

Exeter Jr. Baseball League

Local Playing Rules

1. Playing Rules

Cal Ripken Rules apply except as noted in the Local Rules. Existing Cal Ripken Rules may be restated in the Local Rules for clarity and are identified as such.

A. MAJOR, AAA, AA, and A LEAGUES

Pitching – (Major Divisions) Major and AAA Leagues

Chart 1A		MAX pitches per DAY	Mandatory Calendar Days Rest			
League	Age		0	1	2	3
AAA/Majors	11 to 12	60	1-19	20-34	35-49	50-60+

1. Pitch count rules per player have been established to ensure protection of pitchers' throwing arms (see Chart 1A). Pitch count and individual innings pitched rules will be utilized in tandem with pitch count superseding individual innings pitched.
1. All pitchers in AAA/Majors Division will have a 60 pitch limit per day, however, if they reach their 60th pitch in the middle of an at-bat, they may continue to pitch to that batter until that batter is either out or reaches base. Once that at-bat is complete, the pitcher may not pitch for the duration of the day.
2. A single pitch in any inning constitutes a full inning. (Rule 0.06-1b)
3. Individual pitchers are limited to 6 innings in a pitching week (Rule 0.06-1)
4. Pitching weeks are defined to be from Monday through Sunday (Rule 0.06-2)
5. If a pitcher is removed for another pitcher in the middle of any inning, the pitcher removed cannot re-enter that game as a pitcher at any time.
6. Each team is allowed twelve, 12-year-old innings per week. These may be split up among any number of 12-year-olds, but all other pitching limitations apply. Each team is allowed an additional four 12-year-old innings per game over 3 games, including games suspended and those declared "No game" by the umpire. Additional 12-year-old innings allotted teams under this rule shall not affect rules regarding pitch count or individual innings pitched, which shall remain in effect for the safety of individual pitchers.
7. Calendar days off after pitching is determined by the player's pitch count (see chart 1A above). For example, if a player pitches 35 pitches in a game at 10 a.m. Saturday morning, that player is not eligible to pitch again until Tuesday. Sunday and Monday constitute 2 calendar days of rest. (Local amendment to Rule 0.06-3).
8. The new week resets the individual innings pitched but does not relieve pitchers from the waiting period between pitching due to pitch count. For example, if a player pitched 35 pitches on a Saturday they would need to wait until Tuesday before pitching again.
9. Games in which an ineligible pitcher has been used shall be declared a forfeit. (Rule 0.06-4)
10. If a game is called before it has become a regulation game and the umpire declares it suspended or "no game", all individual pitching innings shall count toward a maximum number of individual innings per day, per week and required rest. Individual pitching innings are not reset back to

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where they were prior to the start of the game (This overrides Rule 0.06-6). Team 12-year-old pitching innings shall be governed by local rule A.6 above. Any waiver request approved allowing a player to play DOWN in age, that player will assume to be in the top age group of that division for pitching restrictions.

11. Balk penalty (Majors League ONLY)
 - a. Major 70' – During the regular season, each pitcher is allowed one warning per game. All balk calls must be issued by the umpire at the time of the infraction per the official rules. The first balk call for each pitcher results in a warning. Subsequent balk calls against that pitcher will result in each runner advancing one base. Discussions by the coaches and umpire do not count as a warning; the balk must be called by the umpire at the time of the occurrence. No warnings shall be issued during the playoffs. (Balk rule for pitchers: 8.05; Runners advance on Balk: Rule 7.04a)
 - b. AAA – The ball is dead. The umpire shall warn the pitcher of the infraction and, if the infraction is repeatedly violated, has the authority to remove the pitcher from the game as a pitcher only. (Cal Ripken Special Rule, page 19).
12. Trips to The Mound – The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game AS A PITCHER ONLY. (Cal Ripken Special Rule, page 17).
13. Intentional walks shall not be allowed.
14. Doubleheader pitching rules:
 - a. A doubleheader for any team shall mean two games in a single day for that team, regardless of opponents.
 - b. Pitch count and individual innings pitched rules will be adhered to.
 - c. A pitcher is not eligible to throw in more than one game of a doubleheader.

Pitching – AA and A Leagues

2. Pitch count rules per player have been established to ensure protection of pitchers' throwing arms (see Chart 1B). Pitch count and individual innings pitched rules will be utilized in tandem with pitch count superseding individual innings pitched.

Chart 1B		MAX pitches per DAY	Mandatory Calendar Days Rest	
League	Age		0	1
AA	8 to 10	60	1-30	31-60

3. All pitchers in A/AA Division will have a 60 pitch limit per day, however, if they reach their 60th pitch in the middle of an at-bat, they may continue to pitch to that batter until that batter is either out or reaches base. Once that at-bat is complete, the pitcher may not pitch for the duration of the day.
4. Each team is responsible for tracking the pitch count for both team's pitchers. Each team representative will be responsible for reconciling pitch counts between each inning. If there are

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discrepancies in the pitch count between each team's representatives, the home team's pitch count will be considered the official record.

5. A single pitch in any inning constitutes a full inning (Rule 0.06-1b)
6. Individual pitchers are limited to 6 innings in a pitching week. (Rule 0.06-1)
7. Pitching weeks are defined to be from Monday through Sunday (Rule 0.06-2)
8. If a pitcher is removed for another pitcher in the middle of any inning, the pitcher removed cannot re-enter that game as a pitcher at any time.
9. A pitcher may pitch a maximum of two innings per game.
10. Calendar days off after pitching is determined by the player's pitch count (see chart 1B above). For example, if a player pitches 31 pitches in a game at 10 a.m. Saturday morning, that player is not eligible to pitch again until Tuesday. Sunday and Monday constitute 2 calendar days of rest. (Local amendment to Rule 0.06-3).
11. The new week resets the individual innings pitched but does not relieve pitchers from the waiting period between pitching due to pitch count. For example, if a player pitched 31 pitches on a Saturday they would need to wait until Tuesday before pitching again.
12. Games in which an ineligible pitcher has been used shall be declared a forfeit. (Rule 0.06-4).
13. If a game is called before it has become a regulation game and the umpire declares it "no game," all pitching innings shall count toward a maximum number of innings per day, innings per week and required rest. Pitching innings are not reset back to where they were prior to the start of the game. (This overrides Rule 0.06-6)
14. Trips to The Mound – The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game AS A PITCHER ONLY. (Cal Ripken Special Rule, page 17).
15. Intentional walks shall not be allowed.
16. Doubleheader pitching rules:
 - a. A doubleheader for any team shall mean two games in a single day for that team, regardless of opponents.
 - b. Pitch count and individual innings pitched rules will be adhered to.
 - c. A pitcher is not eligible to throw in more than one game of a doubleheader.

Batting

1. Teams shall bat their entire order consecutively throughout the game.
2. Dropped Third Strike Rule - third strike is caught or not caught by the catcher.
 - a. Major 70' – Clarification: If first base is not occupied OR if there are 2 outs, the batter may attempt to advance. (Rule 6.05 b & c). If the batter is out and cannot advance due to Rule 6.05c, runners may still advance at their own risk. Because this is not a force play, the runners must be tagged to be out. Rule 6.05c is very similar to the Infield Fly Rule. A scenario for clarity: If a runner on first is attempting to steal, while a third strike is not caught by the catcher and there are less than 2 outs, the batter is out. Though the runner on first was attempting to steal, he still "occupied" first base at the time of the dropped ball. The ball is still "live", and the runner is OK to attempt the steal.

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- b. AAA, AA & A Leagues – The batter is out when a third strike is caught or not caught by the catcher. (Comment/Clarification. This is from page 20 of the 2013 Edition, Babe Ruth League, Inc. Baseball Rules and Regulations & Official Playing Rules, the paragraph titled Official Baseball Rules Not Applicable to the Cal Ripken Major 60 Ft. Division. The Board of EJBSL considered the changes to the 2014 rules for Major 60 Ft. League allowing advancement on a dropped 3rd strike and decided instead to continue with the 2013 rules).

Base running – All Leagues

1. CONTACT RULE – If a player attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he/she will be called out on the play and ejected from the game. The objective of this is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach home plate. This is an umpire’s judgment call. (Cal Ripken Special Rule, page 18).
2. CAL RIPKEN MAJOR 60 Ft. SPECIAL BASE RUNNING RULE – Applies to A, AA, & AAA Leagues. The clarified rule is the last sentence of the first paragraph of Cal Ripken Major 60 ft. Baseball Division Special Base Running Rule, on page 12 of the 2013 Edition, Babe Ruth League, Inc. Baseball Rules and Regulations & Official Playing Rules, italicized and bolded below:

Rule: Once the catcher has secured the ball and the runner has stopped his forward progress, the runner must immediately return to the base.

CLARIFICATION: When the catcher secures the ball and simultaneously the runner has stopped forward progress (jumping jacks, for example, are movement, but do not constitute forward progress), the runner must return, subject to the following: The spirit of the rule change was to speed up the game – to reduce or eliminate a runner from stopping after taking a secondary lead (stopping forward progress), then proceeding to just stand there, dance and/or distract or fluster the catcher before or during the throw back to the pitcher, as this can sometimes make the game drag on. This is completely an umpires’ judgment call (as are many other situations) of runner’s motion. The runner would return to the base immediately, or if told by umpire. We want to discourage the dancing as it slows the game. If the catcher throws the ball away or fielder missed it, the runner advances at own risk (without risk if ball is thrown out of play).

If the ball goes to the backstop and the runner stops forward progress after rounding 2nd base, if the catcher simultaneously has the ball the runner must return to 2nd base. Presumably, if stopping to look, the runner does so to read the play and, if there is any factor to weigh in deciding whether or not to return to the base, the catch having the ball would be most compelling even without the rule. When the catcher secures the ball and (simultaneously) the runner has stopped, the play is not a dead ball (unless there is a baserunning violation, in which case the umpire rules a delayed dead ball) as the runner may advance on a dropped ball or errant throw, provided that if the runner has stopped forward progress, is attempting to return, or has returned, immediately (does not dance). If dancing, etc. occurs, then it could be the cause of the misplay and that would be counter to the spirit of the rule change.

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The rule does not mean that the runner cannot begin his stealing or secondary lead soon after the ball is in the catcher's mitt (as the foundation of the rule allows), but if the runner is stopped forward progress and the catcher simultaneously has the ball, the runner must return immediately. If the runner has stopped and the catcher throws behind them to the base on a pickoff attempt, the runner may attempt to advance to the next base to avoid the tag or advance on an errant throw. To do otherwise would be unfair to the runner, invoking what is analogous to a force play.

3. Head-first slides into a base shall not be allowed and the runner shall be called out. Diving back head-first into a base the runner came from is allowed.

A League only

1. Teams shall be limited to three stolen bases per inning as follows: limit of two stolen bases of 2nd and/or 3rd base and one stolen base of home per inning. **(Note: At Single A level, any advance is considered a steal).**
2. The maximum number of runs per inning, per team shall be 4 until the fifth or expected last inning (whichever is sooner, in the sole judgment of the Umpire in consultation with both coaches before commencement of the top half of the inning). Before the fifth or last inning, once a team has scored 4 runs, the teams shall switch sides regardless of how many outs have been recorded. During the last inning, or every inning after the fourth inning, the 4-run limit shall not apply.
3. A regulation game shall consist of at least 2 full innings, 1 ½ if the home team is ahead.
4. Each player shall play a minimum of two innings in the field and no player should sit for 3 consecutive innings. A violation of this rule shall constitute a forfeiture of that game (The exception is a shortened game, injury, parental authority, or disciplinary action.) A shortened game is any game ending before 5 full innings (or 4.5 if home team wins).

General Rules - All Leagues (A, AA, AAA, Majors)

1. Each player (including starters) shall play a minimum of two innings in the field. Visiting team must ensure all players get their time in by the 5th inning in the event the game is won by the home team and the visiting team doesn't take the field in the 6th inning. No player shall sit in three consecutive innings. A violation of this rule shall constitute a forfeiture of that game (The exception is a shortened game, injury, parental authority, or disciplinary action.) A shortened game is any game ending before 6 full innings (or 5.5 if home team wins).
2. Make-up games will be scheduled through the Scheduler.
3. **Prior to May 15th**, no inning shall start after **7:45 p.m.** On or after **May 15th**, no inning shall start after **8:00 p.m.**
4. For **scheduled night games**, no inning may start after **9:30 p.m.**
5. For games scheduled back to back, whether played by the same or different teams, no inning may start after the start time of the later game. (For example, if Game 1 begins at 9:30 a.m. and Game 2 begins at 11:30 a.m. no inning for Game 1 may begin after 11:30 a.m.)

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6. Games may end at any time, with the consent of both head coaches, after a legal game has been completed.
7. A regulation game shall consist of at least 4 innings or 3 ½ innings if the home team is ahead. (Cal Ripken Special Rule, page 17)
8. TIE GAME – If a regulation game remains tied when an umpire suspends play due to weather or darkness, the results are entered as a “tie game” and are so indicated in league standings. All pitching innings shall apply. Tie games shall not be made up.
9. All players must wear a cup or pelvic protector.
10. Both Head Coaches shall exchange line-ups before the game so coaches may become familiar with all players.
11. A player who misses a turn at bat due to batting out of order shall be declared “out” for that at-bat. A player may be removed from the field at any time and shall not be declared “removed from the game.” He/she still must play the minimum number of innings in the field.
12. For playoff games, if a player starts a game and must leave play due to injury or any other reason (i.e. illness; parent request; disciplinary action), an automatic out will be scored at the player’s next at bat during the continuous batting order. Thereafter, play and line-up commences with the player removed from the continuous batting order and no successive automatic outs will be scored due to player departure from the game. The Minimum Play rule is not applicable in this scenario. **The automatic out only occurs in playoff games.**
13. If a player arrives at a game late and their team has batted through the lineup, the late player shall be added to the lineup as the last batter in the batting order and shall bat in that spot for the remainder of the game. This lineup spot is immediately before their team’s leadoff batter (first in the lineup at the start of the game).
14. No league activities, games or practices shall be scheduled before Noon on Sunday without executive committee approval.
15. **For regular season games**, teams may play with only 8 players subject to the following:
 - a. If the 9th (or 10th, 11th, etc) player shows up late, he/she may be inserted into the 9th (or 10th, 11th, etc) spot when he/she arrives. No automatic out for the missing player will be recorded.
 - b. FOR CLARITY, if a team loses a player, no automatic out will be recorded when that spot in the batting order comes up.
 - c. Any batter having to leave the game mid at bat will be replaced in the at bat with a special pinch hitter. Any count on the leaving player shall apply to the special pinch hitter. The pinch hitter will be the player on the bench whose at bat is furthest away from the current batter.
 - d. Any runner having to leave the game while on base shall be replaced in the at bat with a special pinch runner. The pinch runner will be the player on the bench whose at bat is furthest away from the current batter.
16. For playoff games, each team must field at least 9 players at all times. If a team is unable to do so, the game shall be declared a forfeit.

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17. If a team does not have the minimum number of players present at game time (8 for regular season or 9 for playoff games), the umpire shall declare a forfeit win for the team which is present.
18. Use of Kensington lights is allowed ONLY for scheduled night games approved by the President and league scheduler. Use of the lights is NOT approved for the continuation of regularly scheduled day games or for unscheduled make-up games.
19. Kensington night games shall end by 10 p.m., which is the local curfew.
20. The Home team is assigned the first base dugout. The Visiting team is assigned the third base dugout.
21. Called Playoff Game: In the playoffs, in the event of a called game, Tournament Regulation 11.05 Playing Rule 7 shall apply. In the event a game is called before completion, it shall be completed from the point of discontinuance.
22. All regular season called games (games not reaching official status) will be replayed in their entirety.

Post-season Teams

1. All rostered players shall appear in every game. The appearance may be as a batter, pitcher, fielder or pinch runner. (The exception is a shortened game, injury, parental authority, or disciplinary action). A shortened game is any game ending before 6 full innings (or 5.5 innings if a home team wins)

B. ROOKIE LEAGUE (Regular Season)

Pitching

1. All pitching is coach pitch.
2. The coach-pitcher shall not attempt to field a batted ball put into play.

Umpiring

1. The coach-pitcher will also serve as umpire. A volunteer may also serve as umpire if mutually agreed upon by both Head Coaches.
2. The coach-pitcher/umpire will call strikes not balls.
3. The coach-pitcher/umpire will make all safe/out calls on the bases.
4. The coach-pitcher/umpire will call a wide strike zone to teach the batters to swing the bat.
5. The coach-pitcher/umpire will call the batter out after 3 strikes. Additional "strikes" shall not be given. This is to prevent delays to the game where some players are given multiple pitches until they hit the ball.

Batting

1. Teams shall bat their entire order consecutively throughout the game.
2. The batter is out when a third strike is caught or not caught by the catcher. (Cal Ripken Official Baseball Rule Exception, page 19)

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3. The batter may not walk.
4. A batter, entitled to first base after being touched by a pitched ball, has the option to continue batting or go to first base.
5. On the sixth pitch, the batter must put the ball in play or foul the ball off or be declared out.

Base Running

1. No stealing. (Cal Ripken Rookie League Rule 6, page 13).
2. One (1) base on any overthrow.
3. The Infield Fly Rule does not apply.
4. With two (2) outs, the catcher may be replaced with a pinch runner in order to put on the equipment.
5. CONTACT RULE – If a player attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he/she will be called out on the play and ejected from the game. The objective of this is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach home plate. This is an umpire's judgment call. (Cal Ripken Special Rule, page 18).

Definition of an Inning

1. Teams shall bat the entire order each inning.
2. Bases will be cleared after 3 outs. This will result in more at bats per game and emphasis on situational instruction.
3. After the last batter, the bases are cleared, and the half inning ends regardless of how many outs there are at the time.

Positions

1. Each team shall field players at their normal positions, including a catcher with full equipment. There shall be no more than the normal compliment of 4 infielders: 1B, 2B, 3B & SS. There shall be no more than four (outfielders). This is to encourage players to learn how to cover ground at their position without bumping into players standing next to them. The Rookie league is NOT T-Ball.
2. The player who plays the pitcher position shall be placed on either side of the coach-pitcher and will play the defensive position of pitcher.

Other

1. The sole purpose of the Rookie League is instruction. No game score shall be kept. No standings shall be kept.
2. All players who register are rostered.
3. Rosters will be assembled by the Board of Directors after the close of registration. Players will be evenly distributed by age or location
4. Parent requests to have a specific coach or to have their child on a team with another child will be honored to the extent possible and at the discretion of the Board of Directors

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5. All players must sit an equal amount of time on the bench. Coaches should rotate players equally to all positions.
6. Coaches may position themselves on the field to provide instruction throughout the game.
7. Make-up games will be scheduled through the Rookie League Coordinator, who will inform the scheduler.
8. A game shall consist of 6 innings or 1.5 hours, whichever occurs first.
9. Games may end with the consent of both Head Coaches anytime before 6 full innings are played.
10. All players must wear a cup or pelvic protector.
11. The Rookie League home field is Gilman Park in Exeter.

Playoff Format and Rules:

1. **Single Elimination format. score will be kept.**
2. Game Length – 6 innings; coin flip for home team
3. Run limit – 5 per inning, except last inning (unlimited runs)
4. No new inning starts after 90 minutes. This is a tough one for playoff games, and with the three outs should not come into effect, however want to have a cutoff in place
5. After three outs teams switch sides (end of inning)
6. Balls/strikes called, striking out. Eight pitch rule in effect. Batters continue if 8th pitch is fouled off. Otherwise must swing or out.
7. One base on overthrow, no advance on passed ball or stealing.
8. Play stops when ball is in control in infield (defined by edge of outfield dirt) by a player. (no runner can begin to advance)
9. All players placed in batting lineup. If a player is injured and has to come out, does not count as out. Batting out of order will be an out for the player who batted out of order.
10. Fielders limited to 10 (4 OF if coach so desires)

C. BABE RUTH

Exeter Babe Ruth is described in documents called Exeter Babe Ruth Cooperative, League Policies and League Specific Rules pending approval of such documents, and all annual revisions, by vote of the EJBSL Board of Directors. The documents shall be posted on the EYBSL (EJBSL) website and at www.exeterbaseball.com.

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2. Organization Rules

Minimum Equipment

Each team shall have at the start of the season, but not limited to:

- a. Two complete sets of catcher's equipment, including gloves
- b. Two game condition bats.
- c. Two dozen new game balls.
- d. Two dozen new practice balls.

Snack Shack Duty

The Snack Shack shall be operated on a rotating basis between all teams in the League, except Rookie League. No game involving a team assigned Snack Shack duty may begin until the team assigned Snack Shack duty has provided three two responsible volunteers.

Evaluations

1. All players 9-12 years old must attend evaluations each year.
2. Evaluations shall be held in the spring prior to the season starting.
3. The player must also attend the AA evaluations.
4. 8-year-olds wishing to be evaluated for an A League team must do so in writing at registration. Any 8-year old that has completed two seasons of Rookie League shall automatically qualify for the A league draft.
5. Independent evaluators will be used to score all players on several skills as defined by the Board of Directors prior to the draft.
6. Evaluation results will be used to group players in categories by skill to determine
 - a. 11 and 12-year-olds eligible for Major League draft
 - b. 9 and 10-year-olds eligible for the A or AA League draft
 - c. 8-year-olds eligible for the A League draft
 - d. Coaching assignments will be where the child evaluates.
7. Evaluation data will be shared with all coaches prior to the draft
8. Coaches may attend evaluations.

Draft

1. The Major, AAA, AA, and A League drafts shall be held following the last evaluation session.
2. Players shall never be told the position in which they were drafted.
3. A saw tooth draft shall be conducted. The draft order shall be selected by drawing names from a hat prior to the draft. The drawing will be conducted by the Board members administering the draft.

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4. Prior to the draft, the Board shall determine the number of open spots for 8-year-olds in the A League. The number of spots will be determined based on the registration numbers, how many players needed to move up to complete team rosters, and the player's evaluations.
5. Requests by parents to keep a player in the AAA or A Leagues will be honored as long as their evaluation supports the request. For example, if a player grades out in the upper third and is a clear candidate for the upper tier, the Board may deny the request. The player must still attend evaluations.
6. Requests by parents for a player not to return to the same coach as the year prior will be honored. The player shall be eligible to be drafted by any team except his or her prior coach.
7. All players shall be entered into the draft each year. Players will not automatically return to their team from the prior season, although they may be drafted by their former team through the draft process.
8. The Coach's child shall evaluate and placed in a band. The Coach's pick shall be his child in the band in which his child is placed after the evaluation.
9. Players shall be placed at the same level in a subsequent playing year provided they continue to evaluate at the same level.
10. Siblings of all players drafted must also be selected by the same team. Exceptions to this rule:
 - a. In a banded draft, sibling are drafted in the band in which their evaluation score falls (Example: If Player X is drafted in Round 3 and Player Y (sibling) score falls in Round 5 of the draft line up, then Player Y is drafted in, then Player X is drafted in Round 3 and the Coach's Round 5 pick is considered used to draft Player Y).
11. No parent shall become an assistant coach in such a way that it determines which team his/her child is on.
 - a. Each player must be selected through the draft process, after which a parent can be nominated as an Assistant Coach for that team, or any other team. However, if the parent coaches for a different team, the player must still play for the team he/she was drafted by.
 - b. Returning Assistant Coach's child must re-enter the draft.
 - c. This rule also applies to any player who has been released back into the draft.
 - d. The purpose of this rule is to maintain a level playing field between all teams in the League. No team shall gain an unfair advantage by the recruiting of assistant coaches.
12. The draft shall continue until all teams' rosters are filled. However, once a team's roster reaches twelve (12) players, it may not select again until all the team's rosters have reached a roster of twelve (12) players. Teams cannot decline selecting a draftable player if its roster contains less than twelve (12) players.
13. A player must attend at least one evaluation to be eligible unless approved by the Board of Directors.

Teams

1. Each team shall have one Head Coach, voted on and approved by the Board of Directors.
2. Each team shall have two Assistant Coaches, voted on and approved by the Board of Directors.

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3. Each team shall consist of no more than 12 players, unless approved by the Board of Directors.
4. Should a player leave a team before the start of the season, the Board shall contact players in the lower tier in the order of their evaluation ranking to see if the player wishes to play up. This process will continue through all the tiers until all team's rosters are filled.
5. Should a player leave a team after the season has started, no action will be taken.

Playoffs (Cal Ripken Major and Minor Divisions)

1. All Major, AAA, AA, and A League teams shall make the playoffs. The format and schedule of the playoffs shall be determined and approved by the Board of Directors prior to the start of the regular season.
2. The higher seeded team shall serve as the home team.
3. Seedings shall be determined by number of points (2 points for a win, 1 point for a tie and 0 for a loss)
4. Ties shall be broken as follows
 - a. The first tiebreaker shall be determined by Head-to-Head results
 - b. The second tiebreaker shall be Overall Wins
 - c. The third tiebreaker shall be Run Differential with a max of 10 per game
 - d. The fourth tiebreaker shall be a flip of a coin by the League Coordinator or Executive Committee Member with a representative from each involved team participating.
5. The playoff pairings shall be recorded immediately after the season in the league scheduling app.

Postseason teams

1. EJBSL shall field the following postseason teams at the discretion of the Board of Directors.
 - a. Six Cal Ripken District All-Star teams for the purpose of representing EJBSL and competing in Cal Ripken district & state tournaments.
 - i. 12-year-old 70' team (selected from Major league)
 - ii. 12-year-old 60' team (selected from Major and AAA leagues)
 - iii. 11-year-old 70' team (selected from Major league)
 - iv. 11-year-old 60' team (selected from Major & AAA leagues)
 - v. 10-year-old team (selected from AA league)
 - vi. 9-year-old team (selected from AA league)
 - vii. 8-year-old team (selected from A league)
 - b. One Tournament team for the purpose of competing in local tournaments.
 - i. 10 & 9-year-olds from the AA league.
 - c. A League Recognition teams.
 - i. 10 & 9-year-olds from A league
 - d. EJBSL shall pay the following fees:
 - i. Entry fees for Cal Ripken tournaments for each District team
 - ii. Entry fees for one local tournament for each District team
 - iii. Entry fees for one local tournament for each tournament team
 - iv. Umpire fees for A League Recognition game

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2. General rules for selection of postseason teams at the discretion of the Board of Directors.
 - a. The Board of Directors will select a date when Head Coaches will meet to nominate and select all-star teams.
 - b. Each Major, AAA & AA team must be represented at the selection meeting.
 - c. Only Head Coaches (or a designated Assistant Coach) may participate in selection meeting and voting of All-Stars.
 - d. The President shall appoint a facilitator for the selection meeting. The facilitator shall have no interest in the voting (i.e., no child under consideration).
3. Selection of 70' District teams
 - a. EJBSL will field 2 70' teams: one for 12-year-olds and one for 11-year-olds.
 - b. Each Major League Head Coach shall nominate a minimum of 3 from EACH age group (12 & 11) for the 70' District team.
 - c. Vote for the team per the voting process stated below.
 - d. The top 12 vote getters for each age group shall comprise the team.
 - e. The 13-15th players are placed on their respective 60' teams and are eligible to be called up to the District team as needed.
 - f. The Head Coach of the District team may determine which player he/she wishes to call up.
4. Selection of 60' District teams
 - a. Immediately after the 70' District teams are chosen, the vote for the 60' District teams will take place.
 - b. EJBSL will field 2 Major Division 60' teams" one for 12-year-olds and one for 11-year-olds.
 - c. Each team will consist of a minimum of 9 players from the Major League and maximum of 3 from the AAA League. Players will be chosen by the coaches of their respective leagues. Player ratios are subject to change based on player availability and Board of Directors approval.
 - d. Each 60' team consists of the following:
 - i. The 3 highest vote getters who did not make the 70' Major team
 - ii. At least 6 additional Major league players voted on by Major league coaches.
 - iii. Up to 3 AAA players voted on by AAA coaches
 - e. Each Major League Head Coach shall nominate a maximum of 2 players remaining from his/her roster who did not make a 70' District team.
 - f. Vote for the team per the voting process stated below.
 - g. The top vote-getters shall comprise the team.
 - h. Each AAA Head Coach shall nominate a minimum of 3 players from his/her roster at each age group.
 - i. Vote for the team per the voting process stated below.
 - j. In the event a player leaves the team, or a coach is short for any given tournament, the coach may ask any player of his choice from any Major or AAA roster to play.
5. Selection of AA District teams

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- a. Each AA League Head Coach shall nominate a minimum of 3 from EACH age group (10 & 9) for the District Team.
 - b. Vote for the team per the voting process stated below.
 - c. The top 12 vote getters for each age group shall comprise the team.
 - d. The 13-15th players are placed on the 9- & 10-year-old Tournament team and are eligible to be called up to the District teams as needed.
 - e. The Head Coach of the District team may determine which player he/she wishes to call up.
6. Selection of AA League Tournament team
- a. Immediately after the District All-Star team is chosen, the vote for the Tournament team will take place.
 - b. The tournament team should consist of the following:
 - i. The nominated AA players not chosen for the District 10-year-old team
 - ii. The nominated AA players not chosen for the District 9-year-old team
 - iii. Additional AA players voted on by the AA league coaches to fill out the twelve player roster
 - c. Each team must be represented at the selection meeting.
 - d. Only Head Coaches (or a designated Assistant Coach) may participate in selection meeting and voting of All-Stars.
 - e. The President shall appoint a facilitator for the selection meeting. The facilitator shall have no interest in voting (i.e., no child under consideration).
 - f. Each AA league Head Coach will nominate a minimum of 2 players from their roster who did not make a District team.
 - g. Vote for the team per the voting process stated below.
 - h. The top vote getters shall comprise the remainder of the team.
 - i. In the event a player leaves the team, or a coach is short for any given tournament, the coach may ask any player of his choice from a A or AA League roster to play.
7. Voting Process for Selecting All Star teams.
- a. This process applies to all District and Tournament All-Star teams.
 - b. Facilitator will conduct the meeting.
 - c. Coaches will have a round-table discussion on the merits of each nominated player.
 - d. Coaches may not vote for a player from their own team.
 - e. First ballot: Each coach casts a secret ballot for top 12 all-stars.
 - f. All Head Coaches must sign their ballot.
 - g. Facilitator tallies votes.
 - h. Player receiving a unanimous vote are selected to the team.
 - i. Players receiving zero votes are removed from further consideration.
 - j. Coaches discuss merits of remaining players.
 - k. Second vote: Each coach cast secret ballot for the remaining players.
 - l. Facilitator tallies votes.

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- m. Players involved in a tie for the last roster spot(s) will be voted on again by the Head Coaches, with one vote for each spot available.
- 8. Selection of A League All-Star teams
 - a. Each coach will select 3-4 candidates to participate. The exact number will depend on the number of teams in the league in a given year. The President will determine the final number of players.
 - b. A game with an umpire will be scheduled and played. Head coaches will be whoever volunteers. If multiple coaches volunteer, Head Coaches will be determined based on standing of their team in the regular season.
 - c. Teams will be made up in such a way to equally distribute the talent. For example, in a six team league: teams 1, 4 & 5 vs. Teams 2, 3 & 6.
 - d. Players will wear their regular season uniforms.
- 9. All Star Head Coach and Assistant Coach Selection (Applies to District and Tournament Teams)
 - a. Head Coaches shall be chosen as follows:
 - b. Interested candidates shall submit their name for consideration to the Board of Directors. Potential candidates are not limited to current Head Coaches. Any qualified individual may submit their name for consideration.
 - c. The Coaching Selection Committee shall evaluate candidates using the same criteria used for general coaching selection.
 - d. The Coaching Selection Committee recommends Head Coaches to the full Board for a confirmation vote.
 - e. All-Star Coaches are chosen after the All-Star teams are chosen.
 - f. Assistant Coaches shall be chosen after the teams have been selected.
 - ~~g.~~ The Head Coach shall nominate his assistant coaches to the full Board of Directors confirmation vote.

Call Up System

- 1. A call up system may be instituted by the Board of Directors. Call up systems shall not be implemented unless an approved necessity exists.
- 2. The call up system will be administered by an individual appointed by the President.
- 3. Players who participate in the call up system shall not pitch or catch for the team to which they are called up.
- 4. It is understood the players first obligation will be to his drafted team and the intent of the call up is to expose him or her to more baseball at a higher level, not as a substitute for his or her primary team.

Head Coach's Responsibilities (not inclusive)

- 1. Head Coaches shall report any injuries to the President within 24 hours after such injury occurred. A player suffering from an injury that requires a doctor's attention must have a signed doctor's approval before playing ball again. Once removed from a game due to injury, the player may not return to the game.

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2. Head Coaches shall ensure clean up of their dugouts, their side of the field and adjacent areas following a game. Eating is not allowed in the dugouts. Only personal water bottles and/or team water coolers are allowed in the dugouts.
3. All coaches are responsible for the conduct of their players and fans.
4. Head Coaches are responsible for the player's participation in League activities and fund-raisers and should coordinate a parent to help coordinate team participation.
5. The action of players, coaches, umpires and League officials must be above reproach. Any players, coaches, umpires or League officials who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at a League site or any other League activity, is subject to disciplinary action by the EJBSL Board of Directors.
6. The use of tobacco, vaping, and alcoholic beverages in any form is prohibited on the playing field or dugouts.

Revision History

Date	Author	Change
1/14/2009	Jeff Dickenson	Updated Majors 70' – Balk rule, dropped third strike Added rule for Kensington night games to end at 10PM Added rule for dugout assignments Added minimum playing time requirements for post-season teams Added disciplinary action to minimum playing time rule Updated post season team selection based on new 70' teams
3/25/2009	Jeff Dickenson	Updated All Star teams to add 70' and update 60' teams.
9/15/2011	Troy Gilbert	Adjusted make-up of Tournament Team description
10/10/2011	Troy Gilbert	Added rule for players leaving in middle of game
2/5/2014	Robert Stephens	Updated team 12-year old pitching innings; Updated balk rule for 2014 CR/BR rules; Clarified 2012 CR Major 60' Special Base Running Rule; Modified A League runs per inning rule; Added rule on batting player who arrives late; Added rule on called playoff game; Modified selection of Major Division, 60' Tournament Teams; Replaced Babe Ruth section with reference to newer rules from reorganization
5/24/2018	Russ Dean, Eric Roffman	Changed EJBL to EJBSL; Modified Rookie batting rule for 6 th pitch; Snack shack requirements changed from 3 volunteers to 2 volunteers; Change to Draft section; a Coach's child is now placed in the draft bracket where they evaluated; Removed language about drafting tiers; Changes to draft rules for coach's children, siblings and for players;

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		Removed language regarding post season cannot be fielded without qualified coaches; Modifications to post season team nomination quantity for each team due to smaller team count; Implemented language on Player Call-Up system for AAA and Majors
3/5/2020	Rob Bakker, Scott Battles, Russ Dean, Brian Hoyt, Nancy Riccio, Derek Wyskiel	Added Pitch Count rules to A, AA, AAA & Majors divisions; Amended A League Only rules to included shortening of games to 5 innings and reduced max runs to 4 per inning before final inning; Modified General Rules (including A league) so no player sits more than 3 consecutive innings
3/5/2022	Steve Kavanaugh Patrick Flaherty Jeff Plante Scott Battles James Webber Derek Wyskiel Mike LaNigra	<ul style="list-style-type: none"> - Clean Up - Added Rookie League Playoff - Modified Pitch Counts - Modified AA Pitching chart 1B. Max AA pitches = 60/day - Formatting (only) changes to highlight A league stolen base rules, A league 4-run rule, and all league's game start times and durations before and after May 15th - Changed Footer to reflect new file name and fix the page count feature.
4/6/2023	Board Meeting	<ul style="list-style-type: none"> - Correct Majors pitching example - Suspend automatic for 8 players or if player leave game for injury or commitment. Suspension is for regular season only.
4/18/2024	Mike Mitchell Vote done Board Virtual Vote	<ul style="list-style-type: none"> - 1.A.10 add stipulation that a player playing down in age will abide by the pitching rules and restrictions of the traditionally oldest stated age for that league - 2.Playoffs – update to tie breakers to leverage methods available in the league app. Points, head-to-head, run diff with max and coin flip - Fix page numbering