

ELIZABETHTOWN AREA BASEBALL LEAGUE

BY-LAWS

April 2018

(This edition supersedes all previous editions)

ARTICLE I – NAME

Section 1. This organization will be known as the Elizabethtown Area Baseball League.

ARTICLE II – Baseball Committee

Section 2. The government of the League, the establishment of polices for conducting the business of the League and the control of the League's property shall be vested in a Baseball Committee.

Section 3. Coaches meetings are open to anyone but all decisions must be made with the consent of a majority of the Baseball Committee in attendance at regularly scheduled meetings.

Section 4. The Baseball Committee shall have the right to terminate the relationship with the League of any officer, representative, coach, player, umpire or other similarly affiliated individual whose actions are deemed improper or unacceptable. Such action shall occur upon a two thirds consenting vote from the full board membership.

Section 5. The Baseball Committee shall consist of seven members including the Elizabethtown Boys Club Baseball Commissioner, the EBC Athletic Director and five approved members.

Section 6. The Baseball Committee reserves the right to review and amend bylaws/Little League Rules on a situational basis.

Section 7. The Baseball Committee field Supervisor or League Commissioner will determine if games will be postponed and/or fields closed due to weather conditions.

ARTICLE III – THE LEAGUE

Section 1. The League shall be composed of those Associations who are approved by a majority vote of the Baseball Committee. Each association shall normally enter teams in the Colt, Pony and Midget-Midget levels and provide a field. Any deviation must be approved by a majority vote of the Baseball Committee.

Section 2. The boundaries of the EABL are: All of the boroughs and townships that reside in the Elizabethtown School District. All players outside of the established boundaries interested in playing in the EABL must receive Committee approval.

Section 3. Each team may consist of no more than four adult coaches and a score-keeper which are permitted in the dugout in all divisions.

ARTICLE IV – TEAMS

Section 1. Midget-Midget Level Teams are limited to 11 and 12 year olds, and select 10 year olds. The 10 year olds allowed to play up will be decided by Association needs. A maximum of 13 players per team is allowed. There may be a maximum of 50% of team players plus 1 players at each age group on a Midget-Midget team. EX. If a team has 10 or 11 players, max would be 6...If a team has 12 or 13 players, max would 7. Players over the maximum will need Board approval only if there is more than one team from an association.
All players will be drafted by their association's general draft. No stacking of teams allowed.

Section 2. Pony Level Teams are limited to 9 and 10 year olds, and select 8 year olds. The 8 year olds allowed to play up will be decided by Association needs. A maximum of 13 players per team is allowed. There may be a maximum of 50% of team players plus 1 players at each age group on a Pony team. EX. If a team has 10 or 11 players, max would be 6...If a team has 12 or 13 players, max would 7. Players over the maximum will need Board approval only if there is more than one team from an association.
All players will be drafted by their association's general draft. No stacking of teams allowed.

Section 3. Colt Level Teams are limited to 7 and 8 year olds, and select 6 year olds. The 6 year olds allowed to play up will be decided by Association needs. A maximum of 14 players per team is allowed. There may be a maximum of 50% of team players plus 1 players at each age group on a Colt team. EX. If a team has 10 or 11 players, max would be 6. If a team has 12 or 13 players, max would 7. Players over the maximum will need Board approval only if there is more than one team from an association.
All players will be drafted by their association's general draft. No stacking of teams allowed.

Section 4. Teams will be ranked by their win/loss records.

Midget-Midget: All teams will proceed to playoffs based on record.
(Single/Double elimination format).

Pony: All teams will proceed to playoffs based on record. (Single/Double elimination format).

Colt: All teams will proceed to the playoffs. (Single/Double elimination format.)

Tie Breakers:

- Head to head record during regular season.
- Least runs allowed head to head during regular season.
- Least total runs allowed during regular season.
- Coin toss.

For the purpose of Tie Breakers, a forfeit will equal 6 runs for the winning team.

ARTICLE V – THE PLAYERS

- Section 1. League Age shall be defined as the age of the player on August 31, of the season. Colt level (7/8), Pony level (9/10) and Midget-Midget level (11/12). Any player one year below the minimum age of each level may be rostered on a team outside of their approved age bracket if needed by association need.
- Section 2. To avoid Postponements or possible game forfeitures due to the lack of players caused by absence, injury or disciplinary action, each team in the Midget-Midgets will be permitted to utilize players from the Pony level on a part time basis. The Pony's will be permitted to utilize players from the Colt level on a part time basis. The Colts will be permitted to utilize players from the Tball level on a part time basis. These players shall be known as "swing players", and will be considered eligible players in both their normally designated age bracket as well as the immediate upper age bracket. However, "swing players" are not eligible to pitch in the upper age bracket. Teams are eligible to use "swing players" providing they do not play more than roster players.
- Part a. All players must be a member of their respective organization to participate. When utilized, all call up players are subject to the minimum play rule for the league in which they are being called up to play in but the call up player may not play in any more innings than any of the regular rostered players for the team. No call up player may pitch. Call up players may play for multiple teams. They cannot be rostered to a team at the higher level of play. A list of available call up players will be compiled by the Assistant Commissioner and distributed to all coaches prior to Opening Day. Additional names may be added after the start of the season by contacting the Assistant Commissioner. Additional names will be forwarded to all coaches.
- Part b. The opposing coach and chief umpire are to be advised prior to the beginning of the game of the intent to utilize swing players.
- Part c. Ages – Any 10 year old will be eligible for the Midget-Midget swing roster. Any 8 year old will be eligible for the Pony swing roster. Any five/six year olds will be eligible for the Colt swing roster.

ARTICLE VI – MIDGET-MIDGET DIVISION GENERAL RULES

- Section 1. Midget-Midget Level Play will be governed by the Official Little League Playing Rules except as provided herein.
- Section 2. Games: Starting times weekdays, 6:00 p.m. Home team has the field for practice first until 30 minutes prior to game time. Home team has the batting cage 30 minutes before game time. Visiting team has the batting cage until 30 minute prior to game time. Visiting team has the field for practice 30 minutes before game time. Forfeit of a game is ½ hour after the scheduled starting time. Length of game time shall be six innings; game is official after four innings (3 ½ innings if the home team is ahead). The home team has the authority to cancel a game due to bad weather or field conditions before the official starting time. Should the home team cancel the game, the home team manager must notify the opposing manager, umpire supervisor, and baseball commissioner. All games will be rescheduled by the baseball commissioner or League Scheduler. Games can be re-scheduled only for school functions. No other rescheduling of games for non-weather related reasons will be allowed. The Home Plate Umpire shall decide if the game is to be halted due to weather or darkness once a game is started. If there is lightning, the Home Plate Umpire must move all players to the dugouts, block garage, or parent vehicles for 15 minutes. There must be 15 minutes of no lightning prior to resuming game. The total wait time should not exceed 45 minutes. No inning may start after two hours from the start of the game. All Midget-Midget games have a 2 hour time limit. Official clock time is by cell phone. An inning is considered started as soon as the last out is made during the previous inning. It is not when actual play begins for the new inning. No inning of a second game of a double header may start after 10:15.
- Section 3. The scheduler will reschedule the game using the following rules:

Any Midget-Midget game rescheduled will try to be rescheduled to a date that will not cause back to back games. It could cause 3 games in a week or happen with only 1 day off.
- Section 4. Tie Game: Game will be considered a tie in the standings if the minimum innings has been reached.
- Section 5. Suspended Games: A suspended game is a game that is under the minimum innings when the game get suspended. The game will be completed at another date designated by the scheduler.
- Section 6. Pitchers: Refer to Official Little League Rules Rule VI.

League Age	Pitches allowed per day
11-12	85
10 and under	75

- If a player pitches 61 or more pitches in a day, he must have 3 days rest.
- If a player pitches 41 - 60 pitches in a day, he must have 2 days rest.
- If a player pitches 21 - 40 pitches in a day, he must have 1 day rest.
- If a player pitches 1 - 20 pitches in a day, he must have 0 days rest.

In addition, the following also applies:

- A player may only pitch on back to back days if the player had a pitch count under 21 pitches the previous day. Any pitcher who pitches 21 pitches or more the previous day can't pitch on the 2nd day of back to back games.

If a player pitches one pitch in an inning, that constitutes an inning towards the max of 6 innings per week.

- Part a. A pitcher may pitch a maximum of 85 pitches in any one outing 75 if the player is 10. If 85 or 75 pitches have been reached in the middle of a hitter, the pitcher will be allowed to finish pitching to that hitter but he must be removed prior to the next hitter.
- Part b. The pitch count will be kept by two coaches from each team. Each team will confer with each other between innings to keep an accurate pitch count.
- Part c. An individual pitcher may only pitch six innings in a week regardless of pitch count and number of games. Total innings per team that can be pitch by 12 year olds in a week is 12 unless the team has three or more games in a week. This number will increase by 3 innings for each game over two that a team has in a single week. (Monday to Sunday).
Any pitching violation will result in a forfeiture of the game played.
- Part d. A pitcher may play the catcher's position after pitching in the game. This rule supersedes the LL rule.
- Part e. When it comes to PLAYOFFS, if the playoffs are scheduled to be completed in a week then an individual pitcher may only pitch six innings for the duration of the playoffs regardless of pitch count, number of games, and what day the playoffs started (Start on a Saturday and end on a Friday). Total innings per team that can be pitch by 12 year olds in a week is 12 unless the team has three or more games in a week. This number will increase by 3 innings for each game over two that a team has for the duration of the playoffs.
Any pitching violation will result in a forfeiture of the game played.

When it comes to PLAYOFFS that are scheduled to be longer than a week than an each individual pitcher will get an additional 2 innings for every game scheduled in the

second week with a max of 6 for the second week also. Total innings per team that can be pitch by 12 year olds in a week is 12 unless the team has three or more games in a week. This number will increase by 3 innings for each game over two that a team has for the duration of the playoffs. Same rule applies for the second week. Any pitching violation will result in a forfeiture of the game played.

Section 7. Coaches: Coaches or any Adults may be used as base coaches. However, only the Head coach is permitted to officially call time and discuss matters with the Plate Umpire. Coaches are permitted to warm-up pitchers between innings while catcher is getting ready.

Section 8. Stealing: Refer to Official Little League Rule 7:13.

Section 9. The game will be considered completed when the losing team has batted at least four innings and trails by 10 runs or more. If the visiting team takes a 10 run lead or more in the top of the inning, the home team will still get to bat in the bottom half of the inning. It is recommended that the game continue in an unofficial capacity until the two (2) hour time limit has been reached or until 6 full innings are completed in order to provide additional playtime for instructional purposes. No inning of a game in which the mercy rule has been applied may continue after the two (2) hour time limit has been reached.

Section 10. Substitution: There will be free offensive and defensive substitution to maximize the coach's flexibility in getting all players adequate playing time. All substitutions whether Defensive or Offensive must be reported to other team.

To report Defensive substitutions, you need to let the other team know who is on the bench.

To report Offensive substitutions, you need to let the other team know who is replacing who in the batting order.

Defensive: All players must play a minimum of three innings a game and get one at bat in a complete game. A complete game is one where 6 innings are played. If the game goes 6 innings but the visitor's team only played in the field for 5 innings, then only the home team would have to comply with the minimum of 3 innings in the field. The visitor's team would have to comply with a minimum of 2 innings in the field. This includes all call up players.

Offensive: Both teams have to bat all of their players at least once. The free substitution rule can be used to move players in and out of the batting lineup multiple times. Once a player has batted in a designated spot in the batting order, that player may only bat in that spot in the batting order the rest of the game.

If minimum play is not attained, the affected player(s) must play his/her missed innings in addition to the minimum play innings in the next game played plus the coach would be reprimanded for the violation of the rules. Any infraction of this rule in playoff games will result in the forfeiture of the game.

Section 11. Extra Hitter: Each team may add one additional batter (EH) to the batting line-up for a total of ten players in the starting lineup. Only nine players will play the field.

Teams must choose whether to use a nine or ten player batting line-up prior to the beginning of the game. The umpire-in-chief shall be notified of each team's decision. The decision made by each team shall be in effect for the entire game.

The decision to use the tenth batter (EH) in the line-up is at the discretion of each individual team and is not affected by the decision made by their opponent. (One team can have nine batters and their team, ten).

The EH may be substituted for and brought back into the game. He / she must return in the same order in the batting lineup that he/she started the game.

The EH player must meet the required playing time according to Little League Rules.

If a team that has only ten roster players available for a game decides to utilize an EH, and a player gets injured or sick;

- a. The team shall field nine players
- b. When the injured or sick player's position in the batting lineup is due to bat and he/she is unable to bat, an out shall be declared in accordance with Little League Rule 6.02.

Section 12. When a manager, coach, or player is ejected from a game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they were suspended.

Section 13. Violations of any rules within our bylaws will result in the following penalties:

- Upon the first offense, the coach will receive a written warning.
- Upon the second offense, the coach will be suspended for one game. The coach may however attend that game and watch without any interference to that game.
- Upon the third offense, the coach will be suspended for two games. The coach may however attend that game and watch without any interference to that game.
- Upon the fourth offense, the coach will be removed from the program.

- Section 14. All batters must keep one foot in the batter's box while looking down to the 3rd base coach or a coach in the dugout. This rule is to speed up the pace of the game. Umpires are to warn players about staying in the box.
- Section 15. All batters are eligible to return to the same spot in the batting order once they are taken out of the batting lineup as many times as wanted. LL says that a sub may not return once he is removed from the batting lineup. This rule will override LL rulebook.
- Section 16. Midget-Midget Division teams have nine defensive players in the field. If only eight (8) players are present, the team will be allowed to play with eight players during the regular season and the playoffs. If there are less than (8) players, the team must forfeit.
- Section 17. All players must use a bat that are in compliance with "Little League Rules". . No softball bats allowed. All bats shall be checked before each game by the Umpires to make sure the bats are in compliance, splintered or have any cracks and dents. Splintered, crack or dented bats cannot be used. Violations will follow Little League penalties.
- Section 18. Replaces Rule 6.05
- Chosen not to implement new LL "third strike" Rule. We will enforce the following:
Rule 6.05 - A batter is out when a third strike is caught or NOT caught by the catcher.
- Section 19. Supersedes Rule 1.17
- Male catchers must wear the metal, fiber or plastic type cup.
A catcher's chest protector is required; however, the long-model chest protector is optional.
All catchers must wear the "dangling" type throat protector.
Catchers may wear old style catchers helmet with mask.
- Section 20. On Deck Batter: Only one (1) player may be out of the dugout and in the "designated on deck area" with a bat. All other players must be in the dugout or bench area.
- Section 21. If a batter squares to bunt, and then pulls back, swings, the batter shall be out.

ARTICLE VII – PONY GENERAL RULES

- Section 1. Pony Level Play will be governed by the Official Little League Playing Rules except as provided herein.
- Section 2. Games: Starting times weekdays, will be 6:00 p.m. Double headers must be approved by the League. Home team has the field for practice first until 30 minutes prior to game time. Home team has the batting cage 30 minutes before game time. Visiting team has

the batting cage until 30 minute prior to game time. Visiting team has the field for practice 30 minutes before game time.

Forfeit of a game is ½ hour after the scheduled starting time.

Length of game time shall be six innings; game is official after four innings (3 ½ innings if the home team is ahead). The home team has the authority to cancel a game due to bad weather or field conditions before the official starting time. Should the home team cancel the game, the home team manager must notify the opposing manager, umpire supervisor, and baseball commissioner. All games will be rescheduled by the baseball commissioner or League Scheduler. Games can be re-scheduled only for school functions. No other rescheduling of games for non-weather related reasons will be allowed.

The Home Plate Umpire shall decide if the game is to be halted due to weather or darkness once a game is started. If there is lightning, the Home Plate Umpire must move all players to the dugouts, block garage, or parent vehicles for 15 minutes. There must be 15 minutes of no lightning prior to resuming game. The total wait time should not exceed 45 minutes.

No inning may start after one hour forty five minutes (1:45) from the start of the game. Official clock time is by cell phone. An inning is considered started as soon as the last out is made during the previous inning. It is not when actual play begins for the new inning.

Section 3. The scheduler will reschedule the game using the following rules:

Any Pony game rescheduled will try to be rescheduled to a date that will not cause back to back games. It could cause 3 games in a week or happen with only 1 day off.

Section 4. Tie Game: Game will be considered a tie in the standings if the minimum innings has been reached.

Section 5. Suspended Games: A suspended game is a game that is under the minimum innings when the game gets suspended. The game will be completed at another date designated by the scheduler.

Section 6. Pitchers: Refer to Official Little League Rules Rule VI.

League Age	Max Pitches allowed per day
8-10	75

- If a player pitches 61 or more pitches in a day, he must have 3 days rest.
- If a player pitches 41 - 60 pitches in a day, he must have 2 days rest.
- If a player pitches 21 - 40 pitches in a day, he must have 1 day rest.
- If a player pitches 1 - 20 pitches in a day, he must have 0 days rest.

In addition, the following also applies:

- A player may only pitch on back to back days if the player had a pitch count under 21 pitches the previous day. Any pitcher who pitches 21 pitches or more the previous day can't pitch on the 2nd day of back to back games.

If a player pitches one pitch in an inning, that constitutes an inning towards the max of 6 innings per week.

- Part a. A pitcher aged 8-10 may pitch a maximum of 75 pitches in any one. If 75 pitches have been reached in the middle of a hitter, the pitcher will be allowed to finish pitching to that hitter but he must be removed prior to the next hitter.
- Part b. The pitch count will be kept by two coaches from each team. Each team will confer with each other between innings to keep an accurate pitch count.
- Part c. An individual pitcher may only pitch six innings in a week regardless of pitch count and number of games. Total innings per team that can be pitched by 10 year olds in a week is 12 unless the team has three or more games in a week. This number will increase by 3 innings for each game over two that a team has in a single week. (Monday to Sunday).
Any pitching violation will result in a forfeiture of the game played.
- Part d. A pitcher may play the catcher's position after pitching in the game. This rule supersedes the LL rule.
- Part e. When it comes to PLAYOFFS, if the playoffs are scheduled to be completed in a week then an individual pitcher may only pitch six innings for the duration of the playoffs regardless of pitch count, number of games, and what day the playoffs started (Start on a Saturday and end on a Friday). Total innings per team that can be pitched by 10 year olds in a week is 12 unless the team has three or more games in a week. This number will increase by 3 innings for each game over two that a team has for the duration of the playoffs.
Any pitching violation will result in a forfeiture of the game played.

When it comes to PLAYOFFS that are scheduled to be longer than a week than an each individual pitcher will get an additional 2 innings for every game scheduled in the second week with a max of 6 for the second week also. Total innings per team that can be pitched by 10 year olds in a week is 12 unless the team has three or more games in a week. This number will increase by 3 innings for each game over two that a team has for the duration of the playoffs. Same rule applies for the second week.
Any pitching violation will result in a forfeiture of the game played.

- Section 7. Coaches: Coaches or any Adults may be used as base coaches. However, only one adult coach is permitted to officially call time and discuss matters with the Plate Umpire.

Coaches are permitted to warm-up pitchers between innings while catcher is getting ready.

Section 8. The game will be considered completed when the losing team has batted at least four innings and trails by 10 runs or more. If the visiting team takes a 10 run lead or more in the top of the inning, the home team will still get to bat in the bottom half of the inning. It is recommended that the game continue in an unofficial capacity until the one hour forty five minute (1:45) time limit has been reached or until 6 full innings are completed in order to provide additional playtime for instructional purposes. No inning of a game in which the mercy rule has been applied may continue after the one hour forty five minute (1:45) time limit has been reached.

Section 9. A continuous batting order will be used. If a spot in the batting order is vacant, that spot will be skipped without penalty.

Section 10. Substitution: There will be free defensive substitution to maximize the coach's flexibility in getting all players adequate playing time. All Defensive substitutions must be reported to other team.

To report Defensive substitutions, you need to let the other team know who is on the bench.

Defensive: All players must play a minimum of three innings a game and get one at bat in a complete game. A complete game is one where 6 innings are played. If the game goes 6 innings but the visitor's team only played in the field for 5 innings, then only the home team would have to comply with the minimum of 3 innings in the field. The visitor's team would have to comply with a minimum of 2 innings in the field. This includes all call up players.

If minimum play is not attained, the affected player(s) must play his/her missed innings in addition to the minimum play innings in the next game played plus the coach would be reprimanded for the violation of the rules. Any infraction of this rule in playoff games will result in the forfeiture of the game.

Section 11. Stealing: Base runners will be permitted to steal starting with the first game of the season. Base runners may steal, but shall not leave base until after the ball reaches the plate. A base runner may attempt to steal but may not proceed to the next base on an over throw. Stealing of home base is not permitted for any reason. Paragraph 7:13 of Official Little League Rules shall be used to determine the penalty to the runner when leaving base early. When a player receives a walk, the player must stop at first base. The player cannot steal second base even if the ball has not been returned to the pitcher.

Section 12. Infield Fly Rule does not apply to Ponies level.

- Section 13. Scoring: A runner can only score on a continuous play resulting from a hit ball or a forced walk. The Pony's shall be limited to scoring five (5) runs per half inning except in the sixth or any extra inning of play. Any runs scored after the fifth run scores on the same continuous play shall not be counted except in the event of a clear Home Run over the fence.
- Section 14. Sliding: Any runner is out when that runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag. A runner may not jump over a defensive player in an attempt to avoid the tag. It is a judgment call by the Umpire and it is recommended that before each game the two teams discuss it with the umpire.
- Section 15. When a manager, coach, or player is ejected from a game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they were suspended.
- Section 16. Violations of any rules within our bylaws will result in the following penalties:
- Upon the first offense, the coach will receive a written warning.
 - Upon the second offense, the coach will be suspended for one game. The coach may however attend that game and watch without any interference to that game.
 - Upon the third offense, the coach will be suspended for two games. The coach may however attend that game and watch without any interference to that game.
 - Upon the fourth offense, the coach will be removed from the program.
- Section 17. Pony Division teams have nine defensive players in the field. If only eight (8) players are present, the team will be allowed to play with eight players during the regular season and the playoffs. If there are less than (8) players, the team must forfeit.
- Section 18. All players must use bats that are in compliance with "Little League Rules". No softball bats allowed. All bats shall be checked before each game by the Umpires to make sure the bats are in compliance, splintered or have any cracks and dents. Splintered, crack or dented bats cannot be used. Violations will follow Little League penalties.
- Section 19. Replaces Rule 1.17
- Male catchers must wear the metal, fiber or plastic type cup.

A catcher's chest protector is required; however, the long-model chest protector is optional.

All catchers must wear the "dangling" type throat protector.

Catchers may wear old style catchers helmet with mask.

Section 20. On Deck Batter: Only one (1) player may be out of the dugout and in the "designated on deck area" with a bat. All other players must be in the dugout or bench area.

Section 21. If a batter squares to bunt, and then pulls back, swings, batter shall be out.

ARTICLE VIII – COLT GENERAL RULES

Section 1. Colt level play will be governed by the Official Little League Playing Rules except as specifically covered herein.

Section 2. Games: Starting times weekdays, will be 6:00 p.m. Double headers must be approved by the League. Home team has the field for practice first until 30 minutes prior to game time. Home team has the batting cage 30 minutes before game time. Visiting team has the batting cage until 30 minute prior to game time. Visiting team has the field for practice 30 minutes before game time.

Forfeit of a game is ½ hour after the scheduled starting time.

Length of game time shall be six innings; game is official after 3 innings (2½ innings if the home team is ahead). The home team has the authority to cancel a game due to bad weather or field conditions before the official starting time. Should the home team cancel the game, the home team manager must notify the opposing manager, umpire supervisor, and baseball commissioner. All games will be rescheduled by the baseball commissioner or League Scheduler. Games can be re-scheduled only for school functions. No other rescheduling of games for non-weather related reasons will be allowed.

The Home Plate Umpire shall decide if the game is to be halted due to weather or darkness once a game is started. If there is lightning, the Home Plate Umpire must move all players to the dugouts, block garage, or parent vehicles for 15 minutes. There must be 15 minutes of no lightning prior to resuming game. The total wait time should not exceed 45 minutes.

No inning may start after one hour forty five minutes (1:45) from the start of the game. Official clock time is by cell phone. An inning is considered started as soon as the last out is made during the previous inning. It is not when actual play begins for the new inning.

Section 3. The scheduler will reschedule the game using the following rules:

Any Colt game rescheduled will be rescheduled for the first open field date.

- Section 4. Tie Game: Game will be considered a tie in the standings if the minimum innings has been reached.
- Section 5. Suspended Games: A suspended game is a game that is under the minimum innings when the game gets suspended. The game will be completed at another date designated by the scheduler.
A complete game will be 2 ½ innings if you are the home team, 3 innings if you are the away team.
- Section 6. Pitchers: A pitcher may pitch a maximum of two consecutive innings per game.
Pitchers pitch from 40 ft.
- Section 7. Infield Fly Rule does not apply to Colt level.
- Section 8. Coaches:
Base coaches: Adult coaches will be used as base coaches.
Coaches are permitted to warm-up pitchers between innings while catcher is getting ready.
- Section 9. Stealing: No stealing for this division will be allowed.
- Section 10. Scoring: A runner can only score on a continuous play resulting from a hit ball. The Colts shall be limited to scoring five (5) runs per half inning for the complete game. Any runs scored after the fifth run scores on the same continuous play shall not be counted except in the event of a clear Home Run over the fence.
- Section 11. Colt Division teams may have ten defensive players in the field. If only nine (9) players are present, the team will be allowed to play with nine (9) players during the regular season and the playoffs. If there are less than nine (9) players, the team must forfeit.
- Section 12. A continuous batting order will be used. If a spot in the batting order is vacant, that spot will be skipped without penalty. No walks will be allowed. Upon receiving ball 4, the hitter will use a tee to put the ball in play. The batter will receive one swing off the tee. If the ball is missed, hit foul, or does not go past the 12 foot line, the hitter is out. The ball must be put in play (12 Feet past the plate) to be considered a fair ball off of the tee. The 12 foot line is measured from the back tip of home plate and should be marked with a white line in a semi-circle from foul line to foul line.
- Section 13. Substitution: There will be free defensive substitution to maximize the coach's flexibility in getting all players adequate playing time. All Defensive substitutions must be reported to other team.

To report Defensive substitutions, you need to let the other team know who is on the bench.

Defensive: All players must play a minimum of three innings a game and get one at bat in a complete game. A complete game is one where 6 innings are played. If the game goes 6 innings but the visitor's team only played in the field for 5 innings, then only the home team would have to comply with the minimum of 3 innings in the field. The visitor's team would have to comply with a minimum of 2 innings in the field. This includes all call up players.

If minimum play is not attained, the affected player(s) must play his/her missed innings in addition to the minimum play innings in the next game played plus the coach would be reprimanded for the violation of the rules. Any infraction of this rule in playoff games will result in the forfeiture of the game.

Section 14. When a manager, coach, or player is ejected from a game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they were suspended.

Section 15. Violations of any rules within our bylaws will result in the following penalties:

- Upon the first offense, the coach will receive a written warning.
- Upon the second offense, the coach will be suspended for one game.
- Upon the third offense, the coach will be suspended for two games.
- Upon the fourth offense, the coach will be removed from the program.

Section 16. All batters must keep one foot in the batter's box while looking down to the 3rd base coach or a coach in the dugout. This rule is to speed up the pace of the game. Umpires are to warn players about staying in the box.

Section 17. The game will be considered completed when the losing team has batted at least four innings and trails by 10 runs or more. If the visiting team takes a 10 run lead or more in the top of the inning, the home team will still get to bat in the bottom half of the inning. It is recommended that the game continue in an unofficial capacity until the one hour forty five minute (1:45) time limit has been reached or until 6 full innings are completed in order to provide additional playtime for instructional purposes. No inning of a game in which the mercy rule has been applied may continue after the one hour forty five minute (1:45) time limit has been reached.

- Section 18. All players must use a 2 1/4" diameter bat. Tball bats are ok to use if it is "Little League Approved". No big barrel bats allowed. No softball bats allowed. All bats shall be checked before each game for splinters and dents. Splintered and dented bats cannot be used.
- Colt players will be given one warning by per team for using a bat that doesn't meet Little League regulations. After said warning each additional offense will comply with Little league penalties.
- Section 19. Replaces Rule 1.17
- Male catchers must wear the metal, fiber or plastic type cup.
A catcher's chest protector is required; however, the long-model chest protector is optional.
All catchers must wear the "dangling" type throat protector.
Catchers may wear old style catchers helmet with mask.
- Section 20. On Deck Batter: Only one (1) player may be out of the dugout and in the "designated on deck area" with a bat. All other players must be in the dugout or bench area.
- Section 21. If a batter squares to bunt, and then pulls back, swings, and make the batter shall be out.
- Section 22. If a batter squares gets put on the tee, the catcher must be in the normal catcher's position behind the plate as if a pitch was being thrown. Catcher is an eligible player and is able to make a play on any ball that is considered a fair ball by the umpire. The tee will be set in front of home plate and must stay there until a new batter comes up. No coaches are allowed to go onto field to remove tee while ball is in play. Umpire may stand where he chooses.

ARTICLE IX – EVALUATIONS AND THE DRAFT

- Section 1. The purpose of evaluations is to provide an opportunity for coaches to evaluate the skill sets of players. As such, every evaluation should be structured so that the elements of hitting, catching, fielding, and running are performed.
- Section 2. Colt Division, Pony Division, and Midget-Midget Division coaches will evaluate all players at evaluations.
The manner in which they rate/score players is up to that coach. All rating/scores will remain confidential. Players/Parents shall never be told the ratings/scores they received.
- Section 3. The drafting process will be the same for all Divisions.
- Section 4. When a tryout has been completed, the team with the worst record from the preceding season gets the first choice in every round of the draft, the next to last place team gets

the second selection in every round and the remaining teams select in reverse order of standings.

NOTE: Every team will get a first round selection. After that, teams with more than 8 current players will sit out of the draft until all teams have drafted up to that number. At that point, all teams will reenter the draft until all players are selected. Players shall never be told the draft position they received.

Section 5. All players not present at the tryouts will be placed in a pool and be selected at random via a blind draw unless a majority of the coaches present for the draft can agree to allow the player to enter into the draft. If a blind pick exists, the last pick for each team will be a blind pick.

Section 6. A team may consist of a maximum of 50% plus one players at any age level.

Section 7. If the number of teams decreases in a year, the team(s) with the least returning players will be disbanded and all of their returning players will be entered into the draft.

If any said division (Colts, Pony or Midget-Midget) expands by 3 or more teams from the previous season, then a complete re-draft will result for that specific division. All eligible players will need to attend the evaluation day and all teams in said division will be drafted from scratch. The draft order will be determined by a random draw (picked from the hat) and the draft will be a snake draft. If expansion would be fewer than 3 team(s), than existing expansion rules apply.

Section 8. If a sibling is in the draft, he/she will be assigned to the team that their brother/sister is on. the player must participate in the draft and be rated by the other coaches. The player will be assigned a draft round by averaging the draft round assignment of the coaches present after dropping the highest and lowest scores.

Section 9. If a coach has a player in the draft, the player must participate in the draft and be rated by the other coaches. The player will be assigned a draft round by averaging the draft round assignment of the coaches present. If the player is not present for the draft, he/she will be assigned as a first round draft choice unless the majority of coaches can agree on the draft round assignment. This rule also applies to siblings within the draft. If multiple siblings are in the draft, the selection of the one also assigns the other to the selecting team. The second sibling will be assigned a draft round as described above. If the sibling is not present at the draft, he/she will be assigned to the next round in the draft. Siblings are defined as bothers/sisters living in the same household.

Section 10. The following defines the drafting of sons, daughters, siblings, and resident relatives.

BROTHERS/SISTERS IN THE DRAFT.

When there are two or more siblings in the draft, in the first brother or sister is drafted by a manager, that manager automatically has the obligation to draft the other brother

or sister on the next turn.

BROTHERS/SISTERS OF PLAYERS CURRENTLY ON A TEAM

A manager shall notify the draft that a player candidate's brother or sister is a member of that managers' team. The manager must exercise the option on the sibling within the first three draft selections.

SONS/DAUGHTERS OF MANAGERS

If a manager has sons and/or daughters eligible for the draft, he or she must notify the draft. The parent manager must exercise the option on the son/daughter within the first three draft selections.

ARTICLE X – TRAVEL TEAMS

- Section 1. Anyone participating on any travel team or other activity other the EABL Baseball must participate in 51% of the games to be eligible for the All-stars.
- Section 2. Procedures will be set up so that pitchers, who pitch for a travel baseball team, will have to abide by the EABL pitching rules after a travel tournament.
- Section 3. Once the practice and game schedules are accepted, then no changes will be made for any game due to a travel team or other activity issue. As always, school functions will allow for a schedule change.
- Section 4. The travel team rules will be looked at annually to make the necessary changes to protect EBC but also work with the other activities.

ARTICLE XI – EQUIPMENT

- Section 1. All bats must be Little League approved.

ARTICLE XII – TOURNAMENT PLAY (ALL-STARS)

- Section 1. All Divisions:
 - Part a. Tournament team (All-Stars) members will be voted onto team by all head coaches in the specific division from the player pool. All head coaches will pick their top 8 players. The 8 players with the highest number of votes is on the team. If there is a tie for the 8th player, those players will be placed on the team. The Head coach of the All Stars will select the remaining available slots carrying a minimum of 12.
 - Part b. Head coaches will be selected by the EBC Commissioner. The Head Coach may pick his assistants with final approval resting with the board.

ARTICLE XIII – PROTEST PROCEDURE

The aim of the Elizabethtown Youth Baseball League is to provide a baseball game that is both enjoyable and instructional for all youth involved. The coaches and umpires should do their utmost to see that each game is properly played according to all existing rules and regulations. Any disagreements regarding these rules and regulations should be resolved at the game site and preferably at the time of the questioned infraction. However, if an infraction cannot be resolved, the following procedure shall be followed:

- Section 1. Protests may be for rule infractions only; judgment calls by the Umpires cannot be protested.
- Section 2. The manager registering the protest must notify the home plate umpire.
- Section 3. Protests must be written up and submitted to the Baseball Commissioner within 24 hours of the completion of a game.
- Section 4. The Baseball Committee of the Elizabethtown Area Baseball Program along with the Chief of Umpires will rule upon all protests within 7 days of submittal. If the Chief of Umpires is a party to the protest, he/she will not rule on the protest. In the event of a tie ruling, the protest will be disallowed and the ruling on the field will be upheld.
- Section 5. Refer to Official Little League Rules Rule 4.19.