit fair and run to first base.

6.4 - Fielders

6.4.0 - All fielders must be behind the "playing line" (a line between first and third base) until after the ball is hit off the Tee. (The only exception is if there is a catcher. Then the catcher must be behind the batter's box.)

6.5 - Equipment

6.5.0 - Player benches, team banners, and bases belong in the field container behind field 1.

6.5.0.1 - Please return benches and banners to the field container after each game.

6.5.1 - White foam bases will be used during the game and set down at 50'.

6.5.0.1 - Home team should make sure the bases also make it back to the field container.

6.5.2 - Each team shall be provided with throw down bases, a batting tee, a bat, rubber t-balls, etc. and a bag. Please return the bag of equipment at the end of the season.

6.6 - Fields

6.6.0 - Games will be played on the main fields of Espee 2 & 3 and will include the Infield, Right Field, Center Field and Left Field. A field may also be set up in the Green Area next to Field 3. Field assignments are random and inconsistent.

6.6.1 - Fields - please check the schedule to find out what field your team is on.

Field 2 - this includes Infield, Right Field, Center Field and Left Field.

Field 3 - this includes Infield, Right Field, Center Field and Left Field.

Green Area - this is the green area outside the left field fence of field 3.