



East Valley Baseball

RULES AND REGULATIONS

Last Revised

9/1/2016

Rookie/Farm

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 (A) and 6-7 yr. olds (AA).

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 10 – Rookie/Farm Division Rules

10.0 – Games

10.0.0 – Players – ages 7-8

10.0.0.1 – Rookie/Farm Players shall not turn 9 years old before Nov. 1st of the current year.

10.0.0.2 – Age verification will be done via birth certificate.

10.0.1 - Seasons

10.0.1.0 – 9-12 game Spring season (Mar-June)

10.0.1.1 – 9-12 game Fall season (Sept-Dec)

10.0.2 - Teams shall play 1-2 four-inning games per week. Games may be played during the week.

10.0.3 - A lineup card shall be submitted prior to the start of every game.

10.0.2 - A lineup card shall include batting order, players first and last name and uniform number

10.0.4 – Minimum of eight (8) players needed to play a game.

10.0.5 - Score will be kept. Home team will be the official scorekeeper.

10.0.6 – Each team will get 3 outs per half inning and then switch sides.

10.0.7 - 12 run rule after 3 innings. Game over after 4 innings. Home team gets final at bat unless they are leading after 3½ innings or time has dictated the game.

10.0.8 – An offensive coach may choose to concede at any time. The defensive coach should accept and have his players come off the field.

10.0.9 - Two adult base coaches must be used.

10.0.10 - **Four innings** shall be played, time permitting. There is a **1 hour 45 minute**

“no new inning” time limit on all games. If the inning being played is not finished at 1:45, the game shall continue until the end of that inning and then the game will be over. No new inning will be started. Please keep the games moving along. If after your allotted innings the game is tied, you may play additional innings if time permits to break the tie. If the game is tied AFTER 1:45, the tie shall stand. If after 3 ½ innings the Home Team is ahead and has technically and officially won the game, the score shall be recorded at that point. The Home Team may take their last at bats (time permitting,) but any runs scored *shall not* count toward the final score.

10.1 - Rosters

10.1.0 – An official roster must be on file with the league.

10.1.1 – Only players on the official roster may play in a game or be in the dugout.

10.1.2 - The coach may recruit his entire roster.

10.2 – Batting Line-up

10.2.0 – Teams will bat their entire line-up. Three outs will constitute a half inning. The batting order will be determined before the start of the game and will be added to the line-up card and presented to the umpire. Any players arriving late will be added to the bottom of the line-up. If a player needs to leave during the game after having an ‘at bat’, the line-up will collapse without incurring an out. If the player returns to the game they will be re-added at the bottom of the line-up

10.3 - Runners

10.3.0 - Leadoff's are not permitted.

10.3.1 - Runners may **NOT** attempt to advance to the next base until the ball is hit into play.

10.3.2 - Runners on first and second base may advance only one base on an overthrow. If a play is made after the initial overthrow, additional advances are not permitted.

10.3.3 - A base-runner may not advance to the next base once the ball is under control by an infielder. *"Under control" is a judgment call by the umpire!*

10.3.4 - A runner on third base may advance ONLY when the ball is hit into play.

10.3.4.1 - A runner approaching third base may not advance home on an over-throw (at any base.)

10.3.4.2 - A runner approaching third base may not advance home when an infielder has control of the ball. *Clarification: A fielder receiving the relay from the outfielder must be on the infield dirt to be considered a controlling infielder.*

Note: The umpire may send the runner back to third base if, in their judgment, the runner was not around the base at the time of infield possession or on an over-throw.

10.3.5 - Runners leaving the baseline to avoid a tag shall be declared out. (~3 feet on each side)

10.3.6 - Runners on base may not advance if a fly ball is caught by an infielder.

10.3.7 - Runners may **NOT** intentionally collide with a defensive player even if they have "the right to the base path" etc. The runner will be called out and possibly ejected from the game.

Coaches note: Do not teach/coach your kids bad base-running habits that eventually (when the kids get old enough to make consistent throws and can consistently catch the ball) will result in "bad base-running" outs. COACH YOUR PLAYERS IN A WAY THAT WILL PREPARE THEM TO PLAY AT THE NEXT LEVEL.

10.4 - Batters

10.4.0 - The batter will receive a full pitch count from the opposing team's pitcher.

10.4.1 - A batter will be called out after the 3rd strike.

10.4.2 - The batter will be awarded first base if hit by the 'Kid pitcher.'

10.4.3 - There will be no walks or "base on balls"

10.4.4 - If the opposing team's pitcher throws four (4) balls the offensive coach will enter the game and throw a maximum of three (3) pitches for the batter to hit the ball in play. There will be unlimited foul balls.

10.4.5 - If the batter doesn't put the ball into play after the third pitch from the offensive coach (excluding foul balls) the batter will be called out.

10.5 - Pitchers

10.5.0 - 'Kid pitchers' shall pitch from a distance of 40 feet, and will deliver a 'full count' to the batter.

10.5.1 - A pitcher may not exceed the recommended amount of pitches in any game. Both teams shall keep track of pitch count. Umpire will determine which count is the *official* count.

10.5.1.0 - Rookie/Farm Division (ages 7 and 8) **40 pitches** (foul balls included)

10.5.2 - If the 'full count' results in a 'walk', the offensive coach will finish pitching to the batter.

10.5.3 - The "coach pitcher" shall pitch from the front edge of the pitching mound.

10.5.4 - The "kid pitcher" must have at least one foot on the mound while the "coach pitcher" pitches.

10.5.5 - The "coach pitcher" shall throw a maximum of three (3) pitches. (Unless the last pitch is a foul ball.) There will be unlimited foul balls.

10.5.6 - The "coach pitcher" shall not field the ball after it has been hit.

10.5.7 - The "coach pitcher" shall attempt to get out of the way of a hit ball. If the "coach pitcher" is hit by the batted ball, deflects the ball, or interferes in any way with the batted ball, it shall be ruled a 'do over.' All situations will return to the point before the last pitch. (i.e. Pitch count and base runners)

10.5.8 - The "coach pitcher" shall avoid any interference with a play and get off the field as soon as safely and unobtrusively possible. If the coach intentionally interferes with the play, the batter/runner will be called out.

10.6 - Fielders

10.6.0 – A Rookie/Farm team shall have a maximum of six infielders and four outfielders (10 players on the field).

10.6.1 - A maximum of 4 outfielders may line up in the outfield. Only 6 players may be in the infield, in proper infield positions.

10.6.2 - The 'kid pitcher' shall start on the pitching mound.

10.6.3 - A catcher must be used.

10.6.3.0 – If a team only has the minimum amount of players (8) then there will only be two outfielders

10.6.4 – If the ball is under control by an infielder who is no longer attempting to make a put-out and in the umpire's judgment, base-runners are no longer attempting to advance to the next base, "time" will be automatically granted.

10.6.5 – Infield players should be taught proper defensive positioning with base runners to avoid interference with a runner... i.e. one foot on the edge of the base instead of standing on it and standing in front of or behind the base path, instead of standing in the path of the runner.

Interference by a defensive player may result in the runner being awarded the base.

An offensive player intentionally colliding with a defensive player (even though the offensive player has the 'right' to the base path) will be called out and possibly ejected from the game.

SECTION 15 – Umpires

15.0.1 - The league president shall supply appropriate umpires to officiate league games as needed. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

15.0.1.1 – If an umpire has not arrived by game time, a league representative should be notified. The game clock starts at the discretion of the umpire or league official if an umpire is not present. The game may get started without an official umpire.

15.0.2 - Each umpire is a representative of the league and of professional baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager, or fan(s) to do or refrain from doing anything which affects the administering of these rules or the game being played, and to enforce the prescribed penalties.

15.0.3 - Each umpire has authority to rule on any point not specifically covered in these rules.

15.0.4 - Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

15.0.5 - Each umpire has authority at their discretion to eject from the playing field any spectator or other person not authorized to be on the playing field.

15.0.6 – Umpires Decisions

15.0.6.1 – Any umpire’s decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.

15.0.6.2 Comment: Players leaving their position (in the field or on base,) or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they may be ejected from the game.

15.0.6.2 – If there is reasonable doubt that any umpire’s decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

15.0.6.3 – If a decision is appealed, the umpire making the decision may ask another umpire for information or a league representative before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire’s decision unless asked to do so by the umpire making it.

15.0.6.4 Comment: The manager or the catcher may request the plate umpire to ask his partner (if there are 2 umpires) for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing. Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Baserunners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher’s throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire. The ball is in play on appeal on a half swing. On a half swing, if the manager comes out to argue with first or third base umpire and if after being warned he persists in arguing, he may be ejected as he is now arguing over a called ball or strike.

15.0.6.5 – No umpire may be replaced during a game unless he is injured, becomes ill, or for reasons approved by the league president.

15.0.7 – Umpire-in-Chief

15.0.7.1 – If there is only one umpire, he/she shall have complete jurisdiction in administering the rules. He/She may take any position on the playing field which will enable him/her to discharge his/her duties (usually behind the catcher, but sometimes behind the pitcher if there are runners).

15.0.7.2 – If there are two or more umpires, one shall be designated umpire-in-chief (Plate) and the other, field umpire (Bases.)

15.0.8 – Umpire Duties

15.0.8.1 – The umpire-in-chief shall stand behind the catcher. (usually called the “Plate” umpire.) Duties shall be to:

- (1) Take full charge of, and be responsible for, the proper conduct of the game;
- (2) Call and count balls and strikes;
- (3) Call and declare fair balls and fouls except those commonly called by field umpires;
- (4) Make all decisions on the batter;
- (5) Make all decisions except those commonly reserved for the field umpires;
- (6) Decide when a game shall be forfeited;
- (7) If a time limit has been set, announce the fact and the time set before the game starts;
- (8) Inform the official scorer of the official batting order, and any changes in the lineups and batting order, on request;
- (9) Announce any special ground rules, at their discretion.

15.0.8.2 – Field umpires may take any position on the playing field they think best suited to make impending decisions on the bases.

Duties shall be to:

- (1) Make all decisions on the bases except those specifically reserved to the umpire-in-chief;
- (2) Take concurrent jurisdiction with the umpire-in-chief in calling “Time,” balks, illegal pitches, or defacement of the ball by any player.
- (3) Aid the umpire-in-chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.

15.0.9 - Reprimands

15.0.9.1 - The umpire shall report to the league representative after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player, and the reasons therefore.

15.0.9.2 - When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall inform a league representative of all particulars after the end of the game.

15.0.9.3 - After receiving the umpire’s report that a manager, coach or player has been disqualified, the league representative shall notify the league president who shall impose such penalty as he deems justified, and shall notify the person penalized and the manager of the team of which the penalized person is a member.