East Bay Youth Athletics Inc.

LEAGUE OPERATING RULES AND PROCEDURES

Article 1. PARK RULES/FIELD RESPONSIBILITIES

A Park Administrator (PA) will be assigned to supervise all activities at the park whenever there are regularly scheduled games and practices. The PA will normally be a member of the League Board of Directors, and he/she will have the authority to enforce all rules and regulations that are specified in the League Operating Rules, Constitution and By-Laws including ejection of anyone from the park with cause. The PA will carry a master set of keys that will allow him/her access to all areas of the park necessary to run normal league operations.

Section 1.01 PARK RULES

a. Adherence to rules as stated in park signage is mandatory.
b. No pets are allowed in the complex unless they are certified service animals.
c. No skateboards, ripsticks, scooters, hoverboards, or skates allowed on playing fields or dugouts.
d. No climbing fences, trees, or any other structure.
e. No throwing or batting balls into fences.
f. No glass containers are allowed in the complex.
g. Pitching will be done in bullpens only; catchers must wear protective headgear.
h. No fence “jumping” to gain access to fields or batting cages.
i. No alcoholic beverages.
j. No parking in front of emergency gates, field gates, or driveways.
k. No swinging of bats will be allowed outside of the field of play or outside of a batting cage.
l. No metal spikes in batting cages.
m. All Code of Conduct rules signed by players, parents, and coaches during registration will be strictly enforced.

Section 1.02 FIELD RESPONSIBILITIES

a. The home team will be responsible for preparing the field for play. Rake (drag) clay away from grass, mark batter’s box and baseline with chalk. Foul lines beyond the clay are to be painted (no chalk on grass).
b. The home team will provide Official Scorekeeper and run GameChanger. The Official Scorekeeper will be responsible for keeping and monitoring the total number of pitches thrown for each pitcher through GameChanger. The visiting team will run the scoreboard.
c. After the completion of each game, the visiting team will be responsible for filling in and packing holes that form in the batter’s box and in front of the pitching rubber and raking all clay areas. If it is the last game of the day, put the tarps back on the pitching mound and batter’s box areas.

d. Both teams will clean their dugouts of all trash and empty drink bottles along with making sure that all public areas where parents sat are clean and all trash is picked up after each game and practices.
e. In cases of inclement weather where fields have excessive standing water, both home and visiting teams will work together to prepare the field(s) to a level of safe playing conditions.
f. Fields must be watered, holes must be properly filled, in-fields and batter's box must be raked at the end of each practice.

Article 2. RULES-APPLICABILITY

Section 2.01 RULES

These rules are adopted by the East Bay Youth Baseball League and are to be used in all league plays conducted by the East Bay Youth Baseball League.

Section 2.02 PRIORITY OF RULES

Rules shall be applied in the following order of priority:

a. East Bay Youth Baseball League Rules
b. National Babe Ruth League, Inc., Rules
c. Official Baseball Rules

Article 3. ELIGIBILITY, REGISTRATION & TRYOUTS

Section 3.01 AGE ELIGIBILITY

a. Cal Ripken Division: Any player ages 4 (four) through 12 (twelve) on or before April 30th of the current season is eligible to participate in the East Bay Youth Athletic Cal Ripken Division.
b. Babe Ruth Junior Division: Any player aged 13 (thirteen) through 16 (sixteen) years of age on or before April 30th of the current season is eligible to participate in the East Bay Youth Athletic Babe Ruth Division.
c. Babe Ruth Senior Division: Any player aged 16 (sixteen) through 18 (eighteen) years of age as referred to in the birth chart in the current Babe Ruth official playing rules for the current season is eligible to participate in the East Bay Youth Athletic Babe Ruth Senior Division.
d. Proof of Age: Parents must be prepared to present a copy of their child's birth certificate on demand. Certified copies of birth certificates shall be required for players to participate in postseason tournament play. If unable to provide a birth certificate, we will adhere to the Babe Ruth policy as amended Rule 0.04 (*2) Birth Documents, Rosters, Coaching Education.*

Section 3.02 REGISTRATION/ WAITING LIST

Registration dates for each season will be determined by the Board and will be advertised on www.eastbayyouthathleticsbaberuthleague.sportngin.com at least one month prior to the first registration date.

a. Registration will be conducted on a first come first served basis. Once all available spots are filled for a division, players will be placed on a waiting list.
b. Players who do not sign up prior to the start of the season will also be placed on a waiting list. Players on a waiting list will be placed on a team by the Player Agent if there is a need for additional players to even out rosters in a specific division.
c. The waiting list priority will be determined by the date that a player has placed on the list. The first player taken off the waiting list will be the player who was placed on the list at the earliest date. Managers who lose a player during the season, either to injury or because the player decides to resign from the league, will be required to immediately notify the Player Agent and their Division Manager. The Player Agent will then assign the next player on the waiting list to that team to ensure that all teams maintain the same number of players on their roster that they started the season with. Players can be added to teams from the waiting list up until the halfway point in the season.
d. Anyone interested in managing or coaching will submit their name for consideration. The East Bay Youth Athletics (EBYA) coaching committee, which will be composed of the President or his/her designee, Vice President, Coaching Coordinator, and each Division Manager, will determine the team managers and their corresponding divisions. All managers and coaches must complete any training or certification requirements deemed necessary by Babe Ruth, Hillsborough County and EBYA. This may include but is not limited to the following: background checks/fingerprints, coaching certifications, mandatory preseason coaches training, and mandatory preseason rules review meeting.

Section 3.03 EVALUATIONS

Evaluations – This is when coaches assess the players to balance the teams. All kids that are signed up by the deadline will play on a team. Evaluations will be held for all divisions except T-ball to ensure league drafts are conducted in a fair manner. The children of team managers and confirmed assistant coaches are not required to attend evaluations. The Player Agent will coordinate all aspects of player evaluations and will be assisted by the Division Managers when conducting evaluations for their respective divisions.

a. During evaluations players will be evaluated on the following skills: hitting, fielding fly balls, fielding ground balls, running, throwing, and catching. Pitching evaluations are optional.
b. Rookie Division: If there are still spots left after all registrations, league age 6year-olds who have finished one spring season of T-Ball can try out for the Rookie Division. Please note that attending these tryouts does not mean a player will automatically be chosen for a Rookie Division team.

c. Minor Division: If there are still spots left after all registrations, league age - 8year-old players who wish to be evaluated for the Minor Division will attend both Rookie and Minor evaluations. League age 8- year- olds who are evaluated for the Minor Division are not guaranteed to be selected to a Minor Division team.
d. Major Division: If there are still spots left after all registrations, league age10year-old players who wish to be evaluated for the Major Division will attend both Minor and Major evaluations. League age 10-year-olds who are evaluated for the Major Division are not guaranteed to be selected to a Major Division team.
e. Babe Ruth Juniors Division: Players league age 13-16 years old will be evaluated on the following skills: hitting, fielding fly balls, fielding ground balls, running, throwing, and catching and pitching collectively
f. Babe Ruth Seniors Division: Players league age 16-18 years old will be evaluated on the following skills: hitting, fielding fly balls, fielding ground balls, running, throwing, and catching and pitching collectively.
g. Players who do not attend evaluations prior to the draft will not be eligible for selection during the normal draft. These players will have their names placed in a hat after the draft in preparation for a blind draw method. A Hat-Pick will be available after the 7th round of the draft.
h. Players who have a parent that will be manager and their two assistant coaches are not required to attend evaluations unless that player is attempting to play up a division. In that case an evaluation must take place. This can be reconsidered on a case-by-case basis determined by the board.

ARTICLE 4: LEAGUE ORGANIZATION & TEAMS

Section 4.01 CAL RIPKEN DIVISION

The Cal Ripken Division will be composed of players between the league ages of 4 and 12. For all Cal Ripken Divisions except T-Ball, the goal of the league will be to maintain 12 players per team. Under no circumstances will a team be allowed to go above 15 players per team. The Cal Ripken Division will be broken down into the following leagues:

a. **T-Ball** – Players between league age 4 and 6 years old are eligible for the TBall Division. The objective of the T Ball program is to introduce children to the basics of the game of baseball. The league is intended to provide families with a safe and enjoyable experience in what, for most, will be their first exposure to baseball.
b. **Coach Pitch 6U** - Players between league age 5 and 6 years old are eligible for the Coach Pitch 6u Division. 6u Coach Pitch is a transitional program that introduces players to coach pitch baseball (tee will be used if player is not able to hit off live pitch) and gradually increases competitiveness. Designed for 6-year-olds and advanced 5-year-olds, it focuses on improving batting mechanics, fielding skills, and game awareness to prepare for the next level.
c. **Rookie** – Players between league age 7 and 8 years old are eligible for the

Rookie Division. Assuming spaces are available, 6-year-olds can try-out for the Rookie Division; however, Rookie teams will be limited to drafting no more than two 6-year-olds per team. The total number of 6- year-olds who can play up cannot exceed the total number of teams in the division (i.e., 10 teams in the Rookie Division –no more than ten 6-year-olds may play up to the Rookie Division). The objective of the Rookie Division is to focus on fundamentals to build basic skills.

d. **Minors** – Players between league age 9 and 10 years old are eligible for the Minor Division. Assuming spaces are available, 8-year-olds can try out for the Minor Division. Minor teams will be limited to drafting no more than two 8- year-olds per team. The total number of 8-year-olds who can play up cannot exceed the total number of teams in the division (i.e., 10 teams in the Minor Division – no more than ten 8-year-olds may play up to the Minor Division).
e. **Majors** - Players between league age 11 and 12 years old are eligible for the Major Division. Assuming spaces are available, 10-year- olds can try out for the Major Division. The total number of 10- year-olds who can play up cannot exceed the total number of teams in the division (i.e., 10 teams in the Major Division – no more than ten 10-year-olds may play up to the Major Division).
f. All play-ups require Division managers' agreement and are approved by the Player Development Director and VP of Baseball in accordance with section 3.03 evaluations.

Section 4.02: BABE RUTH DIVISION

The Babe Ruth Division will be composed of players between the ages of 13 to 18. The goal of the league will be to maintain 12 players per team. Under no circumstances will a team be allowed to go above 15 players per team. The Babe Ruth Division will be broken into the following leagues:

a. Junior Babe Ruth – Players between the age of 13 and 16 years old are eligible for the Junior Babe Ruth Division.
b. Senior Babe Ruth – Players between the age of 16 and 18 years old are eligible for the Senior Babe Ruth Division.

ARTICLE 5. PLAYER SELECTION RULES

Section 5.01 DRAFT RESPONSIBILITIES

Player drafts will be organized and conducted by the League Vice President and the Player Agent for all divisions except for T-Ball. T-Ball players will be assigned to teams by the T-Ball Division Representative. Division Representatives will be present at their respective division draft to assist the Player Agent.







Section 5.02 DRAFT STRUCTURE

Draft order will be determined by the result of a blind lottery. Teams will choose players in the order in which their team was drawn in the lottery, with the draft following a serpentine pattern. Only players who were present at try-outs are eligible for selection during the initial draft. Once the 7th round of the draft has been completed, players who did not try-out will be selected to teams by a blind draw per section 3.03. All protected players will be drafted during rounds 3-5.

Section 5.03 PROTECTED PLAYERS

Until each team has a manager and at least one (1) assistant coach, each team may protect no more than two (2) players during the draft. Once each team has a manager and at least one (1) assistant coach, the manager of each team may protect his/her child and the child of his/her 1st and 2nd assistant coaches during the draft. Only the Manager may protect his/her player if a child is playing up. (All play-ups require Division managers' agreement and are approved by the Player Development Director, VP of Baseball. Assistant Coaches cannot protect their player if the player is not the established league age and must go through the regular draft and evaluation rules. Managers must designate their 2 assistant coaches prior to evaluations. If a manager or assistant coach has siblings playing in the same division, and this results in a 4th child requiring protection for the team, then that 4th player must be selected in the fifth round of the draft to that team.

Section 5.04 SIBLINGS

When two or more siblings are playing in the same division then it is imperative that the league make every effort to keep them together on the same team, unless otherwise requested by the parent or guardian. As a result, when one sibling is drafted by a team, then the other sibling must be chosen by that same team in the next available position in the draft. All siblings must participate in evaluations to guarantee being drafted on the same team.

Section 5.05 TRADING PLAYERS

Trading players is permitted after the draft. The Vice President, Player Agent, and Division Representatives will review the case and jointly decide on whether to allow the trade. The decision of the Vice President, Player Agent, and Division Representative will be final. All trades will be final before the Managers leave the draft room upon completion of the draft. Scenario trades can occur after the draft, but prior to the first game of the season, when there are extenuating life circumstances to be considered. A player's parent/guardian or coach can submit a request to the Division Director to initiate the trade. The Vice President, Player Agent, and Division Representatives will review the case and jointly decide on whether to allow the trade. The decision of the Vice President, Player Agent, and Division Representative will be final.

Article 6: PLAYER PARTICIPATION/SUBSTITUTION

Section 6.01 PURPOSE

The purpose of the mandatory innings rule is to guarantee participation by all players regardless of ability. Coaches and managers are urged to make early substitutions if it is anticipated that the game will end early due to the mercy rule. Managers are also encouraged to remove the more skilled players from the game in these situations and let the players with less developed skills get more playing time.

Section 6.02 MINIMUM NUMBER OF PLAYERS TO FIELD A TEAM

Teams may play with a minimum of 8 players. A team playing with 8 players will not be penalized with an automatic out for the 9th position in the batting order. During the regular season, a team with 8 or fewer players has the option of adding guest players to complete their roster. A team playing with guest players will be limited to a maximum of 9 total players. Guest players are only eligible to play outfield and are NOT eligible to pitch. Guest players will be placed in the batting order after all roster players. For example, if a team adds (1) guest player, the guest player will be required to bat in the 9th spot. If a team adds (2) guest players, the guest players will bat in the 8th and 9th spot, respectively. Guest players must 1) be registered with EBYA Recreational Program, and 2) play in the same division as the requested team. Guest players will not be permitted in post-season tournament play. Any team unable to field a team with at least 8 players will be required to forfeit their game. The official score for a forfeited game will be 6-0 for Cal Ripken division games and 7-0 for Babe Ruth Division games. Note: For Rookies and T-Ball the Max players will be 10. All other rules apply.

Section 6.03 MANDATORY PARTICIPATION AND RE-ENTRY RULES FOR TBALL DIVISION

a. All players in attendance must be inserted in the batting order and allowed to bat. The batting order will be established before the game begins and players must bat in the same order throughout the game.
b. T-Ball players in attendance will play a defensive position on the field during every inning.

Section 6.04 MANDATORY PARTICIPATION AND RE-ENTRY RULES FOR ROOKIE, MINOR, MAJOR and JUNIOR DIVISIONS

a. All players in attendance must be inserted in the batting order and allowed to bat. The batting order will be established before the game begins. Players must bat in the same order throughout the game. Managers may freely substitute for players on the field during the game.
b. A player who is removed from the batting order for any reason may only be reinserted in the same batting position. If a player is unable to bat, an out will be recorded for that position the first time that position comes to bat, unless that player was removed from the game because of an injury or illness. In subsequent at bats, an out will not be recorded.

c. Players who arrive after the game begins must be inserted at the end of the batting order. For example, if eleven (11) players are in attendance when the game begins and a twelfth player arrives after the game begins, the late arriving player must be inserted in the last position on the scorecard.
d. No player may sit 2 innings in a row.
e. All players must play in the infield at least one inning during the game. Catcher is considered an infield position. Coaches should make every attempt to ensure that all players play the infield within the first 4 innings. (This rule does not apply to Juniors.)
f. If not followed, the manager will be referred to the Conduct and Rule Committee (CRC).

Section 6.05 SPEED UP RULES FOR MINOR, MAJOR, AND BABE RUTH DIVISIONS
The last batted out is permitted to run for the catcher of record or pitcher of record. The catcher of record is the catcher when the last out of the previous inning was recorded.

Section 6.06 PITCHER PARTICIPATION AND RULES (Minors, Majors, Juniors, Seniors)

a. EBYA will adhere to the pitch count guidelines as set forth by MLB pitch smart shown in the table below for regular season, post season, and Fall Ball seasons.

Age	Daily Max (Pitches)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	75+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A

b. Pitching in consecutive days will be permitted per the above chart. However, a pitcher will be prohibited from having pitching appearances in three consecutive days.
c. Trips to the mound - Trips to the mound shall be limited to one per inning per pitcher. The second trip in the same inning will result in the removal of that

player as a pitcher. Any effort to circumvent this rule will result in a trip to the mound being charged by the umpire.

d. Once a pitcher is removed from the mound, he may not return to the game as a pitcher.
e. Games in which an ineligible pitcher has been used shall result in 1 game suspension of the manager (not including that game). The withdrawal of an ineligible pitcher after the pitcher is announced or after a warm-up pitch is delivered but before that pitcher has pitched a ball to a batter shall not be considered a violation. This rule applies to regular season and post season games.
f. A manager determined to be in violation of these pitch count rules will be required to appear in front of the Conduct and Rules Committee (CRC). Additionally, the manager will receive a written warning outlining the offense from the CRC. A second violation of the pitch count guidelines will result in a one-week suspension of the offending manager. A suspended manager will not be eligible for All-Star coaching consideration. A third violation will result in revocation of manager duties for the remainder of the season.
g. All game pitches will be counted towards pitch count, including suspended games and those officially declared as “no game.”
h. Pitcher’s age, not division, determines daily max and required rest.
i. The following applies to Advance Baseball (AB) Weekends: AB pitchers who pitch more than 20 pitches on Saturday will not be eligible to pitch on Sunday. Coaches with AB pitchers are encouraged to use other players during those weekend games.
j. All managers must enter pitch counts according to league procedures in a timely manner, no more than 24 hours after game day.

Article 7. DIVISION RULES

Official Baseball Rules will be observed, except as provided in the official Cal

Ripken/Babe Ruth Baseball Rule book and in the following local EBYA Rules Section.

Section 7.01 T-BALL DIVISION (FUN)

a) Game

a. League Age 3,4,5 T-Ball fun division will practice and play on Saturdays. The goal is to help young athletes develop a love for the game. Players will learn basic fundamentals of baseball.
b. Practices will be 30 minutes, and game play will be 30 minutes directly following the practice. (60 minutes total).
c. A tee will be used for all batters in games during the T-ball games.
d. An offensive half inning will end when all players from the offensive team have batted. There is no “mercy” rule in T-Ball.

e. A player must be put in the position of catcher. The only equipment required for a catcher is a batter's helmet, glove, and cup. No other catcher's gear is required.
f. A 10-foot arch away from home plate will be drawn in chalk from baseline to baseline. All balls batted must pass this arch. If a ball batted does not pass this line it is considered foul, and the batter will swing again. There is no foul ball limit.
g. All players must rotate positions.
h. There will be no minimum number of players for a spring game – no forfeits.

b) **Batting/Offense**

a. All offensive players at bat or on the bases must wear a helmet.
b. All players in the lineup will have an at bat each offensive half.
c. No bunting is allowed; a half swing is not considered a bunt.
d. There will be no strike outs. Players will receive as many swings at the ball as necessary to hit the ball.
e. A batting coach may assist the player at the tee in taking his/her batting position and addressing the ball; however, the batting coach may not assist the player in swinging.
f. Base runners must maintain contact with the base until the ball is batted.
g. Runners can advance one base on overthrows. Runners may continue to advance on a ball in-play until the ball is controlled by an infielder and time is called.
h. Runners must tag-up on caught fly balls.
i. There will be NO on deck batter.

c) **Defense**

a. All players will take the field on defense.
b. The infield shall consist of a pitcher, catcher, and no more than 4 other players.
c. Infielders other than Pitcher must remain in the base lines until the ball is batted. The pitcher must remain within the pitcher's mound until the ball is batted.
d. All other defensive players should be placed beyond the infielders.
e. The defensive team may station coaches in the field to assist players. Coaches may not physically assist players in making plays.
f. No infield fly rule.

d) **Equipment**

a. Rubber cleats (no metal cleats).
b. All non-wood bats must have the USA Bat T-Ball marking with a barrel no greater than 2 5/8".
c. Level 1 Soft Core safety baseball (Novice only)
d. Field: 60' bases; no pitching mound

Section 7.02 6U COACH PITCH

a) Game

a. The complete game is 6 innings OR 1 hour and 15 minutes– whichever comes first. No inning shall start after 1 hour.
b. Games will be supervised by the coaches; one Junior umpire will be provided.
c. Official scorebooks / GameChanger will be kept in the spring season only (for All Star purposes)
d. The coach will pitch 3 pitches to a player. If the ball is not put in play after 3 pitches, a tee is used, a batter will use tee until ball is put in play. The only extra pitches allowed are if the third pitch is fouled off, then the coach can continue to pitch the ball.
e. An offensive half inning will end when the team on offense scores either five (5) runs or receives three outs.
f. There is no “mercy” rule in T-Ball or coach pitch.
g. A player must be put in the position of catcher. The only equipment required for a catcher is a league provided helmet with a facemask, glove, and cup. No other catcher’s gear is required.
h. A 10-foot arch away from home plate will be drawn in chalk from baseline to baseline. All batted balls must pass this arch. If a ball batted does not pass this line it is considered foul, and the batter will swing again. There is no foul ball limit.
i. No defensive player may play the same position for more than two innings in the same game. 21. There will be no minimum number of players for a spring game – no forfeits.
j. No defensive player may play 2 consecutive innings in the outfield, unless there are more than 12 players on the team, then the manager may adjust accordingly in the best interest of the players.

b) Batting/Offense

a. All offensive players at bat or on the bases must wear a helmet.
b. No bunting is allowed; a half swing is not considered a bunt.
c. There will be no strike outs. Players will receive as many swings at the ball as necessary to hit the ball.
d. A batting coach may assist the player at the tee in taking his/her batting position and addressing the ball; however, the batting coach may not assist the player in swinging.
e. Base runners must maintain contact with the base until the ball is batted.
f. Runners can advance one base on overthrows. Runners may continue to advance on a ball in-play until the ball is controlled by an infielder and time is called.
g. Runners must tag-up on caught fly balls.
h. There will be NO on deck batter.

c) Defense

a. Ten (10) fielders per side; four (4) outfielders placed a minimum of 20 feet behind the infield.
b. The infield shall consist of a pitcher, catcher, and no more than 4 other players.
c. Infielders other than Pitcher must remain in the base lines until the ball is batted. The pitcher must remain within the pitcher’s mound until the ball is batted.
d. All other defensive players should be placed beyond the infielders.

e. A maximum of two (2) coaches are allowed in the outfield to coach and encourage. After April 1st in the Spring and October 1st in the Fall, coaches must remain in foul territory.
f. No infield fly rule.

d) Equipment

a. Rubber cleats (no metal cleats).
b. All non-wood bats must have the USA Bat T-Ball marking with a barrel no greater than 2 5/8". Note: For 6U Coach Pitch, USA Bats are preferred, but T-Ball bats may be used as well.
c. Players will use regular hard baseballs. This will allow the players to get used to regular baseball before they move up to the next level or play all stars in the Spring.
d. Field: 60' bases; no pitching mound
e. Protective cups

Section 7.03 ROOKIE DIVISION

a) Game

a. The regulation game is six innings. The game will be official if four (4) full innings are completed (3.5 innings if the home team is ahead).
b. Game time will be one hour, and 30 minutes (1:30), or six (6) innings, whichever comes first. In the event of a tie, the games will continue until there is a winner. In the Championship Games, there is No Time Limit.
c. Every attempt will be made to avoid a tie game. In the event of a tie, when time is remaining, each team will place a runner on 2nd base at the start of the ½ inning. The runner will be the last out of the previous at bat. This format play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning. If time expires and no new inning can begin the game shall be called a tie.
d. There will be a five (5) run scoring limit per team per inning.
e. Each team will provide a volunteer (badged by EBYA) to be the designated pitching coach for his/her team while batting.

b) COACH PITCH RULES FOR ROOKIE:

a. PITCHING LINE: There shall be a line drawn forty (40) feet from the apex of home plate to establish the minimum forward point for the pitcher (Coach).
b. PITCHING CIRCLE: The pitcher's mound shall serve as the Pitching Circle. The defensive player listed as the pitcher shall not leave the pitching circle (the pitcher's mound) until the ball is hit, unless the batter squares around to bunt. Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
c. **COACH PITCH MECHANICS:**
    i. The pitching coach shall keep one foot on or straddle the pitcher's line.
    ii. The pitching coach may pitch anywhere along the pitching line from 40 feet to 42 feet pitching circle.

iii. The pitching coach, either standing or from the knee, shall deliver the pitch overhand and at a velocity that creates a flat pitch to the batter (no lobbing or underhand pitches).
iv. The pitching coach shall not verbally or physically coach while in the pitching position. The pitching coach may instruct the batter while in the box but may not after the ball is put in play.
v. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. If a coach violates this rule before the ball is pitched, first offense is a warning; second offense is removal of the coach as the pitcher for the remainder of the game.
vi. The catcher takes a normal position in full gear and returns the ball to the coach-pitcher after each pitch (live-ball situations excepted).
vii. The player that assumes the pitcher's position must remain within the 5foot radius circle, behind the Coach, and on one side or the other, until the ball is hit. If a pitcher violates these requirements, then (1) the play will stand, even if the pitcher is involved in the play, and (2) the umpire(s) will warn the violating pitcher's manager that if the same pitcher violates one of both requirements again, the player will be removed from the pitcher's position. The player can assume another position but cannot reenter as a pitcher in that game.
viii. If a batted fair ball hits any part of the pitching Coach without touching any defensive player, the ball is immediately dead. The batter will be awarded first base. All other runners return to the base they last occupied before the ball was hit, unless forced to advance as a result of the batter being awarded first base. If a batted fair ball is first touched by a defensive player and then hits any part of the pitching Coach, it is a live ball. If a thrown ball hits any part of the pitching Coach, it is a live ball.
ix. Each batter receives a maximum of four (4) pitches. If the batter strikes out, or if the ball has not been hit into play after four pitches, the batter is out.
x. NO INTENTIONAL WALKS. If the batter fouls the fourth (4th) pitch, the batter will receive pitches if the batter continues to foul pitches. (Note: Any foul bunt after two strikes is an out.) The batter is out if a batter swings on a third strike and misses the ball.
xi. HIT BY PITCH - If the batter is hit by a pitch from the Pitching Coach, the batter will not be awarded first base.

d. Official GameChanger will be kept for All-Star certification purposes. First and Last name must be entered.
e. Games will be played on a field with the bases set 60ft apart.
f. When a ball is batted into fair territory, the runners may advance until he or she is forced to retreat by the defender or the Umpire calls "Time." A defender cannot call "Time" merely to stop the play.
g. Mercy Rule: Ten run mercy rule in effect after 4 innings (3.5 if the home team is ahead). Seven Run mercy rule in effect after 5 innings (4.5 if home team is

ahead). Game ended by mercy rule is official for scoring purposes. Managers are encouraged (but not required) to continue playing if time permits.

b) Batting/Offense

a. All players will bat. The batting order will remain the same throughout the game. If a player is unable to bat, an out will be recorded for that position the first time that position comes to bat, unless that player was removed from the game as a result of an injury or illness. In subsequent at bats, an out will not be recorded.
b. All offensive players at bat or on the bases must wear a helmet.
c. There will be a five (5) run scoring limit per team per inning.
d. Inning ends after three (3) outs or five (5) runs.
e. From the start of the season, bunting will be allowed. Batters will not be allowed to fake a bunt and then take a full swing at the ball. Any batter who does so will be warned by the acting umpire as well as the team manager. Subsequent infractions will result in a strike and require the acting umpire to report the infraction to the board of directors.
f. Base runners must maintain contact with the base until the ball is batted.
g. Runner(s) may advance one base on an overthrow when the throw is made to a base where an out is attempted. Application of this only applies on balls thrown to a base from an infielder to a base when an out is possible. Please note, a ball thrown to pitcher, or another fielder is not an overthrow, and runners may not advance. An overthrow is defined as when the ball PASSES the person it is thrown to or if the ball is dropped.
h. Runners may advance until he or she is forced to retreat by the defender or the Umpire calls “Time”.
i. Runners must tag-up on caught fly balls.

c) Defense

a. Three (3) swinging strikes is an out, no walks or hit by pitch. (Foul tip).
b. Four (4) pitch maximum. If the fourth pitch is hit foul, then the batter will get additional pitches until the ball is hit fair, swing, and miss or pitched ball with no swing.
c. A maximum of two (2) coaches are allowed in the outfield to coach and encourage. After April 1st in the Spring and October 1st in the Fall, coaches must remain in foul territory.
d. Ten (10) fielders per side; four (4) outfielders placed a minimum of 20 feet behind the infield.
e. The catcher must be in full equipment and stay within the designated catcher's box.
f. Coaches MUST rotate player positions during each game. Players are not allowed to play more than 2 innings at any one position during each game, except for catchers and first base who can play 3 innings behind the plate.
g. All players must play in the infield at least one inning during the game. Catcher is considered an infield position. Coaches should make every attempt to ensure that all players play the infield within the first 4 innings.
h. No player may sit 2 innings in a row.
i. No infield fly rule.

j. There is no mandatory slide rule. Players must avoid contact if they slide and it must be without malicious intent. Over sliding a base or pop-up slides without malicious contact is acceptable.

k. No headfirst sliding will be allowed. If a player slides their heads first, they are out.
l. The pitcher must remain behind the safety line until the pitched ball reaches home plate.
m. A catcher must be fully equipped (including cup) and in position.
n. It is mandatory that the catcher is positioned behind the plate in the normal catching position.
o. The head coach must get approval by the executive board by April 1st in the Spring or October 1st in the Fall, if they believe there is a safety issue with any player, and the player is not able to play an infield spot throughout the game.

d) Equipment

a. Rubber cleats (no metal cleats).
b. Max 2 5/8" barrel bat marked with USA Bat stamp.
c. Hard balls used.
d. Field: 60' bases; 40-42' pitching mound
e. Protective cups
f. Fully equipped catcher - protective helmet / mask / hard cup/throat guard.

There will be no skull caps for catchers, they must be equipped with a fully covered mask with an attached throat guard.

Section 7.03 MINOR DIVISION

a) Game

a. Regulation game is six innings. The game will be official if four (4) full innings are completed (3.5 innings if the home team is ahead).
b. No new inning shall begin (visitors at bat) after 1 hour 45 minutes or past 9:00 P.M. Every attempt will be made to avoid a tie game. In the event of a tie, when time is remaining, each team will place a runner on 2nd base at the start of the ½ inning. The runner will be the last out of the previous at bat. If time expires and no new inning can begin the game shall be called a tie. Last inning shall be completed if started prior to 1 hour and 45 minutes.
c. There will be a five (5) run scoring limit per team per inning.
d. The league will provide at least one (1) Umpire for regular season games who will be stationed behind Home Plate.
e. Games will be played on a field with the bases set 60ft apart and the pitcher's mound 46ft from home plate.
f. Official GameChanger will be kept for All-Star certification purposes. First and Last name must be entered.
g. Mercy Rule: 10 Run Mercy Rule in effect after 4 innings (3 ½ if home team is ahead). Seven Run Mercy Rule in effect after 5 innings (4 ½ if home team is ahead).

b) Offense & Defense

a. All roster players will bat. The batting order will remain the same throughout the game. If a player is unable to bat, an out will be recorded for that position the first time that position comes to bat, unless that player was removed from the game as a result of an injury or illness. In subsequent at bats, an out will not be recorded.
b. All offensive players at bat or on the bases must wear a helmet.
c. Leading off bases is not allowed. However, stealing, advancing on passed balls, advancing on wild pitches are allowed. Stealing bases is allowed only after the pitched ball reaches home plate.
    - Penalty: During the first six (6) games of the season, if a runner leaves the base before the pitched ball reaches home plate while attempting to steal, the runner shall be returned to the original base and the team shall receive one (1) warning. After a team has received its warning, any subsequent violation during the first six (6) games shall result in the runner being returned to the original base. Beginning with the team's seventh (7th) game of the season, the one (1) team warning shall remain in effect. After the warning has been issued, any runner who leaves the base before the pitched ball reaches home plate shall be declared out. If the ball is not put into play, the runner shall be called out immediately. If the ball is put into play, the play shall continue and the offending runner shall be declared out at the conclusion of the play.
d. There is no mandatory slide rule. Players must avoid contact and if they slide it must be without malicious intent. Over sliding a base or pop-up slides without malicious contact is acceptable.
e. Headfirst slides are allowed.
f. Pitchers must adhere to the pitch count rules designated in Article 6 section 6.06.
g. Trips to the mound - Trips to the mound shall be limited to one per inning per pitcher. The second trip in the same inning will result in the removal of that player as a pitcher. Any effort to circumvent this rule will result in a trip to the mound being charged by the umpire.
h. Batters will not be allowed to fake a bunt and then take a full swing at the ball. Any player that attempts a fake bunt-swing will be warned by the umpire as well as the team manager. Subsequent infractions the manager will be ejected, and the player will be required to leave the game.
i. A total of two (2) coaches may remain outside the dugout while your team is on defense.
j. No infield fly rule.
k. Intentional Walk Rule: An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any count. The ball shall be declared dead before making the award. Each team is limited to one (1) intentional walk per game.
l. No player may sit 2 innings in a row.
m. All players must play in the infield at least one inning during the game. Catcher is considered an infield position. Coaches should make every attempt to ensure that all players play the infield within the first 4 innings.

c) Equipment

a. Rubber cleats (no metal cleats).
b. All non-wood bats must have USA Bat Marking. Barrel Maximum 2 5/8".
c. Field: 60’ bases; 46’ pitching mound
d. Protective cups
e. Fully equipped catcher-protective helmet/mask/hard cup/throat guard.

There will be no skull caps for catchers, they must be equipped with a fully covered mask with an attached throat guard.

Section 7.04 MAJORS DIVISION

a) Game

a. Regulation game is six innings. The game will be official if four (4) full innings are completed (3.5 innings if the home team is ahead).
b. Double headers are permitted in this division. No new inning shall begin (visitors at bat) after 1 hour 45 minutes or past 9:00 P.M. A new inning begins once the last out at the bottom of the inning is made. Every attempt will be made to avoid a tie game. In the event of a tie, when time is remaining, each team will place a runner on 2nd base at the start of the ½ inning. The runner will be the last out of the previous at bat. If time expires and no new inning can begin the game shall be called a tie. Last inning shall be completed if it started prior to 1 hour and 45 minutes.
c. In the event a double header is scheduled, all such games will have a time limit of 1 hour 45 minutes, with every effort to have a completed game at that time, except that any inning in progress at the expiration of 1 hour 45 minutes will be played to conclusion. If a double header is scheduled, attention will be given to ensure a reasonable amount of rest between games.
d. There will be a six (6) run scoring limit per team per inning.
e. League will provide (2) two sanctioned Umpires for regular season games.
f. Games will be played on a field with bases set 70ft apart with the pitcher’s mound set at 50ft from the mound to home plate.
g. Official GameChanger will be kept for All-Star certification purposes. First and Last name must be entered.
h. Dropped third strike- On a dropped third strike, the play is not complete until the batter is called out by force at first base, tagged out before they reach first, or makes no attempt at first base (umpire’s ruling). This rule is in effect when first base is unoccupied or there are two outs.
i. The 10-Run Mercy Rule is in effect after 4 innings (3½ innings if home team is ahead).

b) Offense & Defense

a. All offensive players at bat or on the bases must wear a helmet.
b. Leading off bases, steals, advancing on passed balls/wild pitches are allowed.
c. Balks will be called in accordance with the Official Rules of Baseball. Pitchers will be allowed one warning for balks.

d. If a player is unable to bat, an out will be recorded for that position the first time that position comes to bat, unless that player was removed from the game as a result of an injury or illness. In subsequent at bats, an out will not be recorded.
e. Headfirst slides are allowed.
f. Pitchers must adhere to the pitch count rules designated in Article 6 Section 6.06.
g. Trips to the mound - Trips to the mound shall be limited to one per inning per pitcher. The second trip in the same inning will result in the removal of that player as a pitcher. Any effort to circumvent this rule will result in a trip to the mound being charged by the umpire.
h. Batters will not be allowed to fake a bunt and then take a full swing at the ball. Any player that attempts a fake bunt-swing will be warned by the umpire as well as the team manager. Subsequent infractions the manager will be ejected, and the player will be required to leave the game.
i. A total of two (2) coaches may remain outside the dugout while your team is on defense.
j. The infield fly rule is in effect.
k. Intentional Walk Rule: An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any count. The ball shall be declared dead before making the award. Each team is limited to one (1) intentional walk per game.
l. No player may sit 2 innings in a row.
m. All players must play in the infield at least one inning during the game. Catcher is considered an infield position. Coaches should make every attempt to ensure that all players play the infield within the first 4 innings.

b) Equipment

a. Rubber cleats (no metal cleats).
b. All non-wood bats must have USA Bat Marking. Barrel Maximum 2 5/8". Max 33 inches in length. 3. Field: 70’ bases; 50’ pitching mound
c. Protective cups
d. Fully equipped catcher - protective helmet / mask / hard cup/ throat guard. There will be no skull caps for catchers, they must be equipped with a fully covered mask with an attached throat guard.

Section 7.05 BABE RUTH DIVISIONS

a) **Game**

a. The regulation game is seven innings. Game will be official if five (5) full innings are completed (4.5 innings if the home team is ahead).
b. No new inning shall start after one hour and fifty (1:50), drop dead two hours (2:00) score as is for JUNIORS and SENIORS. No new inning starts after 9:00pm. Every attempt will be made to avoid a tie game. In the event of a tie, when time is remaining, each team will place a runner on 2nd base at the start of the ½ inning. The runner

will be the last out of the previous at bat. If time expires and no new inning can begin the game shall be called a tie. Note: Stall tactics are strongly discouraged and will be sent up for review by the competition committee if it happens on more than once occasion.

c. In the event a double header is scheduled, all such games will have a time limit of 2 hours, with every effort to have a completed game at that time.
d. League will provide (2) two sanctioned Umpires for regular season games.
e. The 10-Run Mercy Rule is in effect after 4 innings (3½ innings if home team is ahead).
f. Seniors shall follow all Juniors Division Rules, as stated above, as well as the applicable High School Rules for their age division that does not conflict with Babe Ruth Rules.

b) Offense & Defense

a. Juniors and Seniors Teams may bat 9, 10, or all players. Once established for that game, the batting order will not be changed unless an injury or an event occurs which requires the removal of a player. If a team does not have a substitute, an out will be recorded in the spot of the removed player for one at-bat only.
b. All players must play 2 innings or 6 outs on the field AND get 1 plate appearance per game.
c. Substitutions are permitted.
d. Any of the nine starting field players may withdraw and re-enter in the same batting position.
e. Subs are married to the player they replace. (Example – Player A replaces Player B in the line-up, If Player B returns, he must occupy the same spot in the batting order.) Both players must play at least 6 outs and get 1 plate appearance.
f. A substitute who is withdrawn may not re-enter the game.
g. Subs must be announced to the opposing Manager prior changes made.
h. A substituted player must start in your next consecutive game.
i. Violations to the substitute rules will result in a loss for that game.
j. Headfirst slides are allowed per Babe Ruth rules.
k. Intentional Walk Rule: An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any count. The ball shall be declared dead before making the award. Each team is limited to one (1) intentional walk per game.

c) Equipment

a. Metal cleats are authorized.
b. Players must wear protective cups.
c. Bat Rules
    i. Juniors bat may not exceed 34” in length. All non-wood bats must have the USA Bat marking (maximum -5) or marked BBCOR .50. Bat Barrel Maximum- 2 5/8".

ii. Seniors: All non-wood bats must be marked BBCOR .50. Bat Barrel Maximum- 2 5/8".

d. Fully equipped catcher - protective helmet / mask / hard cup/ throat guard. There will be no skull caps for catchers, they must be equipped with a fully covered mask with an attached throat guard.

Article 8: TOURNAMENT TEAM PLAY AND SELECTION

Section 8.01: POST SEASON LEAGUE TOURNAMENTS

The Post-Season tournament will be conducted at the end of the regular season in the Rookie, Minor, Major, and Junior and Senior divisions to decide the league champion. The tournament will be SINGLE OR DOUBLE ELIMINATION as determined by the board at the beginning of the season. The brackets will be decided by the best regular season records. Tiebreakers for the two teams will be decided by HEADTO-HEAD RECORD. If the HEAD-TO-HEAD RECORD does not determine the higher seed the next tiebreaker will be total RUNS AGAINST for the entire regular season. If RUNS AGAINST does not determine the higher seed the next tiebreaker will be RUNS FOR the entire regular season. If RUNS FOR does not determine the higher seed a coin flip will be conducted. Tiebreakers for three or more teams will be RUNS AGAINST. The following is a reminder of some of these rules and any procedural issues pertaining to tournament play. Unless specified below, all other league rules are in effect.

a. Games will follow regular season Division time limits and Mercy Rules.
b. Elimination games will have no time limit but will adhere to Division Mercy Rules. If the game remains tied after the completion of 6 innings (7 for juniors), the following procedures will be implemented during extra innings. Each team will begin the 7th inning (8th for Juniors), and any subsequent necessary innings, with a runner on second, no outs, that player shall be the last batted out of the preceding inning, The batter shall be the next player in the batting order.
c. Pitching rules are in effect per Section 6.06.
d. Protests–A judgment call cannot be protested. All protests must be filed with the Park Administrator immediately. Play will be stopped until a ruling is given by the protest committee. The protest committee will be the manager from each team and the Park Administrator. Only the manager may make a protest. The decision of the protest committee is final.
e. Suspended tournament games will be rescheduled. All suspended games will begin from the exact point at which play was stopped. No rainouts. Pitching guidelines remain in effect.
f. Trips to the mound - Trips to the mound shall be limited to one per inning per pitcher. The second trip in the same inning will result in the removal of that player as a pitcher. Any effort to circumvent this rule will result in a trip to the mound being charged by the umpire.
g. To promote a more competitive style play in the post season tournament, the infield requirement rule is not in effect for Minors and up. All kids must play a minimum of 2 innings and must bat.

Section 8.02 ALL STAR AND ADVANCED BASEBALL TEAMS

Both the Babe Ruth and Cal Ripken Divisions have many opportunities for teams in both Advanced Baseball and postseason tournament play.

EBYA may field at least one team in each age group where tournament play is available. If there are enough players in a specific age group and permitted by the District the Board can vote to add an additional all-star team for that division.

Started Spring, 2026: Players who play up during rec will play with their league age division for Advanced Baseball and All-Star teams. Exceptions may only be made by the board.

Section 8.03 ALL STAR AND ADVANCED BASEBALL MANAGER SELECTION

All Star and Advanced Baseball managers and coaches will be selected by a selection committee which will be the President, Vice President, Coaching Coordinator, respective Division Representative, and Player Development. If there is a conflict of interest, that committee member will be replaced by the President with a fellow board member of his/her choosing. This committee will select the managers and coaches they feel are the best qualified to direct the teams.

a. Managers will apply, in writing, to the Committee stating their desire to manage a specific team.
b. The Committee will set a deadline for applications and vote for managers.
c. Division Representatives will request recommendations from the managers in their division. These recommendations will be presented to the Committee prior to the vote.
d. Any manager up for consideration for an All-Star or Advanced Baseball Manager position may be permitted to address the Committee in person prior to the vote.
e. Managers subject to Section 9.02(g) may not be eligible for All-Star or Advanced Baseball consideration.
f. Managers can only manage teams in the division in which they managed and/or coached.

Section 8.04 ALL-STAR AND ADVANCED BASEBALL (AB) TEAM SELECTION

The All-Star and Advanced Baseball selection process will be facilitated by the President, Vice President, Division Representative, and Player Development. The President may add members as needed to this process. The All-Star and Advanced Baseball selection process is designed to allow participation of the League's top players in tournament play against other leagues. Advanced Baseball selection will occur at the start of the regular season. All-Star selection will take place at or near the conclusion of the regular season. Due to the potential short notice of All-Star Tournament scheduling, the selection process may need to occur before

the regular season has ended. For a player to be eligible for All-Star try-outs, he/she must fill out an All-Star application/registration which will be signed by their parent/guardian. Team managers unable to attend the All-Star try-out and subsequent meetings regarding selections may send one of their coaches in their place. If for any reason try-outs cannot occur due to weather or unforeseen events, then the teams will be selected using data from Game Changer, and input from the board selection committee, AB and All-Star Managers/ Assistant Coaches.

a. All All-Star/AB division teams will be selected by the All Star/AB selection committee, who will comprise of individuals selected by the board. The committee will make decisions for each division, for the first 10 spots. The AllStar/AB Manager selected will have the option to select 2 to 5 more players if he or she desires. The team does not have to consist of more than 12 players.
b. If the League fields a second All-Star/AB team in any age group, then the next 10 players who received the highest number of votes after the primary AllStar/AB team has been selected, will be assigned to the second team. The AllStar/AB Manager will have the option to select 2 to 5 more players if he or she desires. The team does not have to consist of more than 12 players.
c. All Divisions: A maximum of 15 players may be rostered to any All-Star/AB team. Therefore, prior to the submission of the roster, 1 to 3 players may be added to a team at the discretion of the manager based on the foreseen availability of the originally selected players. These alternate players may only participate in games in which originally selected players are unable to attend.
d. All Rosters and Managers will be finalized and approved by the Executive Board of Directors prior to announcement.

Article 9: PLAYER, COACH, UMPIRE, & FAN CONDUCT

Section 9.01 RULES OF CONDUCT

a. All Managers, Coaches, Umpires, and Spectators must conduct themselves in a civil manner to keep the games going without incident. Players are not allowed to challenge a call. Only the manager will be the spokesperson for the umpire. Displays of temper, profanity, or other actions of this nature by adults or players will be considered unsportsmanlike behavior and will be subject to punishment determined by the League Conduct and Rules Committee.
b. Cheering from the dugout is acceptable except when done in a disparaging manner that is directed toward one or more of the opposing players. This will be left to the discretion of the umpire and could be subject to forfeiture if not controlled by the manager/coach upon one (1) warning from the umpire(s).
c. Players, Managers, Umpires, and Coaches are expected to adhere to the Babe Ruth League, Inc. Sportsmanship Code, Hillsborough County Parks and Recreation Code of Conduct and EBYA's Code of Conduct. Registration in this league implies consent to adhere to the Code of Conduct, which will be presented to each player at registration. Players, Managers and Coaches found in violation of the Code of Conduct, may be subject to sanctions, which may include removal from current league, post-season teams, and tournaments.

Section 9.02 EJECTION BY UMPIRE

The umpire, umpire-in-chief, or assistant umpire-in-chief may eject any manager, coach, or player who argues any judgment calls (balls, strikes, safe/out, fair/foul, check swings, hit batter) or who violates the rules of conduct set forth in these rules. The umpire may also seek assistance from the Park Administrator to remove an unruly spectator. The umpire, umpire-in-chief, or assistant umpire-in-chief may first warn an individual of unsportsmanlike behavior; except charging the mound or physical violence or thrown equipment when in the umpire's judgment the behavior may cause physical harm to another player, coach, or spectator, before ejecting an individual. Volunteer umpires for Rookie Division games are not authorized to eject managers, coaches, or spectators; however, they are authorized to stop play and confer with the park administrator on duty, who will then decide whether a manager, coach, or spectator should be ejected.

a. Managers, Coaches, or Players ejected from a game may not remain in the dugout.
b. Ejected players will be suspended for the next game unless an appeal is submitted to the Conduct and Rules Committee and they in turn dismiss the suspension.
c. Coaches ejected from a game must leave the immediate area (200 yards) for the duration of the game (until the officials have left the area). The intent is to keep the coach from directly participating in the duration of the game.
d. Ejected coaches will be suspended for the next game unless an appeal is submitted to the Conduct and Rules Committee and they in turn dismiss the suspension. The rules committee has discretion to ban the offending coach from the park for the next game or all games during suspension.
e. Fans ejected from the game must leave the complex. ANY individual ejected for acts of violence or making threats of violence must leave the complex.
f. Coaches are responsible for their parents. If more than 2 parent ejections happen in one season, the coach will receive a one game suspension.
g. Individuals ejected may be invited to appear before the Conduct and Rules Committee and will be considered on probation until the committee completes an investigation of the incident.
h. Ejection from a regular season game may be grounds for disqualification as an All-Star manager or coach and the offender will be subject to a monetary fine of $50.00 payable to East Bay Youth Athletics. The ejection is subject to review by the Conduct and Rules Committee.

Section 9.03 ALCOHOL, TOBACCO USE AND ILLEGAL DRUGS

a. Consumption of alcoholic beverages or illegal drugs is prohibited at the baseball complex.
b. Use of tobacco products is prohibited in all fields of play, in and around the dugouts or bleachers and in the immediate area surrounding the clubhouse.
c. The penalty may be ejection from the complex.

Section 10.01 GENERAL

Walk-Up Music Rule for Recreational Baseball

a. Purpose: The purpose of walk-up music is to enhance the game-day experience for players and spectators by allowing each player to choose a short segment of music to be played as they approach the batter's box.
b. Duration: Each player's walk-up music should be no longer than 15 seconds. This ensures that the game proceeds smoothly without unnecessary delays.
c. Content: All walk-up music must be suitable for a family-friendly environment. This means that the music should not contain explicit lyrics, offensive language, or themes that are inappropriate for all ages.
d. Consequences for Non-Compliance: If a team plays music that is deemed inappropriate, they will be given one warning and an opportunity to select a different song. Repeated violations may result in the loss of the privilege to have walk-up music for that team only for the remainder of the season. The executive board will make a decision if music is inappropriate.

Article 10. FALL ADDENDUM

These rules shall apply for the Fall season only. The rules specifically addressed below will supersede the existing rules and regulations. For all divisions, the purpose of Fall Ball is to be fun and developmental.

Cal Ripken Division (T-Ball, Rookies, Minors, and Majors)

a. No player shall sit a second inning until all players have sat 1 (one) inning.
b. All players in attendance at the start of the game must play 1 (one) inning in the infield. If a manager feels that a player's safety is at risk playing in the infield the manager must bring this to the attention of the Executive Board for consideration and approval per rule 7.02 Rule 11.
c. Pitching rules are limited as follows: Minor and Major Division pitchers may pitch up to six (6) outs per game. MUST FOLLOW Section 6.06 PITCH COUNT GUIDELINES.
d. Mercy/Run Rule - There will be no mercy rule enforced during Fall Ball games, regardless of score. All games will continue until the applicable division time limit expires or the regulation number of innings is completed, whichever occurs first. Any mercy rule contained in the EBYA League Operating Rules or applicable Babe Ruth/Cal Ripken rules is suspended for Fall Ball play. Division-specific run limits per inning will remain in effect and will be enforced as written in the EBYA League Operating Rules.
e. Time limits for all Rookies/Minors/Majors will be two hours with a hard stop. No new inning after 1 hour 45 minutes. If the home team does not get to bat at the hard stop the game will revert to the prior full innings score and results will be final.
f. If a player leaves early, the player is removed from the batting order without penalty.

g. Violations of these rules may affect a manager's opportunity to manage or coach in the future.

Babe Ruth Division (Juniors)

a. No player shall sit a second inning until all players have sat 1 (one) inning.
b. Pitching rules are limited as follows: MUST FOLLOW Section 6.06 PITCH COUNT GUIDELINES
c. Juniors Division – A player may pitch a maximum of 3 (three) innings per game.
d. If a player leaves early, the player is removed from the batting order without penalty.
e. Violations of these rules may affect a manager's opportunity to manage or coach in the future.

ARTICLE 11: APPROVED BATS SECTION

11.01. BAT REGULATIONS

Cal Ripken Division:

- All non-wood bats must have USA Bat Marking. Barrel Maximum 2 5/8". No BBCOR Bats are permitted in the Cal Ripken Division. For T-Ball, bats must be marked with USA Bat.

Babe Ruth Division Juniors:

- 13-16: All non-wood bats must have USA Bat Marking or marked BBCOR .50. Bat Barrel Maximum- 2 5/8".

- 16-18: All non-wood bats MUST be a BBCOR .50 and no greater than -3' bat. Barrel no greater than 2 5/8'.

Penalties

a. If an illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.
b. A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play.
c. The "at bat" will be considered legal once a pitch is thrown to the next batter.
d. Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

ARTICLE 12: “COOPERSTOWN” TEAM

East Bay Youth Athletics will annually send a team to participate in a 12U tournament in Cooperstown, NY. The team is selected by a player tryout conducted every summer of the previous year. The Cooperstown team will either participate in Advanced Baseball (AB) or Competitive program during the year. Players must meet EBYA eligibility requirements. The EBYA Cooperstown team will only conduct tryouts once a year unless otherwise agreed by the Executive Board. The required time commitment is one-year. In addition to the practice and game commitments, players and families will be required to participate in all fund-raising activities.

a. The Team has the option to participate in All-Stars.
b. The Team has the option to play as an AB team or Competitive team but may not participate in both.
c. The Team is governed by the EBYA By Laws.

Player Eligibility:

a. The player may not turn 13 years of age before May 1 of the following year. In order to qualify to try out for EBYA Cooperstown team, players must have played at least two of the last four seasons at EBYA in any capacity (Recreational, Advance Baseball or Competitively). However, the Executive Board may make an exception due to mitigating circumstances.
b. A player may only play for one EBYA Cooperstown team. In other words, a player that participates as an 11U player would not qualify as a 12U player. All other eligibility requirements set forth by Advanced Baseball apply as well. Injuries or unforeseen circumstances will require a tryout to fill the position vacant.
c. The Cooperstown Team can have anywhere from 11 to 15 players.

Manager Eligibility: To qualify to manage EBYA Cooperstown team, manager candidate must have managed at least two of the last four seasons at EBYA. Exceptions to this rule may be considered by the Executive Board.

Team Selection: The team will be selected by the Cooperstown selection committee. The committee includes the Competitive and AB Director, the selected manager (provides feedback but is not eligible to vote), and three at-large members appointed by the President, EBYA.

Article 13: Outside Practice Policy

All EBYA Managers and Coaches are PROHIBITED from conducting or organizing team practices at any outside park, facility, field, or other location that has not been approved by EBYA.

The only currently authorized outside practice facility is D-BAT Southshore. Managers utilizing D-BAT Southshore must notify their Division Manager of the date and time the team will be practicing at that location.
Teams may not conduct practices outside of their regularly allocated EBYA practice times unless the additional practice has been approved in advance by the Division Manager and/or the EBYA Board.

This policy is in place to protect the safety of our players, coaches, and families and to address insurance and liability concerns associated with practices conducted at locations that have not been authorized by EBYA.

Any accident, injury, or other incident occurring during an approved practice at an outside facility must be reported promptly to the Division Manager and/or EBYA Board in accordance with EBYA incident-reporting procedures.

Failure to comply with this policy may result in further review and/or disciplinary action by the EBYA Board.