



**ELK GROVE  
YOUTH BASEBALL  
2026 RULES  
ESTABLISHED 1949**

<a href="#"><u>ARTICLE I.</u></a>	PURPOSE_____	3
<a href="#"><u>ARTICLE II.</u></a>	DIVISIONS_____	3
<a href="#"><u>ARTICLE III.</u></a>	PLAYERS_____	4
<a href="#"><u>ARTICLE IV.</u></a>	COACHES_____	5
<a href="#"><u>ARTICLE V.</u></a>	THE DRAFT_____	8
<a href="#"><u>ARTICLE VI.</u></a>	PLAYING RULES (COMPETITIVE DIVISIONS)_____	10
<a href="#"><u>ARTICLE VII.</u></a>	DIVISION-SPECIFIC GAME RULES_____	15
<a href="#"><u>ARTICLE VIII.</u></a>	POST-SEASON PLAYOFFS_____	16
<a href="#"><u>ARTICLE IX.</u></a>	ALL-STARS_____	17
<a href="#"><u>ARTICLE X.</u></a>	NON-COMPETITIVE DIVISIONS_____	20
<a href="#"><u>ARTICLE XI.</u></a>	CHAMPIONS DIVISION_____	23
<a href="#"><u>ARTICLE XII.</u></a>	ELK GROVE EXPRESS_____	25
<a href="#"><u>ARTICLE XIII.</u></a>	CONDUCT AND RULES COMMITTEE (CRC)_____	26

## **ARTICLE I. PURPOSE**

The purpose of this document is to provide Elk Grove Youth Baseball (EGYB) coaches, players, board members, umpires, and families with a guide of League-approved rules and procedures to follow.

## **ARTICLE II. DIVISIONS**

### **SECTION 1. AGE ALIGNMENT**

EGYB is divided into seven (7) divisions structured for athletes aged 5-12, except for our Champions Division ([see Article XI](#)). The divisions are established using age as a general guideline as follows:

#### Competitive Divisions-

- Major Division consisting of 11- and 12-year-old players.
- Major-Minor Division consisting of 11- and 12-year-old players.
- Minor Division consisting of 9- and 10-year-old players.
- AAA Division consisting of 9- and 10-year-old players.
- AA Division consisting of primarily 8-year-old players and drafted 7-year-olds.

#### Non-competitive Divisions-

- A Division consisting of 6- and 7-year-old players.
- Rookie Division consisting of 5- and 6-year-old players.

A player's age on April 30<sup>th</sup> of the current spring league will determine their playing age.

Example 1: Players DOB is 4/30/16. During the 2026 season, they would play as a 10-year-old.

Example 2: Players DOB is 5/01/16. During the 2026 season, they would play as a 9-year-old.

Siblings may play together on the same team, if they are 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).

All players will play within their age-appropriate division. However, upon request, certain players will be allowed to 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**

**(a) Team Construction** All teams in the competitive divisions are constructed through a draft process. 'A' and Rookie division teams are constructed 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 and with specific age-appropriate players.

**(b) Number of Teams** The number of teams in each division will be determined by the Player Agent. The Majors and Minors divisions shall not exceed 8 teams per division.

- (c) **Roster Size** All teams will have no less than 11 players and no more than 15 players on their roster.
- (d) **Team Age Mix** Prior to the draft, the Player Agent will announce any restriction on the number of specific age group players allowed per team, (i.e., a Minor team will only be allowed four (4) 9-year-old players per team).
- (e) **Protected Players** A protected player is a player that is associated with a coach. If a coach has a child in the division in which they are coaching, they must protect that player. Each team in a competitive division shall have no more than three (3) protected players. Coaches with twins or siblings in the same age division may protect more than three players, if all protected players are children of coaches and playing in the age-appropriate division.

## **ARTICLE III. PLAYERS**

### **SECTION 1. REGISTRATION**

For a player to be eligible for play, EGYB must receive completed registration, copy of the player's birth certificate, and the registration fee. Hardship cases can be directed to the Player Agent. Should an ineligible player participate in a game, that team will forfeit the game and the head coach will be suspended for one (1) calendar week.

### **SECTION 2. PLAYER ASSESSMENTS**

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

For a player to be eligible for the draft, they must participate in a complete assessment session. Players must only attend one assessment session. Any player unable to attend an assessment session must submit a valid reason for their absence, in writing, to the Vice President or Player Agent prior to the last player assessment date. The Executive Board will review all requests and determine which players are eligible for the draft by a majority vote. Any player who did not assess may be placed in the appropriate age division by the Player Agent, or become a blind hat pick in the appropriate division. All players in competitive divisions must be assessed, excluding protected players.

### **SECTION 3. INJURED PLAYER**

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 that has been placed due to 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.

## **ARTICLE IV. COACHES**

### **SECTION 1. COACHING PRIORITY**

Coaches for EGYB must be ratified by the Board. No one under the age of 21 will be allowed to be the head coach of any team. All assistant coaches must be at least 18 years old, unless otherwise approved by the Board.

All persons interested in coaching in the EGYBL must complete an online coaching application by the specified due date. The DM shall compile a list of prospective coaches ensuring enough coaches are available for the projected number of teams in any one division. Late applicants will be placed on a stand-by list. Coaches submitting complete applications, including background checks, and certification paperwork, by the due date, will have priority over late applicants and coaches with incomplete coaching application packets.

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

The order of priority of approved head coaches and assistants is as follows:

- A. Individuals that were a head coach or an assistant coach the previous year will given priority for positions over those who were not.
- B. A head coach returning to the same division with the same protected player will have the first right of refusal to manage the same team in the same division.
- C. If a division has more individuals volunteering to serve as head coach than the number of teams available, the following guidelines shall be considered by the board in selecting the coaches:
  - 1) Head or assistant coaches returning to the same division with the same protected player.
  - 2) Head or assistant coaches with 2 or more years coaching experience in EGYB who are moving up from the immediately preceding division and their player is the oldest age typically allowed in the division
  - 3) Coaches with 2 or more years coaching experience in EGYB who are moving up from a lower division and their player is not the oldest age typically allowed in the division
  - 4) Coaches with fewer than 2 years coaching experience in EGYB whose player is not the oldest age typically allowed in the division.
  - 5) Total years coaching experience in EGYB
  - 6) Board membership

### **SECTION 2. NUMBER OF COACHES PER TEAM**

Each team shall have one (1) head coach and two (2) assistant coaches. For competitive division teams, a fourth coach may be added after the draft has concluded and team rosters completed. The fourth coach must meet all EGYB coaching criteria and be approved by the General Board.

Coaches can add another coach to their roster up until the day before the first player assessment, 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 recruiting one of their parents as a coach in order to protect a specific player.

### **SECTION 3. NOT ENOUGH COACHES BY PLAYER ASSESSMENTS**

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 and announce them prior to the draft.

### **SECTION 4. TEAM NAMES**

Team names for divisions are subject to change each year. The selection of team names for all divisions will be as follows:

- A. A head coach returning to the same division shall be allowed to retain the previous year's team name, if available.
- B. A head coach that is a current EGYB Board Member is given next priority, based on seniority.
- C. Competitive divisions will utilize reverse draft order for all remaining names.
- D. 'A' and Rookie team selections not resolved by items A and B above, will be decided by a blind hat pick at the non-competitive coaches meeting. The Division Manager or their designee will conduct the drawing.
- E. Team names can be traded amongst coaches prior to the start of the draft or at the non-competitive coaches meeting.
- F. Coaches may carry down their team name from a higher division to a lower one, if they are manager of both teams.

### **SECTION 5. PERSONAL BACKGROUND CHECK**

All coaches must submit to a background check. A coach may not participate in practices, games, or team meetings until they have 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 EGYBL. All negative items listed within a personal report shall be carefully reviewed by the President and Vice President to determine qualifications to coach in the League. A coach may be reinstated upon clearing up any disputed errors on the background check and passing a new background check.

### **SECTION 6. ROLES AND RESPONSIBILITY**

- (a) **Conduct** It is the coaches' responsibility to train the children in baseball and good sportsmanship. Coaches will strive to meet the children's individual needs as they work in a team atmosphere. Coaches will have complete control of activities, conduct, and welfare of their players and parents while on the playing field. A coach shall always

conduct themselves in an adult and courteous manner with players, coaches, and umpires. There will be no profanity at any time.

The coaches are responsible for the children and need to set a good example in their conduct and in exhibiting respect for others, especially the umpires. Umpires shall deal only with the head coach. At no time should an assistant coach argue a call with the umpire.

The children are the reason for EGYB, and their well-being, training, and experience must be the 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 XII](#).

If a player needs to be disciplined for unsportsmanlike conduct or a violation of the rules, head 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.

- (b) Rules** Coaches need to read and understand EGYBL 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-competitive coaches meeting.
- (c) Concussion Responsibility Training** Coaches are required to show proof of completion of an online concussion recognition training course prior to participating in player assessment or the non-comp coach's meeting.
- (d) Practices** Coaches should hold regular weekly practices.
- (e) Field Maintenance** The 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 field drags need to be kept at least two (2) feet away from any grass line. All coaches should communicate this to parents prior to the beginning of the season to encourage participation from them. Failure to comply with field maintenance requirements may result in suspension.
- (f) Equipment** Coaches will be responsible for all equipment issued by EGYB. All issued equipment must be returned to EGYB no later than one (1) week after conclusion of play, or at the time arranged for by the EGYB Equipment Manager.
- (g) Reporting Scores** For competitive divisions, it is the coaches' responsibility to make sure that the game scores are reported through the [EGYB website](#) within 24 hours after completion of the scheduled games. Any game summaries or comments must be positive and done in good sportsmanship.

**(h) 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 practices and games.

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

A mandatory meeting of all Team Parents will occur prior to the season starting. The head coach is responsible for ensuring the Team Parent is performing the below listed duties:

- A. Communication link between the League and the families of the team
- B. Collect League-required information
- C. Create a group e-mail distribution list or chat for their team and keep families updated of all EGYB activities
- D. Pick up and distribute all team materials, including raffle tickets, pictures, and participation awards (for non-competitive divisions)
- E. Recruit parent volunteers for field prep before and after home games
- F. Encourage Academic All-American participation - collect submittals from players and deliver to League designee
- G. Inform team families of game schedules
- H. Encourage participation of the team families in all League activities

**(j) Communication with Division Manager** Coaches are responsible for responding to communications from the Division Manager throughout the season. Failure to adequately respond to requests for information may result in referral to the Conduct and Rules Committee.

**(k) Dugouts** Coaches shall ensure that no unauthorized persons are in the dugout. Only ratified coaches and players playing in that specific game shall be in the dugout. There shall be no other adults or minors, including bat boys.

## **SECTION 7. DRUG, TOBACCO, AND ALCOHOL PROHIBITION**

EGYB prohibits the use of drugs, alcohol, and tobacco on all fields and dugouts for all EGYB affiliated games and tournaments. Any player, coach, parent, or Board member who violates this prohibition will be asked to leave the playing area and will be brought before the CRC.

## **ARTICLE V. THE DRAFT**

### **SECTION 1. PROCESS**

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 their representative will conduct the draft. The Player Agent will present the list of players eligible for the draft to the coaches and

announce the number of players per team. If a player's name and number do not appear on the draft list, their name must be brought to the attention of the Player Agent for review prior to the first pick.

Before the draft begins, the Player Agent will determine the number of teams and the roster size for each division. There will be a draft round for every player on the team – typically 12. The draft sheet will be set up with this number of slots.

## **SECTION 2. ELIGIBILITY**

For a player to be eligible for the draft, they must participate in a complete assessment session. With the exception of those players excused and approved by Executive Board (see [Article III, 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 3. DRAFT ORDER SELECTION**

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: 1<sup>st</sup> round: team with #1 pick through team with #10 pick; 2<sup>nd</sup> round: team with #10 pick through team with #1 pick.) Coaches are allowed to select their draft position based on the lottery.

## **SECTION 4. PROTECTED PLAYERS**

Each team may protect up to three (3) players. If a coach has a player in the division in which they are coaching, they must protect that player. A coach with twins or age-appropriate siblings (1-year apart), may protect more than three players. Each protected player will occupy the team's first draft picks. For example, if a team protects 2 players, those players will be the team's 1<sup>st</sup> and 2<sup>nd</sup> round draft picks. If a team protects 3 players, those players will be the team's 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> round draft picks.

## **SECTION 5. SIBLING PICKS**

Players that are siblings or step-siblings may be designated by the Player Agent as a sibling pick. They will count as consecutive draft picks. For example, if Sibling A is drafted by a team in the second-round then Sibling B is placed in the third-round draft slot for that team.

## **SECTION 6. TRADES**

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, if applicable.

## **SECTION 7. ROSTER VERIFICATION**

Before leaving the draft, a coach must verify with the Player Agent that the selections are correct. The coach must notify the Player Agent of any trades. The Player Agent's copy of the draft is official and must be attested to by an Executive Board member.

## SECTION 8. POST DRAFT

- (a) **Late Sign-Ups** Sign-ups occurring after the registration cut-off date will be assigned to a waitlist by the Player Agent. The Player Agent will place these players based on age, waitlist order, and availability within the appropriate division.
- (b) **Balancing Rosters** If any competitive division 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. The Player Agent may move a player up from another division to balance a roster, if the move does not drop the player's original team 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.
- (c) **Trading Players** Post-draft player-for-player trades will be permitted providing the involved coaches, players, parents, and the Player Agent consent.

## SECTION 9. 'A' and ROOKIE DIVISIONS

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

## ARTICLE VI. PLAYING RULES (COMPETITIVE DIVISIONS)

### SECTION 1. PLAY TIME

- (a) **Participation** No player shall sit a 2<sup>nd</sup> defensive inning until all players have sat one (1) defensive inning and no player shall sit a 3<sup>rd</sup> 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.

No player shall play the same position more than 3 innings in a game.

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

- (b) **Minimum Players** A team must have at least eight (8) eligible players to begin a game. The team must 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.
- (c) **Scorebooks** Coaches shall, at any time during the 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 team is required to submit their scorebook to the League at the conclusion of their season.

## **SECTION 2. BASE COACHING**

Only registered and listed coaches are allowed to be base coaches. At no time are players permitted to be base coaches.

## **SECTION 3. UNIFORMS**

All players will receive League-issued uniforms. A player must wear an EGYB-issued uniform for all games. Players and coaches may wear "Pro Fit" caps as substitutes if they are identical to the EGYB-issued caps. Teams may put names on the backs of caps and jerseys if 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 correct their uniform prior to playing. The League may also request an entire team to correct a problem if it is in violation.

Metal cleats are not allowed in any division of Elk Grove Youth Baseball.

## **SECTION 4. DISCIPLINE**

At no time will a player be benched for any reason other than an ejection.

## **SECTION 5. ENDING A GAME**

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

**(b) Time Limits** At the beginning of each game, the umpire will note the start time, 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.

**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, but the current batter may finish their at bat. If the game ends in the middle of an inning, the score reverts back to the last full inning completed. This time limit is necessary to stay on schedule throughout the day.

**(c) Mercy Rule** The game shall be ended if the run differential is 10 or more and the trailing team has had their 5<sup>th</sup> inning of batting (4½ innings or 5 innings).

**(d) Tie Games** During the regular season, a game may end in a tie. Time permitting, games tied at the end of six (6) innings shall be decided by the International Tie Breaker rule: The last recorded out of the previous inning shall begin the next inning at 2<sup>nd</sup> 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. 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 6. RESCHEDULED GAMES**

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.

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 for notifying their team of the time and date of any rescheduled game.

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.

## **SECTION 7. GAME RULES**

- (a) Batting** All available players for the team will be listed in the scorebook and the team will bat through the entire lineup. If a player arrives late, they will be added to the bottom of the batting order. If a player is ejected from the game, an out will be recorded each time their turn at bat occurs for the remainder of the game. If a player is injured or leaves the game (not ejected), their spot in the batting order will be skipped and no out will be recorded.
- (b) 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. These acts will be considered dangerous play and require ejection from the game.
- (c) Courtesy Runner for the Catcher** A courtesy runner is allowed for the catcher (the player must have assumed the position of catcher as of the 3<sup>rd</sup> 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. Courtesy runner is not mandatory, but encouraged to avoid delays.

- (d) **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. If the coach is attending to an injured player, a trip to the field of play while on defense shall not count as a defensive visit.
- (e) **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.
- (f) **Six (6) Run Rule** No batters shall come to the plate once a sixth run has crossed the plate in any half inning. A half inning will conclude once three outs are recorded, or six (6) runs are scored. The Six (6) Run Rule does not apply to playoff games.

## SECTION 8. PITCHING

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

Pitching and catching rules will be strictly enforced. Any violation may result in a forfeit of the game in which the violation occurred, a suspension of the head coach for not less than one (1) game, and a CRC investigation. The League may audit a team's scorebook at any time during the season to determine if the team is complying with this Section.

- (a) **Innings Limit** During the regular season, 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, they shall be charged with an inning pitched.
- (b) **Pitch Counts** Each head coach 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.

Regardless of the number of innings pitched and/or days rest requirements, no pitcher shall pitch more than 70 pitches in a calendar week. A calendar week is Monday through Sunday.

<b>Pitching Limits and Required Rest</b>							
<b>Division</b>	<b>Age</b>	<b>Daily Max</b>	<b>Required Rest/Pitches Thrown</b>				
		<b>Pitches</b>	<b>0 Days</b>	<b>1 Day</b>	<b>2 Days</b>	<b>3 Days</b>	<b>4 Days</b>
AA	7-8	50	1-20	21-35	36-50	N/A	N/A
AAA/Minor	9-10	70	1-20	21-35	36-50	51-65	66+
Major/Major-Minor	11-12	70	1-20	21-35	36-50	51-65	66+
No pitcher shall pitch more than 70 pitches in a calendar week.							

If a pitcher reaches the “daily max” or “weekly max” limit listed above while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base.
2. That batter is out.

**(c) Days Rest** All pitchers must adhere to the rest requirements in the table above based on their age/playing division and the total number of pitches thrown. Days rest is determined by full days, not hours, starting the day after the game in which they pitched.

There is no revert back rule for “days rest” pitch limits. Example, if a player throws 21 pitches, even if they were finishing a batter, they will be required 1 days’ rest.

**(d) Catcher Rule** A pitcher who delivers 36 pitches or more in a game shall not play the position of catcher for the remainder of the day. A catcher who later plays the position of pitcher shall be limited to no more than 35 pitches in the same game. If a catcher receives one pitch in an inning, they shall be considered as having caught and fall under this rule.

**(e) Removal** A pitcher, once removed from the mound, cannot return as a pitcher. The coach must remove the pitcher when they reach the daily maximum pitches, weekly maximum pitches, or pitch limit as prescribed above. The pitcher may remain in the game at another position.

The head coach is responsible for knowing when their pitcher must be removed. However, either pitch count recorder may inform the umpire when a pitcher has delivered their maximum number of pitches for the game. The umpire shall then inform the pitcher’s head coach that the pitcher must be removed in accordance with this Article.

**(f) Warm-up Pitches** Warm-up pitches do not count toward a player’s pitch count for the game. A replacement pitcher brought in between batters shall be allowed a maximum of twelve (12) warm up pitches.

**(g) Ineligible pitcher** 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.

**(h) Suspended Games** 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 51 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 they have not observed the required days of rest.

Example 2: A 12-year-old pitcher delivers 51 pitches in a game on Monday, when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 19 more pitches when the games resumes, equaling the total of 70 per game, provided they are eligible based on their pitching record during the previous four days.

## **ARTICLE VII. DIVISION SPECIFIC GAME 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 3<sup>rd</sup> strike rules.

**(a) Field Dimensions (50/70)** 50-foot pitching distance and 70-foot bases.

**(b) Balks** For the Major Division, balks shall be enforced according to MLB rules. For Major-Minor, pitchers will be warned of a balk for the first 6 games of the season. Thereafter, balks will be enforced according to MLB rules.

### **SECTION 2. 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 3<sup>rd</sup> strike rules.

**(a) Field Dimensions (46/65)** 46-foot pitching distance and 65-foot bases.

**(b) Balks** During the regular season, balks will result in a warning to the pitcher. The runner will be allowed to return to the base where the play began. During playoffs, balks will be enforced according to MLB rules.

### **SECTION 3. AAA DIVISION**

All games shall be played according to the official Cal Ripken baseball rules, with the exceptions listed within these local league rules. Games 1-6: There are no MLB type rules in this division, (i.e., no leading off, dropped 3<sup>rd</sup> strike). Beginning with Game 7, MLB rules shall apply.

**(a) Field Dimensions (46/65)** 46-foot pitching distance and 65-foot bases

- (b) **Balks** Balks will result in a warning to the pitcher for the entire season, including playoffs. The runner will be allowed to return to the base where the play began.

## **SECTION 4. '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 (lead-offs, drop 3<sup>rd</sup> strike, etc.)

- (a) **Field Dimensions (46/60)** 46-foot pitching distance and 60-foot bases.
- (b) **Fielders** Nine (9) defensive players per official Cal Ripken baseball rules.
- (c) **Stealing** The ball must clear home plate for a player to steal. Players may steal 2<sup>nd</sup> and 3<sup>rd</sup> bases only, for Games 1-6. A player can only score on a batted ball or by means of a force (base on balls or a hit batsman). Game 7 and beyond, players may steal any base.
- (d) **Walks** When a batter is walked, they shall proceed to first base but cannot advance beyond until the next pitch.

## **ARTICLE VIII. POST-SEASON PLAYOFFS**

At the conclusion of the regular season, Post-Season Playoffs 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.

### **SECTION 1. SEEDINGS**

Final regular season win-loss records will determine seeds for the Post-Season Playoffs. Ties will be broken by the following:

- A. head-to-head record
- B. fewest runs allowed against each other
- C. higher runs scored against each other
- D. coin flip

The tournament bracket will be posted on the EGYB website.

### **SECTION 2. RULES**

- (a) Regular season rules shall apply, with the following exceptions:
- 1) **Pitching** 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. Regardless of the number of innings pitched and/or days rest requirements, no pitcher shall pitch more than 70 pitches in a calendar week. A calendar week is Monday through Sunday.
  - 2) **Balks** For Minor, Major-Minor, and Major Divisions, balks will be enforced according to MLB rules.

- (b) **Home Team** The home team will be the higher seeded team, unless the head coach defers. The home team will have pre-game field prep responsibilities for each playoff game, while the visiting team will be responsible for postgame field work.
- (c) **Tie Games** The International tie breaker will be used in the case of tie games.
- (d) **Mercy Rules** Mercy rules will be enforced as follows: 10 run differential after 5 innings (4 ½ if the home team is leading) and 15 run differential after 4 innings (3 ½ if the home team is leading).
- (e) **Time Limit** There will be a 2 hour 30 minute time limit in Post Season Playoff games.
- (f) **Championship Game** In the Championship game, the team with the higher seed shall be the home team. In the case of a double-elimination tournament, the home team shall be the undefeated team, unless the head coach chooses to defer. The home team of a “what-if” Championship game shall be the visiting team from the previous game.

In the event that a coach is coaching a team in multiple Championship games, the League will make every effort to adjust the schedule so that the coach can attend both Championship games.

Major and Minor Division Championship games will have no time limit.

AA, AAA, and Major-Minor Division Championship games will have a time limit of 1 hour and 50 minutes. No new inning will start once the time limit has expired. In the case of a tie, the game will resume on a mutually agreed upon, and board-approved date.

## **ARTICLE IX. ALL-STARS**

### **SECTION 1. ALL-STAR TOURNAMENT TEAMS**

EGYB will sponsor traveling All-Star teams that will compete in the Cal Ripken State, Pacific Southwest Regional, and World Series tournaments.

- (a) **Team Composition** The EGYBL may establish two (2) All-Star tournament teams per age group: 12’s, 11’s, 10’s, 9’s, and 8’s. EGYB may establish an All-Star team for the 7’s. Teams will be identified as follows: (1) Elk Grove Blue and (2) Elk Grove Gold.

In any one age group, if the number and skill level of players attending tryouts is not sufficient to select two teams, then EGYBL may decide to be represented by one (1) team only – Elk Grove Blue. The Executive Board will make the final decision.

- (b) **Selection of Coach** All regular season ratified coaches in good standing, interested in managing an All-Star tournament team must submit a completed online application prior to the due date. At the first Board meeting in April, each applicant will have two (2) minutes to discuss their 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 head coach. 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 head coach will choose their 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 head coach or assistant coach if it is determined the person does not exhibit or uphold the high standards of good character throughout the All-Star season.

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.

- (c) Player 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 for an All-Star tournament team. The intent of this rule is to prevent a player from abandoning their 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 in other teams or leagues.

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

- (d) Tryouts** Player selection for the traveling All-Star teams will be made by the coaching staff after open tryouts. The General Board shall determine tryout dates and locations. Tryouts are open to all players in good standing that meet all eligibility requirements.

At the tryout, each coach shall be provided scoring/rating sheets which list all eligible players by assigned number.

An injured player unable to participate, but able to attend, shall be present at the beginning of the tryout 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 tryouts 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 tryout, the player is only eligible as a Wild Card selection.

The EGYB All-Star Coordinator, or an Executive Board Member will meet with parents at the tryout session to answer questions about the All-Star program. They will notify all pre-registered players, via email, of the official roster for each team within 48 hours of completion of the All-Star tryout.

- (e) **Player Selection** Player selection for the traveling All-Star teams will be made by the coaching staff after open tryouts.

Players will not be allowed to play up in age, with the following exception: If there is no 7-year-old team, 7-year-olds will be able to play up on 8U Blue or 8U Gold. No more than four (4) 7-year-old players may be selected to an 8U roster.

All-star head coaches will contact all selected players to confirm commitment and submit their finalized rosters to the President and All-Star Coordinator within two (2) days following tryouts.

- (f) **Wild Card Selection** Each team may select no more than one (1) eligible Wild Card player who did not participate in tryouts. 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.

- (g) **Team Composition** All tournament teams will have a minimum of twelve (12) players and a maximum of fifteen (15).

- (h) **Roster Selection Order** Elk Grove Blue shall select their 12-player roster first. Elk Grove Gold shall select their 12-player roster second. If desired, Elk Grove Blue may then select up to three (3) more players, for a maximum of fifteen (15). Elk Grove Gold may then do the same. Once rosters are finalized, there shall be no movement of players between the teams. A player/parent does not have the option of selecting what team they want to play for unless it applies to the All-Star coaches' children.

- (i) **Player Fees** Each player on an All-Star tournament team will be required to pay a fee to EGYB. The fee assists to offset the uniform expense and tournament fees.

- (j) **Travel and Tournament Fees** Each coach and player/family are responsible for their travel expenses as outlined in the All-Star player application.

The EGYB will pay team entry fees to any Cal-Ripken 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 to be scheduled by the League. Absences from these tournaments will not be reimbursed, credited, or applied to other tournaments.

## **SECTION 2. DIVISIONAL ALL-STAR TEAMS**

- (a) **Number of Teams** There will be Divisional All-Star teams composed of players who did not make the Blue or Gold All-Star team.

- (b) **Coach Selection** All head coaches who are interested in coaching a Divisional All-Star team are required to let their DM know of their interest prior to the conclusion of the regular season. If more than three (3) head coaches are interested, then a blind draw will

be conducted to determine which coaches will coach the team. If three head coaches in each division are not interested in coaching the Divisional All-Star team, then assistant coaches will be given the opportunity to do so. The additional coaches will then be chosen by a blind draw. No coach will be permitted to coach a Divisional All-Star team and an All-Star Tournament team unless there are an insufficient number of coaches volunteering to coach a Divisional All-Star team.

**(c) Player Selection** The players will be selected by the coaches and/or players from their regular season team. The DM shall determine how many players are eligible from each team utilizing final regular League standings as a guide. The names of all Division All-Stars must be submitted by the manager of the team to the DM by the team's last scheduled regular season game. The player eligibility requirements are the same as the requirements to be eligible for an All-Star tournament team ([Article IX, Section 1\(c\)](#)). Players on All-Star Tournament Teams cannot be considered for Divisional All-Star play. Rosters are limited to a maximum of 15 players.

**(d) Divisional All-Star Game** The General Board will schedule the Divisional All-Star games.

Normal League rules apply, except for those outlined below:

1. Home team shall be determined by coin flip.
2. There will be a 2-hour drop-dead time limit.
3. No batters shall come to the plate once a fourth run has crossed the plate in any half inning. A half inning will conclude once three outs are recorded, or four (4) runs are scored.

**(e) 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 with their award at home plate in front of the spectators within five (5) minutes of the game concluding.

## **ARTICLE X. NON-COMPETITIVE DIVISIONS**

### **SECTION 1. 'A' Division**

The 'A' Division is an INSTRUCTIONAL division. 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. Team standings will not be kept and all players will receive an award at the end of the season. There will be no tolerance for coaches arguing or verbally abusing players, other coaches, or parents.

As this is an instructional level, no umpire will be present. 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.

**(a) Time Limits**

**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.

**(b) Field Dimensions** The distance 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 be adjusted based on player's skill level.

**(c) Batting** All players will bat through the entire lineup. If a player arrives late, they will be added to the bottom of the batting order.

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

**(e) Base Running** Players may not advance a base once the ball is secured by a defensive player in the infield.

**(f) Stealing** No stealing of any base is allowed.

**(g) Sliding** Sliding is encouraged, but not required. 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.

**(h) Pitching**

For Games 1-6, a coach will pitch to their own team for the entire game. A batter will receive a maximum of ten (10) pitches per at bat. A batter is ruled out if they swing and miss three (3) pitched balls. A foul tip on the 3<sup>rd</sup> strike that is caught by the catcher is considered a strikeout. 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.

Beginning in Game 7, players will pitch. 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. If a batter is "walked" by the opposing team's pitcher, the batter will receive a maximum of five (5) pitches from their coach. If a batter is hit by the pitch from the opposing pitcher, they have the option to either take 1<sup>st</sup> base or receive a maximum of five (5) pitches from their coach.

**(i) Fielding** A fourth outfielder will be added to the defense for a 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.

**(j) Ball** These levels will use a soft, low-impact, safety ball.

## SECTION 2. ROOKIE DIVISION

The Rookie Division is an INSTRUCTIONAL division. 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. Team standings will not be kept and all players will receive an award at the end of the season. There will be no tolerance for coaches arguing or verbally abusing players, other coaches, or parents.

As this is an instructional level, no umpire will be present. 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.

### (a) Time Limits

**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.

(b) **Field Dimensions** The distance between the bases for the Rookie Division will be 45 feet.

(c) **Batting** All players will bat through the entire lineup. If a player arrives late, they will be added to the bottom of the batting order.

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

(e) **Base Running** Players may not advance a base once the ball is secured by a defensive player in the infield.

(f) **Stealing** No stealing of any base is allowed.

(g) **Sliding** Sliding is encouraged, but not required. 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.

(h) **Pitching** A coach will pitch to their own team for the entire season. Batters will receive a maximum of five (5) pitches, and then five (5) attempts off a tee per at bat. If, at the end of the fifth attempt off the tee the player has not put the ball into fair play, they will be ruled a strikeout. A defensive player will be placed at the pitcher position to field. There are no walks or hit batsman in the Rookie Division.

(i) **Fielding** All players will play a defensive position during the game. The team will field one player for each infield position (pitcher, catcher, first base, second base, third base, shortstop), and all remaining players will play in the outfield.

(j) **Ball** These levels will use a soft, low-impact, safety ball.

## **ARTICLE XI. CHAMPIONS DIVISION**

### **SECTION 1. PURPOSE**

The purpose of this division is to allow boys and girls with physical and mental challenges, ages 6-18 (Champions Division) and 18+ (Champions Senior Division) to enjoy the game of baseball.

### **SECTION 2. REGISTRATION**

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.

### **SECTION 3. NUMBER OF 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 1½ hour time limit has expired.

### **SECTION 4. ROSTERS**

Teams will be constructed by the Champions Division DM, Champions Division Committee, and the Player Agent. Champions will be split into two divisions based on age. The Champions Division will be for players 6-17 years old, and the Champions Senior Division will be for those 18+.

### **SECTION 5. UNIFORMS**

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

### **SECTION 6. COACHES**

Each team shall have one (1) head coach and two (2) assistant coaches. Each coach must complete the EGYB background check. Coaches in the Champions Division will be exempt from having to obtain the Cal Ripken coaching certification.

### **SECTION 7. 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 the responsibility of the Champions Division DM.

### **SECTION 8. RULES OF PLAY**

- (a) **Field Dimensions** The distance between the bases for the Champions Division will be 60 feet.
- (b) **Batting** Each team will bat through their line-up, then switch to defense. Each player shall get two at bats, if possible.
- (c) **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 (pitcher,

first base, second base, short stop, and third base) except catcher. All remaining players will play in the outfield.

**(d) Pitching** A coach will pitch to their own team for the entire season. Batters will receive a maximum of five (5) pitches per at bat. Then, they will attempt with a tee. A defensive player will be placed at the pitcher position to field.

**(e) Ball** A soft safety ball will be used in this division.

## **ARTICLE XII. ELK GROVE EXPRESS**

### **SECTION 1. INTENT**

The intent of the Elk Grove Youth Baseball League is to form travel baseball teams to provide a higher level of competition to players registered with the EGYBL. Travel baseball teams will provide an opportunity for players with advanced abilities and the desire to play at a competitive level to participate at a tournament level of play, and to increase their skills in preparation for High School or College play.

### **SECTION 2. NAME**

Elk Grove travel baseball teams, other than the All-Star tournament teams, shall have their team name designated as Elk Grove Express.

### **SECTION 3. DEVELOPMENTAL PROGRAM**

- (a) Elk Grove Express Developmental Program is designed to build the skills of players interested in making the transition to travel baseball.
- (b) The 2-month program will consist of a 6-Under, 8-Under, 10-Under, and 12-Under bracket.
- (c) All players participating in the program must reside within the EGYB boundaries. If all 24 slots per age group are not filled as of April 20th of the calendar year, slots can be opened to players outside the boundaries of EGYB. If there are not enough players in an age group, players may play up an age group but cannot play down.
- (d) The development program is a noncompetitive program that will not participate in friendly or tournament games outside of the development program. Games within the program will not have official umpires.

### **SECTION 4. TRAVEL BASEBALL PROGRAM**

- (a) Elk Grove travel ball teams will consist of players meeting the current year's age bracket specifications of 8-Under, 9-Under, 10-Under, 11-Under, or 12-Under. All players who participated in the EGYB spring season of the current playing year are eligible to try out for the Elk Grove Express travel team for that same year. A player must play in their age group or higher but cannot play down. The team tryout(s) will be scheduled on a date determined by the Elk Grove Youth Baseball board.
- (b) Acceptance for participation on an Elk Grove Express travel team is based on player assessments, as needed. Each player must have participated in EGYB rec baseball that season AND participate in at least one of these: assessments, EGYB All-Star tournament

- team, been a part of an Express travel team the previous season, or taken part in the Elk Grove Express development program. Team(s) shall be formed in the month of August.
- (c) The intent is to form at least one team in each age bracket. There is no maximum number of teams per age group. If the EGYB Board determines a lack of players or insufficient talent exists in a particular age bracket, then no team for that age bracket will be formed in that year.
  - (d) Coaches will be in responsible for scheduling any tournament or friendly games. The team will be responsible for all costs associated with those games, except for the cost of field use if using an Elk Grove Youth Baseball field.
  - (e) Rosters must consist of no less than 11 players and not exceed 15 players. All players will reside in the boundaries as defined by the Elk Grove Youth Baseball bylaws. If a player resides outside of the boundary, the coach of the team must bring the name of the player to the board at a general board meeting and state the case as to why that player is needed to fill the team. The Board will either approve or deny the request on a case-by-case basis.
  - (f) Once rosters are formed, no guest players outside of players listed on Elk Grove Express rosters will be permitted to play, or practice. If a team is short players, they can have a guest player from another team within their age bracket, or an age bracket that is lower than theirs, so long as that player is rostered on an Elk Grove Express Team.
  - (g) Travel season will run from August through November. Teams wanting to enter a friendly or tournament outside of those months will have to pay a \$25 per player per month fee for each month they participate in a game. Any games outside of those months will have to played on non-EGYB fields, unless otherwise approved by the EGYB Board, and must not conflict with EGYB-scheduled games.

## **SECTION 5. COACH SELECTION**

It is the belief of the EYGB Board that coaches of the Elk Grove Express travel baseball teams are to be held to a high standard, as they represent the EGYB in tournament and competitive play. In order to maintain the integrity and standards of the League, the following process will be used to select Head Coaches and Assistant Coaches for the tournament team(s).

- (a) All head and assistant coaches must have a player participating in EGYB
- (b) Coaches interested in the head coaching position must submit an email to the League with their intent to coach
- (c) Head coaches must present a staff roster, or be willing to have the staff roster filled with coaches interested in being assistant coaches, as assigned by the EGYB Board
- (d) Coaches must be willing to meet with the EGYB Board to answer any further questions the committee may have
- (e) Coaches will be ratified by the EGYB Board

## **ARTICLE XIII. CONDUCT & 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 at least two Executive Board members. The CRC will convene to rule on protests, and 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

- (a) Protests** 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 head 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. The CRC Chairperson will review all protests. The Chairperson will convene a protest hearing if they determine more information is required to render a decision. Judgement calls cannot be protested.
- (b) Ejections** In the event a coach is ejected from a game, they must immediately leave the park. They may not communicate, 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 their team or communicate 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 themselves 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 EGYBL 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 their team to the DM on the same day or night of the ejection. The umpire must report any ejections to the Head Umpire and notify EGYB. Failure of the head coach (or coach in charge) to report the ejection will result in a two (2) game suspension.

- (c) 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 written rebuttal to the CRC Chairperson within twenty-four (24) hours 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 themselves 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 all appeal rights.

**(d) 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 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 10, Section 3. The procedure from this point forward shall follow the procedures established in Article 10, Section 3. In the event the CRC Chair determines a verbal warning is sufficient, the warning will be logged in the coach's profile.

**(e) Witnesses** Any time an issue is brought before the CRC, each party is allowed one witness.

**(f) Suspensions** Any one (1) year suspension imposed by the CRC shall be in effect for a full calendar year from the date of suspension.

### **SECTION 3. CRC PROCEDURES**

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:

- A. Brief summary of events
- B. Names of person(s) involved
- C. Cite the actual rule or bylaw in question
- D. Recommend action to be taken
- E. Each side gets one witness
- F. Each side will be given five (5) minutes for oral presentations.
- G. Each side will be given three (3) minutes for rebuttal.
- H. 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.