

2016 LOCAL RULES and REGULATIONS AAA DIVISION EAST GREENBUSH-CASTLETON YOUTH BASEBALL LEAGUE

The Board of Directors would like to express its appreciation for the time and effort that volunteers such as you are providing to make this another successful season for over 400 players from our community. However, in the interest of organization and uniformity, it is necessary for the Board of Directors to insist that certain rules and regulations are followed. It is requested that all Umpires, Managers, and Coaches of all divisions read the current Official Regulations, Playing Rules and Policies of Little League Baseball.

The following are the local rules of the East Greenbush-Castleton Youth Baseball League. These rules modify the Official Little League Rule Book during local play where applicable. All Managers are required to read and maintain a working knowledge of both these rules and the Official Regulations, Playing Rules and Policies of Little League Baseball.

If any difficulties arise, contact the Division Representative, 1st Vice President, or Board Member on Duty for clarification.

FIELD DECORUM

The actions of players, managers, coaches, umpires and league officials must be above reproach. Players/managers and coaches should occupy the confines of the playing field and dugouts prior to and during the games.

MANAGERS

See "Duties and Responsibilities of the Little League Manager" as promulgated by the Board of Directors. We also suggest that you read Official Regulation XIV – Field Decorum and Official Playing Rule 4.06

MISSION

The AAA Division is the highest level of the Minor Division in the East Greenbush-Castleton Youth Baseball League. The competitive nature of the AAA Division increases over lower levels with a key difference in the speed of the game requiring a well established knowledge of the game by the players. Additionally, the AAA Division is marked by the presence of a wider range of age groups and a larger field. The Regular Season is to consist of 6 inning games where the score and standings will be compiled over the course of the Season. A single-elimination Tournament will be held at the conclusion of the Regular Season.

LEAGUE AGE

Players of league age 9, 10, and 11 (12 with Board of Directors permission) may play in the AAA Division.

League Age will be determined in accordance with Regulation IV (a) of the Official Regulations, Playing Rules and Policies of Little League Baseball. The Player Agent will certify all league ages.

GAME PLAY

Games balls will be supplied from the concession stand and will be picked up by the appropriate field umpires.

A Youth Baseball League-approved Manager, Coach, or Volunteer must be present at all EGCYBL practices and games.

A maximum of two (2) adult coaches, in addition to the manager, will be allowed on the field, including within the dugout. (See Rule 1.01). It is the Managers' responsibility to control the actions of his/her coaches and ensure they are not distracting to the game or its players.

The Regular Season champion will be the team with the best win-loss record; in the event of ties, co-champions will be named. The final division champion will be determined by a single elimination, postseason tournament made up of all teams. Playoff pairings will be determined by overall record. If multiple teams have identical records the seeding will be determined by 1) head-to-head match ups, and then 2) lowest number of defensive runs allowed in contests between the tied teams, and then 3) run differential in contests between tied teams, and then 4) the division representative, and President (or designee) will conduct a blind draw.

GAME TIMES, CANCELLATIONS, AND SUSPENSION OF PLAY

EVENING GAMES: Game time for evening games is 5:45. No new inning is to begin after 8:15PM and the game is to be ended at 8:30PM. Evening warm-up times are from 5:15 to 5:25PM for the visiting team and from 5:25 to 5:35PM for the home team.

NIGHT GAMES: See "Field Light Use policies"

WEEKEND GAMES: Saturday warm-up times are to be 10 minutes in length, starting 20 minutes before game time for the visitors and 10 minutes before game time or the home team. No inning may begin after two hours and fifteen minutes (2:15) from the start of the game for games played on Saturday and Sunday unless it is the last game on that field for the day. An inning started may be fully finished. Managers should check the time at the beginning of the game and inform the umpire-in-chief. The official starting time should be recorded in the home Team Manager's scorebook, which is the official scorebook for that game. Managers and Coaches are strongly encouraged to keep their players moving into position as quickly as possible to allow for a speedier game.

In the interest of safety, batting practice is not to take place on the field during warm up times. Batting practice is to take place in the batting cages located adjacent to the International Field in accordance with the times set forth in the attached Batting Practice Schedule.

PROCEDURES FOR GAME CANCELLATIONS: If the game has not yet started the following people will be responsible for canceling a game in the following order of responsibility: First Vice-President, President, Division Representative, and then any available Board Member. If a game is canceled it is the responsibility of the First Vice-President or his designee to immediately contact the Umpire-in-Chief to ensure timely cancellation of the umpires. If the Managers agree that the Castleton fields are not playable and no board representative is

available to offer a decision, the Managers will be the responsibility for canceling the game and notifying the First Vice-President.

All games will be discontinued at the first sign of lightning and will not be continued until it has safely passed.

RESCHEDULING OF GAMES: If a manager wishes to reschedule a game for a school or community, it is that manager's responsibility to contact the opposing manager to advise of the conflict and propose two alternate dates with field availability. There is no obligation to accommodate the request, but the second manager shall review the two dates and if agreed to, the revised game date/time shall be coordinated with the League Scheduler. If no agreement can be reached on a revised date, the original date must be honored.

If a team will be missing five (5) or more players due to a school or community based event, the manager may submit a written request (which must include a list of players together with their reason for missing the scheduled date) in order to be granted an alternate date. Any rescheduled games will be scheduled for the next available date.

PROCEDURES FOR GAME SUSPENSIONS: If the game is in progress the decision for cancellation or delay due to weather conditions is the responsibility of the Board Member on Duty or in his/her absence any Board Member. Rain out games will be rescheduled for play on the next available time slot. The First Vice President will notify the Division Representative, President, Umpire-in-Chief, scorekeeper and concession Manager of the date and time of the rescheduled game(s). All teams must play on the rescheduled date unless a team cannot field a minimum number of players. In this case, the Manager must submit the names of his/her missing players to the division representative with specific reasons as to why these players cannot play. All canceled or suspended games are to be rescheduled and played prior to the completion of the season.

Once the game begins the BMOD is responsible for canceling or delaying games due to field conditions.

When play on the Major Division field is halted by the CDUA umpires due to lightning, play on the International and Minor Division fields will also be halted. If play is resumed on the Major Division field, play may also resume on the other two fields. Note: The umpire(s) on the International and/or the Minor field, with concurrence of the Board Member on Duty, may independently halt play for unsafe conditions. If a Major Division game is suspended or canceled as a result of field conditions unique to the Major Division field, games may continue on the remaining fields if the umpire(s) with concurrence of the Board Member on duty feels the conditions are acceptable. The decision of the Board Member on Duty is final and may not be disputed by Managers or Coaches.

In cases of darkness, the Board Member on Duty will be responsible for canceling/suspending the game(s). If the Board Member on Duty is not available then any Board Member present needs to take appropriate action to ensure the safety of the League's players and members.

UMPIRES

The league utilizes paid umpires who are 13 years or older at this level. The plate umpire will call balls and strikes from behind the plate. All Managers, Coaches and players are to act appropriately. It may, on occasion, be necessary to review a rule with an umpire that he may not be aware of. Under no circumstances are judgment calls (safe/out, strike/ball, etc.) to be called into question verbally or nonverbally including via actions, comments, 'moans' or body contortions made to show disagreement with the Umpire(s).

ONLY MANAGERS may request a conference with an umpire(s) and if granted by the umpire shall ALWAYS be held out of earshot of all players, coaches and spectators. All Managers are to remain in the coaching area unless granted permission by the umpire to approach and discuss a rule or pose question. In order to maximize game control, a Coach's questions or comments should be brought to the Manager who may in turn confer with the umpire(s) (umpires are instructed to confer only with the Managers).

Violation of these rules, after a warning by the umpire, will result in expulsion from the game at the umpire's discretion. The Board of Directors may impose additional penalties. Each Manager is responsible for the actions and comments of the fans of his/her respective team. The umpire has the right to expel any fan(s) from the park or the team's Manager if the fan(s) do not comply with the umpire's request for cooperation. An expelled person has five (5) minutes to leave the Sports Complex during which time the game will not resume. All expulsions will be followed by a minimum of a one game suspension.

No umpire shall umpire any game assigned to them in which an immediate family member is a Manager, Coach or player unless both Managers agree to the assignment.

PLAYING TIME

DEFENSIVE: Each player must play a minimum of four innings (4) per game. These innings do not have to be consecutive. Inning by innings substitution is permitted. If the four (4) inning minimum is not met due to extenuating circumstances, the affected player(s) will start the following game and play his required 4 innings in that game.

OFFENSIVE: The AAA Division utilizes a continuous batting order.

All Managers are required to maintain practice (attendance) logs, which will be required for reference by the Division Representative should a Coach request an exception from the minimum play rules as outlined above.

Players must attend 75 percent of all scheduled practices to qualify for minimum playing time. If a Manager feels that a player is not going to make these requirements, he must immediately contact the Division Representative to arrange a meeting with the Parent, Manager, Division Representative and President. In this meeting the Manager will outline why the player should not be granted the minimum playing time allotted by the league. The Parent (as well as the Division Representative and President) will then be allowed to review the Manager's Player Log. If it is found that the player is short of the practice goal of 75%, the Parent will be allowed to offer details as to why the player has not attended practices. This meeting should be a precursor to any action in an effort to advise the player and family of the practice requirements. If the President finds that the Player has missed excessive practices that will place that Player in harm's way, he alone may choose offer a remedy including lessened playing time to the degree he finds appropriate. It is important that all realize that it is usually not

the Player who is the cause of his inability to get to practice and he should not be “punished” with less playing time due to this fact.

GENERAL PLAYING RULES Prior to the start of the game, both Managers will meet at home plate and review the ground rules with the umpires. **Teams will exchange batting orders before the game noting each player’s first and last name, uniform number, and playing position; and review Pitching Affidavits.** Managers must account for each player on the roster at game time. Players absent from the game shall be so designated. A player unable to play, but present, shall be so designated with the reason given for inability to play, such as injury, illness, disciplinary action (which must be approved by the Board of Directors), etc. If a player is present and will not be entered into the game, the Manager must notify the opposing Team Manager of the reason prior to the start of the game. Players shall not be disciplined for their lack of baseball ability.

Two adult base coaches are allowed for the offensive team. Managers and coaches are not allowed to warm up pitchers at home or elsewhere (Rule 3.09).

All players must:

- wear a full uniform in orderly fashion during games
- wear Little League-approved face mask-equipped helmets when batting, running the bases, coaching a base or warming up to pitch between innings
- wear a protective cup and supporter, and complete catching gear (including throat protector) when catching both in games and during practices

Infield Fly: Will be enforced

Passed Ball: Runners may advance at their own risk

Catching: At least two catchers must be used in a game. Catchers must use a catcher’s glove. Additional catching/pitching requirements below.

Uncaught 3rd Strike (Rule 6.05b): Does not apply to this Division.

Base Running: INTERFERENCE – referring to the Official Playing Rules “In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists the runner in returning to or leaving third base or first base.” PENALTY = The runner is out and the ball is dead. A runner is also ruled out if s/he interferes with a fielder in the act of making a play on the ball. [Managers and Coaches should work to teach their players to clear the base paths and bags when they are not making a play on the ball. This is a common situation, which results in the potential for collisions and interference by the fielder.]

5 Run Rule: Each team will be limited to either scoring five (5) runs or making three (3) outs, which ever occurs first in innings 1 through 5. There is no limit on runs from the 6th inning and beyond.

Approved Bats: Approved bats shall have the Little League Approved designation printed on them and have a BPF (Bat Performance Factor of 1.15). Each manager shall be responsible for ensuring his team uses only LL approved bats and shall not allow use of nonapproved bats during games or live hitting exercises where players or coaches are involved. Managers shall keep a list of approved composite bats with them to prove that any bat used by their players in a game are approved. Infractions shall be reported to the Division Rep and may be subject to review by the Grievance Committee.

Defensive teams will consist of nine (9) players.

Defense position changes can only be made at the beginning of the defensive inning or during a pitching change with the exception of an injury.

Any runner is out when:

- (1) the runner slides headfirst while moving forward (Note: Applies ONLY when advancing to a base. Does not apply when returning to a base from a rundown or pickoff situation);
- (2) running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball; or
- (3) after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base; or
- (4) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.

Sliding feet first into first base is permitted, but strongly discouraged.

In case of injury to a base runner, the player making the last out shall become the base runner until either he/she scores, is put out, or the side is retired, and at that time, he/she will revert to his/her normal position in the batting order.

GENERAL PITCHING RULES

See updated 2016 Official Regulations, Playing Rules and Policies for Little League Baseball for complete pitching rules. The following is an overview of these updated rules.

All players league age eleven (11) or younger are eligible to pitch.

The Manager must remove the pitcher when said pitcher reaches the limit of his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	8 and under	50 pitches per day
	9-10	75 pitches per day
	11	85 pitches per day

Exception: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or the 3rd out is made to complete the inning.

A pitcher that throws 41 or more pitches may not play catcher for the remainder of that day. However, a catcher may move to pitcher after playing catcher in the same game or day. A player who catches more than three innings (consecutive or not) may not pitch at any point during that calendar day. If a player catches a partial inning; this shall constitute a full inning for purposes of this rule.

The following rest guidelines are required for players of all ages:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.
- A player is automatically eligible after 6 days of rest, regardless if a game rest was observed or not.

If a pitcher reaches a day(s) of rest threshold 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 retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

GAME PROCESS: The Manager (or delegate of the Manager) will confer with the same from the other team between each half inning to verify the pitches throw that half inning. As with the scorebook, the Home team's Pitching Log will be the official Pitching Log.

Violation of these pitching guidelines may result in a protest and subsequent forfeiture of the game as well as possible sanctions against the offending Manager.

Pitchers once removed from the mound may not return as pitchers. The removal of a pitcher from the mound means that he/she may not pitch again in that same game. If the game is called before becoming a regulation game, the "same game" restriction will apply. All pitching time is charged against a pitcher's eligibility regardless of game results or cancellation before the game becomes official unless the game is cancelled / suspended prior to the completion of the first inning. [See Regulation VI, Note 3].

There is no limit to the number of pitchers that may be used in a game.

Four (4) balls constitute a base on balls. Intentional walks are not allowed.

Pitchers must wear approved Little League face mask-equipped helmets while warming up between innings.

Managers must submit a Pitching Log to the Division Representative following each game listing the pitcher(s) name(s) and the number of innings pitched. **Game summary sheets must be filled out and submitted even if the game did not become official.** All pitching time is charged against a pitcher's eligibility regardless of game results or cancellation before the game becomes official unless the game is cancelled / suspended prior to the completion of the first inning. **Game summary sheets must be filled out and submitted even if the game did not become official.**

REPORTING OF SCORES, GAMES, PLAY TIME AND PITCHING

Scorebooks, Game Summary Sheets, Pitching Logs and Pitching Affidavits will be provided to each Manager in the form of a Manager's Resource Book. These books and summary sheets determine pitcher eligibility, playing time, etc. Team Managers are to assume the responsibility that their book is maintained properly, and is required to have it in his/her possession for review at each game. The home team book is the book of record in all games.

Game Summary Sheets and Pitching Logs are to be completed and turned in to the Division Representative or left in the appropriate mailbox in the concession stand by the each Team Manager immediately following his/ her game. (Penalty: 1st offense – verbal warning, 2nd offense – 1 game suspension). Pitching eligibility logs are to be available for review prior to each game (there has been a great deal of difficulty in this area in the past please cooperate). **Game Summary Sheets must be filled out and submitted even if the game did not become official.** All pitching time is charged against a pitcher's eligibility regardless of game results or cancellation before the game becomes official unless the game is cancelled or suspended prior to the completion of the first inning.

Managers should keep the Pitchers Affidavit in their Manager's Resource Book at all times and must have it at each game for pregame review.

The Division Representative is responsible for updating the League Scheduler of team scores so on-line standings are maintained and maintaining the Division Binder in the Concession Stand to reflect the pitching status for all players after each game. It is, however, the Manager's responsibility to ensure that each game's pitching record is submitted immediately after the completion of each game.

CALL UP PLAYER

SUBMITTING: Each Manager is to submit to the Division Representative no later than Opening Day, the names and contact information of two players whose skill set would allow them and who have their parents' permission to fill spots on a team in the next level for a temporary (one game) basis. These players will be used only if a team is unable to field a team. Once a player is used, he/she will be dropped to the bottom of the call up list. See the Call-Up Procedure Rules for details.

UTILIZING: If a team anticipates being unable to field ten (10) players at the start of a game, you are required to call the Division Representative and he will provide you with a temporary call up player from the International Division. This call up player will play a complete game and bat last in the order. This player is not allowed to pitch. The process to utilize call up players must be exhausted before a game is rescheduled due to player shortage. See the Call-Up Procedure Rules which are attached hereto and made a [part hereof. There is no requirement for a manager to use the call up list to replace an injured player if he can field the minimum number of players unless the player is lost for the season, in which case the Division Rep shall replace the lost player on the roster with a rotating call up player

FIELD OF PLAY

The following are prohibited from all fields and dugouts: on-deck batters, bat weights; bat boys/girls; non-game personnel including siblings and family members of players (only Managers, Coaches, players, umpires, and board members are allowed as may be necessary from time to time). Players are not to eat while on the field or in the dugout. Players are not to leave field of play / dugout without the permission of the Team Manager or coaching staff. Players may be removed from the dugout and forfeit playing time if s/he is found to be creating a disturbance with the approval of the Board Member on Duty.

POST SEASON PLAN

The Regular Season champion will be the team with the best win-loss record; in the event of ties, co-champions will be named. The final league champion will be determined by a single elimination, postseason tournament made up of all teams. Playoff pairings will be determined by overall record. If multiple teams have identical records the seeding will be determined by 1) head-to-head match ups, and then 2) the lowest number of defensive runs allowed in contests between the tied teams, and then 3) the division representative, and President (or designee) will conduct a coin toss. Playoff pairings: When the Division consists of 5 teams, the 4 and 5 seed play for the final slot of the 4 team bracket. When the Division consists of 6 teams, seed 1 and 2 receive a first round bye. When the division consists of 7 teams, the 1 seed receives a first round bye.

The AAA League Post Season will attempt to utilize either 2 Capital District Umpire Association (CDUA) umpires, or a combination of 1 CDUA and one experienced umpire from the rec season

INJURIES

In ALL cases of injury, the welfare of the player is of primary importance. Umpires and Managers will decide if a game needs to be stopped in the case of an injury to a player. Under no circumstances will play begin until the injured player is removed from the field or judged well enough to remain in the game. The name of the injured player is to be reported by the Manager to the Division Representative within 24 hours. The Division Representative will then contact the Safety Officer for the appropriate paperwork and course of action. All Managers are urged to carry cold packs in their equipment bags at all times. (Note: Cold packs should not be fastened to one spot and should not be allowed to remain in any one position for an extended length of time to avoid frostbite. Do not place chemical cold packs on the facial area).

If a player requires emergency treatment, hospitals will not act in the absence of a parent, legal guardian or without a proper consent form. Hence, parental consent forms must be completed prior to the start of the season; managers should hold in their possession copies of the medical release forms for each player on the team at practices and games.

In cases of injury to a player that cause the player to miss two (2) or more games, the Manager will notify the Player Agent and Safety Officer of the injured player's name and the number of games that the player will be missing due to injury immediately upon this realization. If a Manager has an injured player fails to meet the above criteria the Board of Directors will impose disciplinary actions on that Manager.

No player who misses seven (7) consecutive days of games or practices due to injury may resume playing without a medical release from the player's doctor being filed with the Safety Officer.

There is no requirement for a manager to use the call up list to replace an injured player if he can field the minimum number of players unless the player is lost for the season, in which case the Division Rep shall replace the lost player on the roster with a rotating call-up player

VOLUNTEERS

Since the safety and the welfare of the kids is of utmost importance, all Managers, Coaches, and Volunteers are required to undergo background checks prior to the start of organized league activities. Managers shall complete a Volunteer List and submit it to the Division Representative who will then ensure that all named volunteers have had a background check completed by the League and will return the form to the Manager. Any Manager/Coach/Volunteer not listed on the form is prohibited from helping and it is the Manager's responsibility to ensure they do not participate in activities with the kids. An infraction by the Manager will result in referral to the Grievance Committee and repeat offenses may lead to possible Board action, including but not limited to game suspensions for the Manager.

If any member of EGCYBL has any problems or difficulties on any matters, relate them to any member of the board whose names and numbers are available at the Concession Stand. Please report any problems within 48 hours of the incident.

The EGCYBL Board of Directors reserves the right to change or modify rules during the season as deemed appropriate and necessary.

Updated: March 2016.

Call Up Procedure

Submitting Call Up Players

Each manager at the AAA, International, Minor and Mini-Minor levels will submit to their respective Division Representative, no later than Opening Day, the names and contact information of two players whose skill set would allow them and who have their Parents' permission to fill in on a team at the next level for a temporary (one game) basis. These players will be used only if a team is unable to field a team.

Call Up Player List(s)

After all names from each division have been collected, but not later than May 1st, the President or his assignee will place all player names into a hat and draw the names one-by-one and record them division-by-division. These lists will serve as the Active Call Up List for each division and will remain confidential to the Division Representative(s) and/or President to ensure no conflict exists.

Utilizing Call Up Players

If a team anticipates being unable to field the required number of players, that team must call their Division Representative or the President, who will provide a temporary Call Up Player. The Call Up Player must bat last in the order and may be removed for one defensive inning. The Call Up Player is not allowed to pitch.

If a Division Representative manages, coaches or has a player in the division, the President will handle all Call up assignments.

Player Assignment

Upon receiving a call for a Call Up player the Division Representative or President will contact the player whose name is at the top of the Active Call Up List. He/she will continue contacting the players from top of the list downward until a player is located who is available to fill in the call up position.

If a player is not available to play his/her name is dropped to the bottom of the Active Call Up List.

Once a player has competed as a call up player his/her name is moved to the Inactive Call Up List.

If a player cannot be found on the Active Call Up List the Division Representative may confer with the President at which point they may agree to contact players on the Inactive Call Up List. However, players on the Active Call Up List will always be given preference over the Inactive Call Up players until all players have had a chance to play as Call Up Players.

Notes

- A game may not be cancelled or rescheduled due to missing players when Call Up Players are available.
- All games will be rescheduled for the next available date on the calendar. If a team is missing 5 or more players due to school-based educational obligations, the manager may submit a written request which must include a list of players with their reason for missing the scheduled date in order to be granted an alternative date.
- At no time may a specific player be requested or may requests be made that a certain player not be selected.
- At no time may a player be requested that has the ability to play a certain position.
- The Division Representatives and President will maintain the Call Up Lists in confidence and at no time shall they be shared with any other persons.
- A player's priority is his/her own games. Under no condition(s) will they miss a game to fill in as a Call Up Player. A player may miss a practice to participate in a Call Up game.

Managers ***IMPORTANT NOTE***

Be aware that a game may not be started with less than 10 players at the Major, AAA, and International and 9 players at the Minor level. EITHER OF THESE SITUATIONS WILL RESULT IN THE IMMEDIATE FORFEITURE OF THAT GAME. As this rule is clear and requires no interpretation, protests of these forfeitures will not be accepted.

Any willful violation of this policy may result in a one game suspension for the offending Manager for each violation

Update: March 2015