

EASTON YOUTH BASEBALL LEAGUE, INC.
RULES AND REGULATIONS

AS AMENDED November 4, 2024



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EASTON YOUTH BASEBALL LEAGUE, INC.

ARTICLE I – NAME

The organization shall be known as the **Easton Youth Baseball League, Inc.**, and is affiliated with the Cal Ripken Division of Babe Ruth Baseball.

ARTICLE II-OBJECTIVE OF EASTON YOUTH BASEBALL LEAGUE, INC.

Section 1 - The objective of the Easton Youth Baseball League (EYBL) shall be to teach the boys and girls between the ages of six and twelve in the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority, so that they may be well-adjusted, stronger, and happier, and will grow to be good, decent, healthy, and trustworthy men and women.

Section 2- To achieve this objective the Easton Youth Baseball League will provide a supervised program of competitive baseball games. All members of the Board of Directors, Officers, Managers, and Coaches shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future men and women is of prime importance.

Section 3- Player Eligibility

- A. Children between the ages of six (6) and under thirteen (13) as of May 1st of the current season are eligible to register and participate in the Easton Youth Baseball League program. EYBL will comply with “Age Determination date” established by the National Cal Ripken Organization. Registered children shall be eligible to play only in the following Divisions as determined by age category:
 - 1. Instructional 6 & 7 years of age
 - 2. Farm 7 & 8 years of age
 - 3. Cooperstown 9, 10, 11 & 12 years of age
 - 4. Majors 10, 11 & 12 years of age (drafted)
- B. EYBL will also administer a Babe Ruth-level program for players 13 years of age or older to compete in an appropriate league for players of that age.
- C. Player participation fees for the EYBL regular season shall be set by the EYBL Executive Committee prior to the start of each season.
- D. Maximum application fee per household is a two player cap, made up of the highest two fees (not including applicable late fees).
- E. Major league players may be required to buy their team jersey separately and if wanted an additional pair of pants. EYBL will provide each major league player one pair of pants.

ARTICLE III- MEMBERSHIP

Section 1 - All officers, Board Members, Committee Members, Managers, and Coaches, and all other elected or appointed officials, must be active and in good standing.

- A. Honorary members (optional) - any person may be elected as an honorary member by a unanimous vote of all Board Members present at any duly held meeting of the Board of Directors; but shall have no rights, ties, or obligations in the management of the League.
- B. Sustaining members (optional) - any person who makes financial or other contributions to the League

may, by a majority vote of the Board of Directors, become a sustaining member; but such person shall have no rights, duties, or obligations in the management of the League.

Section 2- Other Affiliations - Officers and Managers shall not be actively engaged in the promotion and/or operation of any other youth baseball league in the Town of Easton for children between the ages of 6 and 12.

Section 3 - The family of each player in the League will be assessed a registration fee to Easton Youth Baseball League prior to the upcoming season.

- A. All registration fees shall be paid in full at the time of registration unless other arrangement is approved by the President.
- B. Anyone not registered by the registration deadline for a season and wishing to play shall be placed on a waiting list and assigned to a team based upon availability. EYBL may require a late fee.
- C. There shall be no refund of registration unless approved by the President.
- D. Any player may request financial assistance and /or waiver of the registration fee, to be approved by the President.

ARTICLE IV - BOARD OF DIRECTORS

Section 1 - The Board shall receive at the annual meeting in June a report verified by the President and Treasurer, or by a two-thirds vote of the Board. This report shall include, but not be limited to, the following:

- A. Financial position of the League.
- B. Amount of equipment owned and where located
- C. The amount and nature of equipment acquired during the year immediately proceeding, and the manner of acquisition.
- D. Status of fields, cost of maintenance and field development.
- E. Status of tournaments.
- F. Status of player registration in each age group.
- G. Status of umpires and umpiring for each age group.

Section 2 - Qualifications of Executive Committee Members: One-year minimum service on the Board of Directors within the previous five years.

ARTICLE V – MEETINGS

Section 1 - Executive Committee Meeting: The Executive Committee (Officers) shall meet prior to a Board of Directors Meeting to prepare an agenda for said meeting.

Section 2 - Rules of Order: Robert's Rules of Order shall govern the proceedings of all meetings, except where it conflicts with the Constitution or By-Laws of the League.

Section 3 - Attendance at Meeting: In the event a member of the Board of Directors is absent from three (3) successive regular Board meetings without good cause and without first notifying the President or Recording Secretary prior to the meeting of his or her inability to attend, or in the event that a member is absent from five meetings within a year (September - June), then such member shall automatically lose all voting privileges and will be subject to dismissal from the Board of Directors. Said member shall be given the

opportunity to appear before the Board of Directors at the next succeeding meeting to present any extenuating circumstances for not being dismissed and/or allowed voting privilege. The Board of Directors shall then consider the question of dismissal, and their vote shall be final. ***Also, a member must attend five of the eight meetings between September and May to vote in the June Annual Election.***

Section 4 – Meetings: Meetings shall be held on the first Monday of the month, except September when meeting shall be held on the second Monday of the month. This schedule is subject to change at the discretion of the Executive Committee (Officers). Effective 2015, official meetings will be held in the following Months; September (beginning of EYBL’s fiscal year), October, November, January, February, March, April, May and June. There are no meetings scheduled in December, July and August.

ARTICLE VI- OFFICERS' DUTIES AND POWERS

Section 1 - Election: At the annual meeting in June the Directors shall elect the Executive Committee members.

Section 2 - Commissioner- the Commissioner shall be responsible for conducting and overseeing the affairs of both the Cal Ripken and Babe Ruth Leagues. The Commissioner shall be responsible for executing the policies established by the Board. He or she will present a report of the condition of the League at the annual meeting, and, at such other times as he or the Board shall deem appropriate, he or she will communicate to the Board such matters and make such suggestions as may, in his opinion, tend to promote the welfare of the players and the League

- A. The Commissioner shall preside at all meetings of the Board of Directors and be an ex officio member of all committees.
- B. The Commissioner is the chairman of the Grievance Committee
- C. The Commissioner may be a team manager subject to all EYBL rules and regulations applicable to other managers.
- D. The Commissioner shall investigate complaints, irregularities, and conditions detrimental to the both the Cal Ripken and Babe Ruth Leagues and report to the Board or Grievances Committee as circumstances warrant.

Section 3 - President: The President shall be responsible for conducting the affairs of the League and for executing the policies established by the Board. He or she will present a report of the condition of the League at the annual meeting, and, at such other times as he or the Board shall deem appropriate, he or she will communicate to the Board such matters and make such suggestions as may, in his opinion, tend to promote the welfare of the players and the League.

- A. The President shall be responsible for the conduct of the League. The President, or the President's designee if the President is unavailable, shall be responsible for the interpretation of any rule or regulation, subject to the review of the Executive Committee.
- B. The President shall preside at all Executive Committee meetings.
- C. The President shall, at the first meeting after being elected and having met with the Executive Committee, present to the Board of Directors a report on the objectives/goals of the League for the coming year.
- D. The President, or such other officers as he or she may designate, shall have the power to make and execute, for and in the name of the League, contracts as may have received the prior approval of the Board of Directors.
- E. The President shall approve all expenditures of the League over \$1,000.

- F. The outgoing and incoming Presidents shall preside over the banquet.
- G. The President may be a Major League manager subject to all EYBL rules and regulations applicable to other Major League managers.

Section 4 - Vice President: In the case of absence or disability of the President, the Vice President shall perform the duties of the President, and when so acting, shall have all the powers of that office and shall have such other duties as may be assigned by the President or the Board of Directors.

- A. The Vice President shall be in charge of all publicity and promotion of the League.
- B. The Vice President, under the direction of the President, shall prepare an annual report for submission to the Board of Directors at the annual meeting.

Section 5 - Secretary: The Secretary shall be responsible for recording the activities of the League, maintaining appropriate files, necessary records and mailing lists, and performing such other duties as may be assigned by the President or Board of Directors.

- A. The Secretary shall keep the minutes of the meetings of the Board of Directors and Executive Committee, as well as attendance records for both groups, and record them in a book, or electronically, kept for that purpose.
- B. The Secretary shall notify members of the Board of all scheduled meetings.
- C. The Secretary shall notify members of the Board and members of committees of their election or appointment.

Section 6 - Treasurer: The Treasurer shall perform such duties as are herein specifically set fourth, as well as such duties as may be assigned by the Board of Directors or by the President.

- A. The Treasurer shall receive all moneys collected by EYBL including but not limited to: registration fees, snack bar proceeds, tournament fees, fundraiser proceeds, merchandise sales and securities of the League. The Treasurer shall deposit all proceeds into the EYBL account at the banking institution approved by the Executive Committee.
- B. The Treasurer shall keep records for the receipt and disbursement of all moneys and securities of the League, including a summary of refreshment stand funds, recording all payments from allotted funds, and receiving monthly reports from the Refreshment Stand Coordinator and Tournament Director.
- C. The Treasurer shall submit his or her records to a committee appointed by the Board of Directors for auditing prior to May 15th.
- D. The Treasurer shall inform the Board at Board meetings of the financial state of the League.
- E. The Treasurer shall oversee all sponsorship business and receive a bi-monthly update from the Sponsorship Coordinator.
- F. Under the direction of the President, the Treasurer, and one other board member shall prepare an annual budget for submission to the Board of Directors at the annual meeting.
- G. The Treasurer shall be responsible for renewing the annual Cal Ripken and Babe Ruth charters, certificates of insurance for all applicable facilities and any town fees applicable to the general operation of the league and complex.

ARTICLE VII- BOARD MEMBERS' DUTIES AND POWERS

Section 1 - Field Development Coordinator: The Field Development Coordinator shall perform such duties as specifically herein set forth, and such other duties as may be assigned by the Board of Directors or by the President.

- A. The Field Development Coordinator shall be responsible for the maintenance, general upkeep, and development of existing playing fields.
- B. The Field Development Coordinator shall be responsible for the proper maintenance, winterization and spring commission of all EYBL owned equipment including but not limited to; Utility cart(s), mowers, golf cart(s), field dragging equipment (SandPro), small engine tools and all hand tools. Costs associated with routine maintenance must be approved by the Treasurer.
- C. The Field Development Coordinator shall coordinate the development of any new playing fields.
- D. The Field Development Coordinator, under the direction or the President, shall prepare an annual report and budget for submission to the Board of Directors at the annual meeting.

Section 2 - Equipment Manager: The Equipment Manager shall perform such duties as are specifically herein set forth, and such other duties as may be assigned by the Board of Directors or by the President.

- A. The Equipment Manager shall be responsible for the maintenance and upkeep of existing equipment.
- B. The Equipment Manager shall, with the approval of the Board, purchase new equipment and make necessary repairs to existing equipment.
- C. The Equipment Manager shall be responsible for equipping all teams.
- D. The Equipment Manager, under the direction of the President, shall prepare an annual report and budget for submission to the Board of Directors at the annual meeting.

Section 3 - Umpire-in-Chief: The Umpire-in-Chief shall be responsible for coordinating umpires for the Majors Division, Cooperstown Division, Minors Division and Farm Division in the Easton Youth Baseball League; and such other duties as may be assigned by the President or the Board of Directors.

- A. The Umpire-in-Chief shall be responsible for the conduct of all umpires, and for approving all payment to umpires.
- B. The Umpire-in-Chief shall work with the Tournament Director in assigning umpires for tournaments.
- C. The Umpire-in-Chief shall be responsible for the training of umpires
 - a. Umpires - Minimum Age
 - i. Farm Division 13 years of age
 - ii. Cooperstown League Division (Regular Season) 13 years of age
 - iii. Cooperstown League Division (Post Season) 16 years of age
 - iv. Major League Division (Regular Season) 16 years of age
 - v. Major League Division (Playoffs and Tournaments) 18 years of age

Section 4 - Tournament Coordinator: The Tournament Coordinator shall perform such duties as are specifically herein set forth, and such other duties as may be assigned by the President or by the Board of Directors.

- A. The Tournament Coordinator shall be responsible for all tournaments in which Easton Youth Baseball League is represented as a participant or sponsor.
- B. The Tournament Coordinator shall ensure that teams representing the League are entered in all tournaments approved by the Board of Directors.
- C. The Tournament Coordinator shall be responsible for soliciting town teams for EYBL tournaments. Tournament fees must be made payable to EYBL and directed to the Treasurer. The Tournament Coordinator shall not receive payments on the leagues behalf.
- D. The Tournament Coordinator, under the direction of the President, shall prepare an annual report for submission to the Board of Directors at the annual meeting.

Section 5 - Refreshment Stand Coordinator: The Refreshment Stand Coordinator shall perform such duties as are specifically herein set forth, and such other duties as may be assigned by the President or by the Board of Directors.

- A. The Refreshment Stand Coordinator shall be responsible for the overall operation of the refreshment stand.
- B. The Refreshment Stand Coordinator shall submit a monthly summary statement of accounts to the Treasurer.
- C. The Refreshment Stand Coordinator, under the direction of the President, shall prepare an annual report for submission to the Board of Directors at the annual meeting.

Section 6 - Schedule Coordinator: The Schedule Coordinator shall perform such duties as are herein specifically set forth, and such other duties as may be assigned by the Board of Directors or by the President.

- A. The Schedule Coordinator shall be responsible for the scheduling of games and fields for each division.
- B. The Schedule Coordinator shall be responsible for the scheduling of practices and fields for each division.
- C. The Schedule Coordinator shall be responsible for the rescheduling of any game unable to be played due to weather or field conditions.

Section 7 - Division Coordinator: Each respective Division Coordinator shall perform such duties as are herein specifically set forth, and such other duties as may be assigned by the Board of Directors or by the President.

- A. The Division Coordinator shall be responsible for notifying all managers in their respective division of any meetings, actions, or affairs which may affect their teams and/or division.
- B. The Division Coordinator shall be responsible for distributing a current copy of the respective division rules to each manager within their respective division, prior to the start of the season.
- C. The Division Coordinator in the Cooperstown, Farm and Instructional Divisions shall assist the Player Agent, if deemed necessary, in assigning Managers and Assistant Coaches to each team in the respective division.
- D. The Division Coordinator shall be responsible for coordinating the return of all equipment to the Equipment Manager within one week after the season ends.
- E. The Division Coordinator shall assist the Equipment Manager with the inventory of all equipment, including uniforms.

Section 8 – Sponsor Coordinator: The Sponsor Coordinator shall perform such duties as are specifically herein set forth, and such other duties as may be assigned by the President or by the Board of Directors.

- A. The Sponsor Coordinator shall coordinate existing team sponsors in each division.
- B. The Sponsor Coordinator shall solicit and coordinate new team sponsors in each division, when necessary.
- C. The Sponsor Coordinator shall coordinate existing League banner and/or signage sponsorship.
- D. The Sponsor Coordinator shall solicit and coordinate new League banner and/or signage sponsorship, when necessary.
- E. The Sponsor Coordinator shall coordinate sponsorship associated with League fundraising and capital projects.
- F. The Sponsor Coordinator shall solicit and coordinate new sponsorship associated with League fundraising and capital projects when necessary.

- G. The Sponsor Coordinator will report to the Treasurer on a bi-monthly basis regarding all sponsorship business.

Section 9 - Player Agent: The Player Agent shall perform such duties as are herein specifically set forth, and such other duties as may be assigned by the Board of Directors or by the President.

- A. The Player Agent shall be in charge of player registration, including examining the birth certificates of all players and certifying their residence and age eligibility before their registration.
- B. The Player Agent shall organize tryouts and the drafting of players for Major League teams.
- C. The Player Agent shall organize a committee or committees for the assigning of players to teams in all age groups.
- D. The Player Agent shall assign Managers and Assistant Coaches to teams in the respective Cooperstown, Farm and Instructional Divisions; with the assistance of respective Division Coordinators if deemed necessary.
- E. The Player Agent shall be responsible for the recording and reporting of registration data.
- F. The Player Agent, under the direction of the President, shall prepare an annual report for submission to the Board of Directors at the annual meeting.
- G. The Player Agent shall investigate player grievances and report same to the Grievance Committee.

Section 10 – Social Coordinator: The Social Coordinator, under the direction of the Commissioner shall chair and oversee the functions (see Article VIII, section 4) of the Social Committee. The Social coordinator must submit a budget for all EYBL fundraising efforts. The Social Coordinator shall seek the approval of the Treasurer for all costs associated with a fundraising event. Supporting documents, quotes and invoices must be submitted to the Treasurer and kept on file with the League. Quotes above \$1,000.00 must be approved by the Executive Committee.

Section 11 – Summer Ball Coordinator: The Summer Ball Coordinator shall perform such duties as are herein specifically set forth, and such other duties as may be assigned by the Board of Directors or by the President.

- A. The Summer Ball Coordinator will be EYBL representative for the Hockomock summer league and Cal Ripken tournament.
- B. They will attend all league and tournament meetings and report to the Executive Committee.

Section 12 - At Large Coordinators: At Large Coordinators shall perform such duties as may be assigned by the President or Board of Directors.

- A. The immediate past President shall be an At Large Coordinator for one year, and must be elected for any subsequent years.

Section 13 - Membership Nomination:

- A. Nominees for board membership must be on record as having attended two successive Board of

Director's meeting.

- B. Nominees must be present at the time of nomination and during the appointment process.
- C. Nomination for board membership shall be made at a full meeting; with the nomination being made by a board member in good standing.
- D. The nomination must receive a seconded nomination by a board member in good standing and a majority vote in favor of acceptance and appointment by present board members.
- E. The nominees shall appear before or communicate with the Executive Committee prior to the next scheduled meeting to be advised of the responsibilities and obligations of a Board member.
- F. Nominees shall be appointed by the Executive Committee to an active position to one of the following:
 - i. Umpire, Major League
 - ii. Snack Bar/Work Crew
 - iii. Field Coordinator/Work Crew
 - iv. Fund Raising/Candy Bar Committee
 - v. Equipment/Work Crew
 - vi. Tournament/Work Crew
 - vii. Any other available position where needed
- G. Acceptance of the appointment is a prerequisite to eligibility to Board membership. Failing to fulfill the duties of the accepted appointment is grounds for removal from membership on the Board.

ARTICLE VIII- COMMITTEES

Section 1 - Grievance Committee: The Commissioner shall appoint and co/chair a Grievance Committee, which shall consist of not fewer than three members, with two alternate members. This committee shall be appointed annually by the Commissioner at the March board meeting and shall serve for one year. The Commissioner shall not be one of the three members and shall have no vote. In the Commissioner's absence, the President shall assume the Commissioner's duties.

- A. A grievance shall be for an action, conduct, and/or conflict of a player, manager, coach, parent, or umpire, which is considered detrimental to the best interests of the league.
- B. A grievance must be filed in writing to a member of the executive committee within 21 days of the action, which led to the filing of the grievance.
- C. Within 48 hours of receipt of a grievance, the accused party shall be notified verbally or in writing of the pending allegations by the President. In a like manner, the party who filed the grievance shall be notified of the league's receipt of their grievance. In the President's absence, the Vice-President shall be responsible for notification.
- D. The accused party shall have at his/her option, 24 hours to respond in writing to the President or a member of the grievance committee.
- E. If possible, within 72 hours of the league's receipt of a grievance, the grievance committee shall have convened with all parties present for the hearing. Within 24 hours of the completion of the hearing, the grievance committee shall render a decision. All parties involved may be notified via telephone pending written notification via email.
- F. The accused party, if unsatisfied with the decision of the grievance committee, may appeal such decision to a majority of the full board assembled at the next regularly scheduled Board of Director's meeting. However, the ruling of the grievance committee shall be binding while any appeal is pending. The decision reached by the majority of the Board shall be final and binding.

Section 2 - Finance Committee: The President shall appoint a Finance Committee. The Finance Committee shall review budgets and investigate ways and means of financing the League; including fund raising, the use of team sponsors, recommending priorities and auditing all League functions that deal with funds.

Section 3 - Executive Committee: The Executive Committee shall consist of the Officers of Easton Youth Baseball Inc., including the following elected persons:

- A. Commissioner
- B. President
- C. Vice President
- D. Secretary
- E. Treasurer

Section 4 – Social Committee: The Commissioner shall appoint a Social Committee. The Social Committee shall be chaired by the Social Coordinator. The Social Committee shall be responsible for the planning and execution of all EYBL fundraising efforts. **Costs associated with all fundraising events must be submitted for approval via the Social Coordinator to the Treasurer as outlined in Article VII, Section 9**

Article IX - MANAGER RULES

1. All persons wishing to manage in the Easton Youth Baseball League, except incumbent managers, must have a son or daughter participating in the league and who is residing in the Town of Easton

PLEASE NOTE: This rule applies to all game and practice situations in all Divisions.

2. Any manager, coach, or player who physically or verbally abuses any other manager, coach, player, or umpire may be suspended from further League participation for a specific term (term dependent on the severity of the offense(s) by a majority vote of the Execution Committee after a full, fair, and impartial hearing. Sufficient notice of this hearing and details of the alleged offense(s) must be provided in writing to the offending party. A vote by the Executive Committee may be appealed to the Board of Directors by any aggrieved party. Any such appeal shall, if possible, be heard at the next regularly scheduled Board meeting.

3. MAJOR LEAGUE MANAGERS

- a. To be eligible to manage an EYBL major league team, the candidate must have served on the EYBL board for at least one (1) year OR member of EYBL board at the time of the vote and one season or more as a head coach in EYBL. Majors managers will be elected at the June meeting prior to the draft.
- b. If an eligible candidate for a major league team has a child, grandchild, or guardianship of a child participating in EYBL, and is elected as a Major League Manager, he may keep that team through the last year that his child, grandchild or guardianship child will play for that team. A Major League Manager whose first child is a graduating 12 year old but has another child, grandchild, or guardianship child that is eligible to rise to the Major League level in the following season must submit himself as a candidate for re-election as manager. If re-elected, the manager must protect his child, grandchild, or guardianship child as a “Manager Option” draft pick under the Draft rules of Article XI, Section 4. If not re-elected, the manager may be a team coach but may not use the “Coaches Option” to protect his child, grandchild, or

guardianship child as a draft pick. If a Major League Manager will not have a child, grandchild, or guardianship child on the team, he shall offer himself as a candidate for re-election.

Article X – DIVISION RULES

Section 1: Instructional League Division Rules; 6 & 7 Year Old Division (7-year olds have option to play Instructional or Farm Division – we recommend that beginner players enroll in Instructional)

Instructional Division Objectives:

- Instructional is a player's first introduction to baseball, and the main objectives are Participation, Instruction and FUN!

At Bat:

- Swing the bat
- "Hit a pitched ball"
- Run the bases (in the right direction!)
- Score the runs

In the Field:

- Catch or field the ball
- Force-outs and tag outs
- Learn all positions in the field
- Play in the right positions (no defensive shifting)

General Rules:

1. The safety of all players is the responsibility of both managers
2. Number of players:
 - a. Defensive Team - Complete roster (any logical arrangement is permitted)
 - b. Offensive Team - Complete roster
3. Batting Order - All players present are listed in the order in which they are to bat. The complete roster of players will bat according to this order.
4. Defensive Play - Each player present for the game must be given a position on the field for at least 4 full innings, and will not play the same position more than 2 innings per game. Each child must play minimum of 2 innings in the infield and 1 inning in the outfield in each game. Each child must be given the opportunity during the course of the season to play every position within his/her physical capabilities.
5. Pitching - The ball shall be pitched by one of the coaches of the offensive team. There are no walks or strikeouts. Players should make contact with the ball. Players will not pitch, but will serve as defenders. The player playing the defensive position of pitcher should stand even with the rubber and may not move closer to the plate until the ball is hit by the batter.
6. Base Running - Runners must stay in contact with the base until the ball is hit. When players have advance as far as possible without being put out, or having been retired, the offensive coach shall call

"time". When all defensive players are in proper positions, the offensive coach shall return to the mound and the next batter takes his/her turn at bat.

7. Batting - All players in the lineup will bat in an inning. Inning will only end when every batter hits.
8. Termination of Play after each hit ball:
 - a. Ground Ball - after play has been attempted and ball is thrown back to pitcher.
 - b. Fly Ball - If caught, play ends. If not, play ends when ball is thrown to pitcher after play at a base of bases is attempted.
9. Foul - Same as conventional baseball.
10. Strike Out - There are no strikeouts in the Instructional Division. After five swinging strikes, a coach will use a batting tee to assist a batter in hitting the ball. The five swinging strike limit should be adhered to in order to keep the game moving in an orderly fashion.
11. Hitting - The batter shall not be allowed to bunt.
12. Coaching - Managers and coaches may stand near their batters or defensive players to give advice, but must not interfere with play. The manager or coach must call "time" before he/she attempts to demonstrate a technique or to explain a play to his/her players during the progress of the game. Only two coaches are allowed on the field with the defensive team. Only two are allowed to coach the bases.
13. Format – Teams will practice/warm-up at their official start time for 15 minutes in the field and 15 minutes at the soft-toss nets located behind the right field fence for instructional use. Coaches are encouraged to try various drills in the field and focus on skills development for fielding balls and throwing to a base. Batting work should include tee work, soft-toss and, when a cage is open and available, live batting practice.
14. Regulation Game - A regulation game shall be at least 2 innings; as the season goes on, team should be able to complete 3 innings and are encouraged to do so.
15. No inning shall be started that cannot be finished before 8 p.m. This includes both the top and bottom of an inning.
16. Fair Ball - Any ball hit between the first and third baselines is considered a fair ball.
17. Overthrows into the Outfield - any ball thrown into the outfield is live and in play, and the runner may advance at his/her own risk.
18. Bench - When possible, all players should remain on the bench. Only the batter and the on-deck batter should be off the bench. This rule will be strictly enforced to eliminate injuries and confusion. Any player swinging a bat must wear a helmet.
19. Start Time - Evening games are scheduled to start at 5:30 p.m. and must under no circumstances start later than 5:45 p.m., without prior permission from the President or Commissioner Only the President, the Umpire in Chief or a designated officer of the league may postpone games. Managers and coaches may not postpone games at any time.

20. Managers are responsible for the care and return of equipment.
21. Spectators - Parents and friends are prohibited from coming onto the field during a game and from being involved in or questioning any decision made by an umpire or manager. The league will prohibit any harassment or intimidation of umpires by spectators.
22. Date of eligibility of players is as of May 1st.
23. All Saturday games will be limited to two (2) hours.
24. All coaches will use a rotating batting order to ensure that no child will always bat first, last, etc.
 - Example: 12 player roster:A,B,C,DL
 Game 1 batting order: A,B,C,DL
 Game 2 batting order: L,A,B,CK
 Game 3 Batting order: K,L,A,BJ
25. Coaches must practice a minimum of once per week prior to the season. Due to the inexperience of many children at this age, we suggest two (2) practices per week.

All official Cal Ripken Baseball Rule, a Division of Babe Ruth League, Inc., apply to situations not addressed in these rules.

Section 2: Farm League Division Rules; 7 & 8 Year Old Division

Farm Division Objectives: The Farm Division builds on the introductory experience of the Instructional Division and introduces players to more of the team strategy of baseball.

At Bat:

- Hit a pitched ball
- Swing at strikes

In The Field:

- Retire the side with three outs
- Play all positions during the year
- Develop feel for the rhythm of the game to be aware of situations

General Rules:

1. The safety of all players is the responsibility of both managers.
2. Number of players:
 - Defensive Team - 10 (4 outfielders)
 - Offensive Team - Continuous batting order through the entire roster.
3. Batting Order - All players present are listed in the order they are to bat. All coaches will use a rotating batting order to ensure that no child will always bat first, last, etc.
 - Example:

12-player roster: A,B,C,D...L

Game 1 batting order: A,B,C,D...L

Game 2 batting order: L,A,B,C...K

Game 3 Batting order: K,L,A,B...J

4. Defensive Play - The intent is to prevent any player from always being placed either in the infield or in the outfield. Each child should be given the opportunity to play each position within his/her physical capabilities. Every child should take their turn on the bench to ensure equal playing time.
5. Pitching rules for the Farm Division are as follows:
 - a. Coaches shall pitch to all batters for all Farm Division games for the first three games of the season. If one team has only played 2 games then it is at the coaches discretion. Four swinging strikes is an out when a coach is pitching.
 - b. After the first three games of the season, players will pitch under the following guidelines:
 - 1) The pitcher shall pitch to the opposing team.
 - 2) No pitcher shall pitch more than 2 innings per game, up to a total of 3 innings per week.
 - 3) Pitching week runs Monday through Sunday.
 - 4) A pitcher may not pitch on consecutive days
 - 5) The pitcher may pitch from the mound or from in front of the mound, but not more than 3 feet in front of the rubber.
 - 6) After a pitcher has hit two batters in an inning (or three batters in the course of 2 innings), he/she shall be replaced by a coach. Anytime a pitcher is removed a coach finishes the inning and a new pitcher enters at the start of the next inning.
 - 7) Once a pitcher is removed he/she may not pitch again in the game.
 - 8) Three strikes constitute an out. In an effort to speed up games, if the pitcher throws ball 4, there is no walk. The batter will hit off of a tee and the play is live.
6. If a pitcher reaches 4 batted balls off the tee in one inning (i.e. the equivalent of 4 walks), they shall be removed. The coach comes in to finish any inning in which the pitcher is removed. Walk totals in an inning are cumulative, meaning, if a pitcher is removed from the game during an inning prior to 4 batted balls of the tee, the "walk" total does not reset with the new pitcher.
7. Base Running - Runners must stay in contact with the base until the ball is hit.
8. Batters Per Inning - There is a maximum of five runs, three outs or batting through the roster, whichever comes first. If one team has fewer players than the other team, they're

allowed to repeat until they match the other team's roster number. The final batter should not be announced by the manager. The play should be completed like any normal play and then announce the inning is over.

9. Termination of play after each hit ball: After play has been attempted AND the ball is thrown back AND CONTROLLED BY the pitcher within the eight foot circle of the pitcher's mound, any runner not advancing shall return to the base last reached safely. The play is then terminated.
10. All official baseball rules apply to fair and foul balls.
11. Strike Out & Walk - A strike out is three strikes, swinging or called. There are no walks in Farm Division – if an at bat reaches ball four, the batter will hit a ball off of a tee and the play is live. When a batter is hitting off the tee, the pitcher must remain on the mound to play defense; they are not allowed to back up in line with our infielders (SS/2B) unless safety is a concern. Player is limited to a single when hitting off the tee and advanced one base at a time
12. Hitting - Batter shall not be allowed to bunt and may not take a half swing. Batter is not allowed to fake a bunt. Any batter that fakes a bunt and then swings away shall be automatically called out (whether or not the ball is contacted by the bat). The moment the batter attempts his/her swing, the ball shall be called dead.
13. Coaching - Managers and coaches may stand near their batters or defensive players to give advice, but must not interfere with play. The manager or coach must request "time" before he/she attempts to demonstrate a technique or to explain a play to his/her players during the progress of the game. Only two coaches are allowed on the field with the defensive team. Only two are allowed to coach the bases. A coach for the defensive team may be positioned by the backstop to retrieve wild pitches/passed balls, in an effort to speed up the play. This coach must refrain from commenting on balls/strikes, or otherwise interfering with the umpire and/or game play.
14. Umpires – A plate umpire may be provided by EYBL if possible. In the event that umpires are short for any particular reason, Farm Division teams will be asked to go without an assigned umpire if necessary to staff the other division games.
 - a. A coach or parent shall serve as the base umpires.
 - b. If no umpire is present, a coach or parent shall call balls and strikes and serve as the base umpire.
 - c. The managers of each team are the only participants authorized to address the umpire, directly or indirectly. Any other coach, player, or parent that directly or indirectly address the umpire in a negative way, may be asked to leave the premises by a Board Member in attendance.
15. No inning shall start after 7:45 p.m. During the beginning of the season, special attention should be given to playing between 7:30 and 8:00 p.m. when it may be too dark for safe

- playing. Managers should agree before the start of inning if appropriate to continue playing.
16. Scoring and Record Keeping - At the end of each 1/2 inning, the team that just batted will announce the runs scored. Each team will keep score for both teams. If the game gets lopsided, the scoreboard should be turned off.
 17. Overthrows - One base on overthrow that travel out of bounds.
 18. Bench - When possible, all players should remain on the bench. Only the batter and the on-deck batter should be up. This rule will be strictly enforced to eliminate injuries and confusion.
 19. Evening games are scheduled to start at 5:30 p.m. and must under no circumstances start later than 5:45 p.m., without prior permission from the President or Commissioner. In the case of bad weather, an email will be sent by the league or it will be posted on the EYBL web site by 5PM. Only the President, the Umpire in Chief or a designated officer of the league may postpone games. Managers and coaches may not postpone games at any time.
 20. In the event that an umpire has not been assigned to the game, defensive coaches will make the calls at the bases.
 21. Managers are responsible for the care and return of equipment.
 22. Spectators - Parents and friends are prohibited from coming onto the field during a game and from being involved in or questioning any decision made by an umpire or manager. The league will prohibit any harassment or intimidation of umpires by spectators.
 23. Any questions or problems, please contact the Division Coordinator.
 24. All Saturday and Sunday games shall have a two-hour time limit.
 25. All coaches shall have a minimum of one practice per week prior to the season.
 26. All managers should do their best to complete a lineup and schedule of defensive positions prior to the game as this helps speed up the pace of play.

All official Cal Ripken Baseball Rule, a Division of Babe Ruth League, Inc., apply to situations not addressed in these rules

Section 3: Cooperstown League Division Rules; 9-11 Year Old Division (12-year olds may also elect to play in the Cooperstown Division)

Cooperstown Division Objectives: The Cooperstown Division allows players to play a competitive level of baseball while continuing to develop as players. Emphasis is on development, competition and sportsmanship.

A. Safety:

1. The safety of all players is the responsibility of both managers.
2. Evening games are scheduled to start at 5:30 PM and must under no circumstances start later than 5:45 PM, without prior permission from the President or Commissioner.

B. Conditions for calling games:

1. On the day of the game, if there is a doubt as to whether a game will be played, both managers are required to call the designated person by 5:15 PM. In the event that the designated person cannot be reached, the managers will try to reach each other to come to a mutual agreement. If they cannot reach each other, they (manager and players) must go to the field. Once the designated person has called off games, no one can play under any conditions.
2. At the field, should the managers not be able to reach the designated person, the game can be canceled through mutual agreement of the managers prior to the start of the game.
3. Once the game has started and conditions get worse, the plate umpire of each field will have the final decision. Pre-game, the managers and umpires will acknowledge this.
4. A game is complete if the trailing team has batted at least 4 innings, when the game is stopped by weather, darkness, etc.
5. If a game is called before it has become a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off. NOTE: All records, including pitching (and pitch count), shall be counted. When the game is halted, if a player appeared as a pitcher in that game before it was interrupted, the player may not return to pitch in the completion of the game. If a player is pitching at the moment of stoppage (pitcher of record), their pitching performance for that game is concluded, IF play continues on the same day with a delay of an hour or more. IF the game continues on a different day, the pitcher of record may continue to pitch, provided they are in compliance with the pitch count rules at the time the game is continued.
6. The umpire has the sole authority to curtail a game. No inning will be started without a reasonable chance of completing it. No inning will start after 7:45 PM or at the discretion of the umpire in the early season. Efforts will be made to notify each manager prior to the start of the last inning to be played. It should be noted that due to excessively long innings this cannot be guaranteed. If a game is curtailed the same rules apply as to a game stopped by rain. If the score is tied the game will be resumed when the two teams meet again if possible.
7. Each team must be able to field eight uniformed players no later than fifteen minutes after scheduled game time or forfeit the game. If neither team can field eight players, the game must be made up.
8. Slaughter Rule Regular Season & Playoffs – Any game will be terminated if at the end of four (4) innings (three and one-half innings if the home team is ahead) if one team is ahead by fifteen (15) or more runs or at the end of five (5) if one team is ahead by ten (10) or more runs.

C. Rescheduled Games:

1. The Schedule Coordinator will designate times for make-up games. Games will be made up as soon as practicable.
2. All forfeits are punishable by a loss in the standings. In addition to the foregoing, the Grievances Committee shall automatically review all forfeited games within 48 hours of the forfeit, and if the forfeit is found to be intentional, the Grievances Committee shall issue sanction(s) that it determines to be just to the offending party.

D. Game Notifications:

1. The winning manager must notify the Cooperstown Division Coordinator of game results and pitchers of record (innings pitched) within 24 hours.

E. Player-coaches are prohibited.

F. At playing field prior to game:

1. The visiting team has the field for infield and outfield warm-up from 5:00 to 5:15 PM. The home team has the field from 5:15 to 5:30 PM. If any games are started at any other times, the same half-hour format will apply.
2. If one team arrives at the field early for pre-game practice, they may use the field until the other manager shows up. At that point, the managers must confer and share the amount of time left prior to 5:00 PM. Example: If team "A" arrives at the field at 4:30, they may use the field until the manager of team "B" shows up. At that time, say 4:45, they must share the remaining 15 minutes for their practice. Teams are only allowed to warm up or practice on the field they are assigned for game play. NO EXCEPTIONS.

G. Substitutions:

1. Defensive substitutions shall be made prior to the first batter hitting in that half of the inning.
2. Every player bats in a continuous order, which remains fixed for the entire game. Line-up cards will be exchanged between managers prior to the games. Two exceptions to this rule are as follows.
 - If a player becomes injured and is out for the remainder of the game, OR must leave a game prior to the conclusion of the game for any reason, then when that player comes up to bat in the lineup it is NOT an out. You simply go to the next player. This DOES NOT apply to the player who is ejected. If a player is ejected, when that player comes up in the lineup, it is considered an out. If a player needs to leave prior to the conclusion of the game, the manager of the team for which the player is on shall immediately notify the manager for the opposing team that a player is leaving.
 - If a player shows up after the game has started, then that player goes to the end of the lineup (i.e. if 10 players are in the batting order, the late player becomes the 11th player to bat in the order). A player may be added at the end of the line-up even if that team has already batted through the line-up.

3. Except in the case of an injury, each player must play a minimum of four (4) defensive innings (12 outs) per game. Innings may be non-consecutive.
4. Unlimited (free) field substitutions are allowed throughout the game subject to the following exceptions:
 - Absent an injury to a player on the field, substitutions may only be made prior to the start of full or half inning.
 - Once a pitcher has been removed as the pitcher in a game, he may not re-enter the game as a pitcher, but may re-enter the game at any other position in the field.
 - Defensive players on the field may change position during an inning (i.e. the 1st baseman may move to center field and the center fielder may move to 1st base.)
 - Pitcher can be replaced by a player in the dugout
5. There is a limit of 12 batters per inning provided at least one team has 12 players present. In the event that fewer than 12 players are present for either team, the number of maximum batters per inning will be determined by which team has the most players. For example if team A has 11 players and team B has 10 players then the maximum number of batters per inning will be 11. This will apply to both teams.
6. Once the maximum number has been established at the beginning of the game it cannot change. If additional players arrive late or depart early the maximum batters remains unchanged throughout the game.
7. The last batter may not walk. The last batter must either hit the baseball or strikeout.
8. In the event that the last batter in an inning is struck by a pitch, then that batter will be awarded first base and another batter will come up and become the last batter.
9. In the sixth inning, there are no limitations on the number of batters and both teams play until there are three outs or the game ends.

H. No fake bunting/slashing:

1. No fake bunting and swing away is allowed under any circumstances. Any such attempt shall automatically result in the batter being called out (whether the bat contacts the ball or not). On any such attempt, the ball shall immediately become dead.

F. Base Running Rules:

1. When approaching the next base of advancement, the base runner must either slide feet first or attempt to avoid contact when approaching the base. This does not apply when the base runner returns to the base currently occupied, in which case the base runner may slide back headfirst.
2. In a fielding, base running situation play at home plate, the catcher/fielder must start in position in fair territory, not on home plate (or on a base), allowing the runner a clear, direct path & line of sight to the base.
 - The catcher/fielder has the right to move in any direction needed to field a throw.

- Once in possession of the ball, the catcher/fielder may make the tag attempt as needed.
 - The base runner still has the responsibility to slide or avoid contact with the catcher/fielder.
 - If the throw is “up the line”, the base runner is not required to slide; just avoid contact.
3. If a base runner leaves early the base umpire does not interrupt play. If the runner is out, then he/she is called out. If the runner is safe they must return to the previous base.
 4. If the pitcher has control of the ball within an 8’ circle around the pitchers rubber/plate, any runner without positive movement toward the next base must return to the previous base. No “hidden ball trick” can be executed when the pitcher is within this 8’ circle.
 5. Cat and Mouse Rule: A runner may advance from third to home on a batted ball, base on balls, a throwing error, a wild pitch or a passed ball. On any play once the catcher has control of the ball the runner may advance to plate only if he/she is running full speed toward the plate. Once the ball is controlled by the catcher, if the runner hesitates, slows down, or stops between third and home the play is dead. The runner must return to third unless the catcher attempts to make a play on the runner.
 6. If a base runner is standing on first, second, or third base and is struck by a batted ball they are out. A runner who is struck in fair territory by a batted ball is out. There is no sanctuary standing on a base in fair territory.
 7. Batting team is limited to two (2) attempted steals home per inning. After two attempts a baserunner can only score from a batted ball, walk or hits batsman. An “attempt” to steal is defined as a play made at home plate whether or not successful. The baserunner may “retreat” and abort an attempt with no play made at home. There will be unlimited stealing of 2nd and 3rd.
 8. Baserunner cannot leave the base until the pitched ball reaches home plate.

J. Pitching Rules:

1. Pitchers will be limited to the Pitch Smart USA pitch count guidelines as shown below. 9-year old and 10-year old players are limited to a MAXIMUM of 75 pitches per game; 11-year old and 12-year old players are limited to a MAXIMUM of 85 pitches per game.
 - a. 0-20 pitches in a game – zero days rest
 - b. 21-35 pitches in a game – 1 day rest
 - c. 36-50 pitches in a game – 2 days rest
 - d. 51-65 pitches in a game – 3 days rest
 - e. 66 or more pitches in a game – 4 days rest
2. Pitchers should make every effort to maintain contact with the pitching plate and should not take a rocking step to the rubber. Lifting and turning one’s foot in front of the rubber is permitted within reason. The umpire shall determine what is “within reason.”
3. The throwing of a Curve ball is prohibited in all the games in the Easton Youth Baseball League during regular season and tournament play. The umpires shall decide and rule if the pitcher throws a curveball.

4. Pitching rules for playoffs - a player can pitch for the entire length of the playoffs as long as said player does not exceed the following pitch count limits in a two-game span:
 - a. 80 pitches in a two-game span for 9-year olds & 10-year olds
 - b. 90 pitches in a two-game span for 11-year olds and 12-year olds.

So, if a pitcher pitches 50 pitches in game one of a series, they are limited to 30 pitches in game two, and then limited to 50 in the next game.

5. If a manager or coach makes two trips in an inning or three trips in a game, that pitcher must be removed from the mound. Crossing the foul line constitutes a trip to the mound. Trips to the mound between innings shall count toward this total. Trips related to mound repair shall not count toward this total if the manager notifies the lead umpire of a mound maintenance issue prior to the trip and the lead umpire agrees.
6. No intentional walks.

K. Cooperstown Playoff Procedures:

1. Playoffs will be held at the end of the regular season. All teams will make the playoffs, with seeding based upon order of finish in the regular season. For example, in an eight team Division, #1 plays #8 in the first rounds of the playoffs. Playoffs shall follow a single - elimination format until the finals, which will consist of a best of three format. Playoff format and schedule shall be set by the Cooperstown Division coordinator and approved by the Commissioner.
2. Due to unbalanced schedules and the possibility of teams playing one more game than others the order of finish will be determined as follows:
 - 1) Winning percentage
 - 2) Head to head competition between tied teams.
 - 3) Best record versus team with the best overall league record
 - 4) Best record versus team with the second best overall record etc.
 - 5) Coin-toss
 - 6) For tie breaking comparisons the following will apply for step #3:
 - 1-0 Vs 2-0; Tied still
 - 1-0 Vs 1-1; 1-0 wins
 - 0-1 Vs 0-2; Tied still
 - 0-1 Vs 1-1; 1-1 Wins

L. Cooperstown Awards:

1. Two championship play-off teams shall receive the following awards:
 - a. League Champions: Jacket or Sweatshirt
 - b. Runner-up: Trophy

M. Manager Suspension:

- a. See under Article X, Section 5: Major League Division Rules, Subsection P; such rules will apply to the Cooperstown Division

N. Miscellaneous Rules:

- a. See Article X, Section 5: Major League Division Rules, Subsection Q; such rules will apply to the Cooperstown Division

All official Cal Ripken Baseball Rule, a Division of Babe Ruth League, Inc., apply to situations not addressed in these rules.

Section 4: Major League Division Rules; 10-12 Year Old Division

Major League Division Objectives: The Major League Division allows players to play our most competitive level of baseball. Emphasis is on both competition and sportsmanship.

A. Safety:

1. The safety of all players is the responsibility of both managers.
2. Evening games are scheduled to start at 5:30 PM and must under no circumstances start later than 5:45 PM, without prior permission from the President or Commissioner.

B. Conditions for Calling Games:

1. On the day of the game, if there is a doubt as to whether a game will be played, both managers are required to call the designated person by 5:15 PM. In the event that the designated person cannot be reached, the managers will try to reach each other to come to a mutual agreement. If they cannot reach each other, they (manager and players) must go to the field. Once the designated person has called off games, no one can play under any conditions.
2. At the field, should the managers not be able to reach the designated person, the game can be canceled through mutual agreement of the managers prior to the start of the game.
3. Once the game has started and conditions get worse, the plate umpire of each field will have the final decision. Pre-game the managers and umpires will acknowledge this.
4. A game is complete if the trailing team has batted at least 4 innings, when the game is stopped by weather, darkness, etc.
5. If a game is called before it has become a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off. NOTE: All records, including pitching

and pitch count, shall be counted. When the game is halted, if a player appeared as a pitcher in that game before it was interrupted, the player may not return to pitch in the completion of the game. If a player is pitching at the moment of stoppage, their pitching performance for that game is concluded, and the player cannot pitch during the completion of the game.

6. If a game ends in a tie after six innings of play, extra innings will be played until a winner is decided. If the game must end due to darkness or other reason, the games shall be resumed exactly where it left off. Note: All records, including pitching (and pitch count), shall be counted. When the game is halted, if a player appeared as a pitcher in that game before it was interrupted, the player may not return to pitch in the completion of the game. If a player is pitching at the moment of stoppage (pitcher of record), their pitching performance for that game is concluded, ONLY IF play continues on the same day with a delay of an hour or more. IF the game continues on a different day, the pitcher of record may continue to pitch, provided they are in compliance with the pitch count rules at the time the game is continued.
7. Each team must be able to field eight uniformed players no later than fifteen minutes after scheduled game time or forfeit the game. If neither team can field eight players, the game must be made up.
8. Slaughter Rule Regular Season & Playoffs – Any game will be terminated if at the end of four (4) innings (three and one-half innings if the home team is ahead) if one team is ahead by fifteen (15) or more runs or at the end of five (5) if one team is ahead by ten (10) or more runs.

C. Rescheduled Games:

1. All make-up games must be rescheduled prior to the end of the season.
2. The schedule maker will designate times for make-up games.
3. All forfeits are punishable by a loss in the standings and a win in the draft order; with the team receiving the forfeit being awarded a win in the standings. In addition to the foregoing, the Grievances Committee shall automatically review all forfeited games within 48 hours of the forfeit, and if the forfeit is found to be intentional, the Grievances Committee shall issue sanction(s) that it seems just to the offending party.

D. Game Notifications:

1. The winning manager must notify the Major League Coordinator of game results and pitchers of record (innings pitched) within 24 hours.

E. Player-Coaches are Prohibited.

F. At Playing Field Prior to Game:

1. The visiting team has the field for infield and outfield warm-up from 5:00 to 5:15 PM. The home team has the field from 5:15 to 5:30 PM. If any games are started at any other times, the same half-hour format will apply.

2. If one team arrives at the field early for pre-game practice, they may use the field until the other manager shows up. At that point, the managers must confer and share the amount of time left prior to 5:00 PM. Example: If team “A” arrives at the field at 4:30, they may use the field until the manager of team “B” shows up. At that time, say 4:45, they must share the remaining 15 minutes for their practice. Teams are only allowed to warm up or practice on the field they are assigned for game play. **NO EXCEPTIONS.**

G. Substitutions:

1. Defensive substitutions shall be made prior to the first batter hitting in that half of the inning.
2. Every player bats in a continuous order, which remains fixed for the entire game. Line-up cards will be exchanged between managers prior to the games. Two exceptions to this rule are as follows:
 - If a player becomes injured and is out for the remainder of the game, OR must leave a game prior to the conclusion of the game for any reason, then when that player comes up to bat in the lineup it is NOT an out. You simply go to the next player. This DOES NOT apply to the player who is ejected. If a player is ejected, when that player comes up in the lineup, it is considered an out. If a player needs to leave prior to the conclusion of the game, the manager of the team for which the player is on shall immediately notify the manager for the opposing team that a player is leaving.
 - If a player shows up after the game has started, then that player goes to the end of the lineup (i.e. if 10 players are in the batting order, the late player becomes the 11th player to bat in the order). A player may be added at the end of the line-up even if that team has already batted through the line-up.
3. Except in the case of an injury, each player must play a minimum of three (3) defensive innings (9 outs) per game. Innings may be non-consecutive.
4. Unlimited (free) field substitutions are allowed throughout the game subject to the following exceptions:
 - Absent an injury to a player on the field, substitutions may only be made prior to the start of full or half inning.
 - Once a pitcher has been removed as the pitcher in a game, he may not re-enter the game as a pitcher, but may re-enter the game at any other position in the field.

H. No Fake Bunting/Slashing:

1. No fake bunting and swing away is allowed under any circumstances. Any such attempt shall automatically result in the batter being called out (whether the bat contacts the ball or not). On any such attempt, the ball shall immediately become dead.

I. Base Running Rules:

1. When approaching the next base of advancement, the base runner must either slide feet first into the base, peel out of baseline or slide in base path. This does not apply when the base runner returns to the base currently occupied, in which case the base runner may slide back headfirst.
2. In a fielding, base running situation play, the catcher/fielder must start in position in fair territory, not on home plate (or on a base), allowing the runner a clear, direct path & line of sight to the base.
 - a. The catcher/fielder has the right to move in any direction needed to field a throw.
 - b. Once in possession of the ball, the catcher/fielder may make the tag attempt as needed.
 - c. The base runner still has the responsibility to slide or avoid contact with the catcher/fielder.
 - d. If the throw is “up the line”, the base runner is not required to slide; just avoid contact.
3. If a base runner is standing on first, second, or third base and is struck by a batted ball they are out. A runner who is struck in fair territory by a batted ball is out. There is no sanctuary standing on a base in fair territory.

J. Pitching Rules:

1. Pitchers will be limited to the Pitch Smart USA pitch count guidelines as shown below. 10-year old players are limited to a MAXIMUM of 75 pitches per game; 11-year old and 12-year old players are limited to a MAXIMUM of 85 pitches per game
 - a. 0-20 pitches in a game – zero days rest
 - b. 21-35 pitches in a game – 1 day rest
 - c. 36-50 pitches in a game – 2 days rest
 - d. 51-65 pitches in a game – 3 days rest
 - e. 66 or more pitches in a game – 4 days rest
2. Pitchers should make every effort to maintain contact with the pitching rubber and should not take a rocking step to the rubber. Lifting and turning one’s foot in front of the rubber is permitted within reason. The umpire shall determine what is “within reason.”
3. **Balk Rule:** Normal balk rules apply in the Majors Division. However, each pitcher will receive ONE warning on their first balk of the game. When a warning is issued, the ball is dead, there is no pitch, and all runners return to the base on which they started the play.
4. The throwing of a curve ball is prohibited in all the games in the Easton Youth Baseball League during regular season and tournament play. The umpires shall decide and rule if the pitcher throws a curveball.
5. Pitching rules for playoffs – a player can pitch for the entire length of the playoffs as long as said player does not exceed the following pitch count limits in a two-game span:
 - a. 80 pitches in a two-game span for 10-year olds
 - b. 90 pitches in a two-game span for 11-year olds and 12-year olds

6. If a manager or coach makes two trips in an inning or three trips in a game, that pitcher must be removed from the mound. Crossing the foul line constitutes a trip to the mound.
7. A Pitcher can be replaced by a player in the dugout.
8. No intentional walks.

K. Major League Playoff Procedures:

1. All six teams make the playoffs. First two teams receive “byes” to the semifinals. The next four teams have to participate in the first round. In the first round, #3 plays #6 and #4 plays #5. The two winners advance to the semifinals and the lowest remaining seed plays #1, with second lowest remaining seed playing #2. Playoff pitching rules apply to all rounds.
2. The semi-finals and finals are played as best 2 of 3 games.
3. Tie-Breaker Procedure- If there is a tie in the standings the following will determine the winner:
 - a. Best record, best overall record and first place are all determined based on winning percentage.
 - b. Head-to-head record. If 3 or more teams are tied – If one team has defeated all other teams, they win the tie breaker. You then will apply head-to-head against the remaining teams.
 - c. Runs Allowed
 - d. Run Differential
 - e. Coin-toss

L. Awards:

1. Two championship play-off teams shall receive the following awards:
 - a. League Champions: Jacket or Sweatshirt
 - b. Runner-up: Trophy

M. Major League Team Roster:

1. Maximum of three (3) 10-year-old players.
2. A Majors Manager can choose to carry a twelve (12) player roster, under the following restrictions:
 - a. After the last pick of the June draft, when all teams have filled their roster (which includes any declared “pass” options) a manager can declare their intention to draft a twelfth player, thus carrying a twelve player roster. The draft order will remain for any teams declaring this selection and a manager may rescind their intention to carry a twelve (12) player roster at any time prior to their selection in that additional round.
 - b. If a team exercises the “pass” option in the June draft, they may declare their intention to select a 12th player, at the conclusion of the supplemental draft.

- c. If a team has concluded their draft in June with 11 players, they may declare to add a 12th player, at the conclusion of the supplemental draft.
- d. This twelfth player selected must be a twelve (12) year old player from the eligible draft pool and cannot exceed the maximum number of seven (7) twelve (12) year old players on a twelve (12) player roster.
- e. Any team carrying a twelve player roster would not be eligible for a call-up until their roster was reduced to ten players; at which time that team could not call up a twelve year old player unless that player would be replacing an injured twelve year old who would not return for the remainder of the entire season.

N. Call-up Rule:

1. All teams must have an 11-player roster; with the exception of Article X, Section M, #2. If a player is unable to play in four consecutive regularly scheduled games as a result of any sickness, injury, or other cause or combination of causes, another player shall be drafted from the player pool within three days after the manager knew or should have known of the player's inability to play. The Manager shall, without reasonable delay, notify the League President of a player's inability to play and the identity of the newly drafted player. Teams may not hold any "private tryouts" prior to selecting their call-up.
2. If the Major League team elects to bring up a 12 year-old player, that player will remain with the Major League team for the balance of the season and may not play for his Cooperstown team in the regular season or playoffs.
3. If the Major League team elects to bring up a 10 or 11 year-old player, when the missing player returns, if the called-up player has played more than half of the teams scheduled games, the called-up player will remain with the Majors team for the duration of the season. If the player plays in less than half the scheduled games, the called-up player will go back to their Cooperstown division team for the balance of the season. While the player is called up to the majors all pitching rules (i.e. – amount of inning) apply. Majors and Cooperstown managers must communicate and agree upon pitching assignments at the outset of each "pitching week".
4. The called-up 10 or 11-year old player will automatically be considered a member of the Major League team for the following season.
5. A manager is not required to replace a player during the last two weeks of the season, but may do so if he/she so chooses.

O. Player Participation:

It is the expectation of the Cal Ripken Division of EYBL that Majors Division players will participate in all regularly scheduled season and playoff games.

1. Player attendance at regular season and playoff games will be tracked by the Majors Division managers, and each manager will report the attendance to the Majors Division Coordinator subsequent to each game.
2. Parents and players have an opportunity to communicate prior to games the occurrence of circumstances that will preclude the player from participation in scheduled games.
3. Excused absences will include events such as player illness, extended family travel, family emergencies, etc. Unexcused absences will include events such as other athletic activities, extracurricular activities, etc.
4. The manager will have the discretion to conclude whether circumstances excuse the player from required participation in scheduled games.
5. **Penalty:** Should a player be deemed to have three (3) or more unexcused absences over the course of a season, that player will be ineligible to participate on the Summer All-Star Division 1 (American) or Division 2 (National) teams (that player may, however, play on a Division 3 or equivalent team should he or she so choose).

P. Manager Suspension:

1. Any manager, coach, or assistant ejected from a game shall be suspended from the next scheduled game, including the following season if necessary.
2. A second ejection will result in a two-game suspension.
3. The Executive Committee and the Board of Directors may order additional sanctions they may deem necessary.

Q. Miscellaneous Rules:

1. A foul tip that touches any part of the catcher's gear except the glove and is not handled cleanly is not strike three even if it is caught and never touches the ground.
2. A batter stepping out of the batter's box does not constitute a time out; a time out must be requested of the umpire and granted. If a batter steps out on his own the pitcher may pitch the ball.

All official Cal Ripken Baseball Rule, a Division of Babe Ruth League, Inc., apply to situations not addressed in these rules.

Section 5: General Rules; All Divisions

A. Sportsmanship:

1. All players, managers, coaches, umpires and fans are expected to be respectful to one another and refrain from any behavior that deters from the playing of the game and the enjoyment of all participants.
2. Profanity is not allowed. Profanity directed at an umpire or an opponent is immediate cause for removal from the game. Other instances of profanity, such as frustration, especially by a player should be dealt with swiftly by an adult.
3. Chanting and singing is part of the fun of the game, however all chanting and singing should be in a positive vain for one's own team. Negative chanting toward your opponent will be stopped immediately by the umpire. No chanting may be timed to affect the pitchers wind-up and delivery to the plate. This behavior will result in a warning from the umpire for the first infraction and the batter being ruled out if it persists.
4. All managers, coaches, players and parents are expected to be supportive of the league. This extends to care of league equipment and facilities and actively participating in the league parade, Opening Day Ceremonies, fundraising, field work and working at the snack bar on their assigned right.
5. Teams will shake hands at the conclusion of each game at home plate.
6. Spitting should be discouraged.
7. In the event of a lopsided game, managers are asked to dim the scoreboard indicating runs when the game is effectively out of reach.
8. Managers are further encouraged to limit aggressive base running in lopsided games, which would result in humiliating an opponent.

B. Safety:

1. Teams shall refrain from warming up in common areas between fields. This is especially important on Saturdays when games overlap and many small children are around.
2. Any field maintenance tools, to include machinery, shall only be operated by authorized adults and/or approved employees/volunteers. Players shall not utilize any field maintenance tools, to include machinery, at any time.
3. Batting helmets must be worn by all players in the batting cages.
4. There will be no horseplay in the dugouts and no sitting on the support rails in the front of the dugouts.
5. Only the on deck batter is allowed in the on deck cage.
6. Coaches are not allowed to stand on the field unless coaching a base.

7. Base coaches are not allowed further than 5 feet down the baseline in front of the base they are coaching.
8. Players who warm up a pitcher must be wearing a catcher's mask.
9. In the Cooperstown, Majors and Babe Ruth divisions; all catchers, with the exception of left-handed players, are required to use a catcher's mitt while catching.
10. No one is allowed to pitch in a white long-sleeve undershirt.
11. If a player throws a bat or helmet in anger, the player will be either warned or removed at the discretion of the umpire. If the situation recurs the player will be removed from the game.
12. There is no smoking or tobacco use allowed at the Militia Park complex.
13. There is no alcohol consumption allowed at the Militia Park complex.

C. Equipment:

1. Each division will have an assigned official game ball, determined by the Executive Committee prior to the start of the season. Any substitutions during the season must be approved by the Executive Committee.
2. Catchers are required to wear protective athletic cups when playing the position. Catcher's equipment must be in compliance with Cal Ripken rules, to include at all divisions:
 - CATCHER'S MASK HELMET AND THROAT PROTECTOR (ALL DIVISIONS):
Any player, manager or coach warming up a pitcher at any location shall wear a mask. An extended throat protector is considered part of the catcher's mask. PENALTY: If the catcher refuses to wear this equipment, he shall be removed from the game.
 - The catcher's helmet must cover both ears. Hockey style masks are approved. Two piece catcher helmet/mask combinations are not allowed.
3. Managers should not allow any illegal bats to be in the on-deck area or brought to the plate. All bats used should be official Cal Ripken approved bats. Any player using an illegal bat will be called out regardless of the result of the at bat.
 - All non-wood bats must have the USA Bat Marking.
 - The bat barrel may not exceed the maximum 2 5/8th inch diameter.
 - The bat may not exceed 33" in length.
 - No BBCOR Bats are permitted.
 - For T-Ball Division, bats must be marked with the USA Bat T-Ball Stamp. Wooden bats are legal to be used if approved by Cal Ripken standards; and display the imprinted approval of Cal Ripken. Wooden bats must also conform to the bat length and barrel size restrictions cited above.

D. Umpires:

1. All umpires have been given a clinic and may include junior umpires ranging in age from 13 - 17 years. Many of the umpires are former EYBL players.

2. All participants will show the umpires proper respect. The umpires have been given the authority to remove any manager, coach, player or spectator if necessary to properly administer the game.
3. Easton Youth Baseball stands behind its umpires. Any one observed raising their voice, berating or intimidating an umpire shall be brought to the attention of the Executive Committee. The Executive Committee will have the authority to manage and/or resolve the issue as they deem necessary. Any action taken by the Executive Committee may be appealed through the Grievance Committee and the appropriate process. Managers and coaches are responsible for the behavior of players, parents, siblings and spectators.
4. Only a Manager may speak with an umpire regarding, and limited to, a rules interpretation. At that time, the opposing manager should be present. The Manager requesting the discussion should be prepared to cite the rule they think is being misinterpreted.
5. No judgment calls can be questioned. Do not delay the game by doing so. This behavior could be subject for removal. Balls and strikes, out/safe and fair/foul calls are included under judgment calls.

E. Protesting Games:

1. Any protest needs to be declared at the time of the infraction and marked in the book. Game is to be completed under protest.
2. Game protests must be initiated by a letter (e-mail acceptable) to the Commissioner, League President, & respective Division Coordinator within 24 hours of the game in question.
3. Game protests will only be considered if playing rules are questioned.
4. Games may not be protested based on umpire decision of judgement calls.
5. Protest letters will be confirmed in writing (e-mail acceptable), as received by the Commissioner.
6. The Commissioner will engage the Grievance Committee to commence investigation & proceeding with the Grievance process.
7. EYBL will try to determine outcome of protest as quickly, but thoroughly, as possible.

ARTICLE XI - MAJOR LEAGUE PLAYER ASSIGNMENT

Section 1 - Player Assignment: Players will be selected for each team by drafting from an "eligible player pool" of qualified prospects. The eligible player pool is made up by the Player Agent and will consist of all players attending the Major League tryouts who remain active players in the League.

Section 2 - Order of Player Assignment: The Major League team with the worst record in the prior regular

season drafts first. The team with the best record drafts last. All teams draft in turn in the reverse order of their finish in the prior regular season. In case of ties, tiebreaker rules for Majors Division playoff seeding will apply.

Section 4 – Drafts Options

1. Options must be declared at the beginning of the draft.
2. Teams are only allowed three (3) draft options per draft.
3. An injury replacement/ call-up DOES NOT count as an option.
4. Options are as follows:
 - **Managers Child Selection-** The returning or newly elected manager may protect his son/daughter from the draft process. The manager option is the first option and son/daughter must be taken as the Round 3 selection.
 - **Coaches Option-** The team may protect a son/daughter draft prospect of a returning coach. Said coach must have been an active coach in the current season, not just planning to coach in the next season. The Coaches option is the second option and counts as the Round 2 selection.
 - **Sibling Option-** The team may protect a sibling draft prospect of a returning player. The sibling option is the third option and counts as the next option (round 4), after round 3 and 2 have been used.
 - **Player's Brother/Sister Option-** When a new player with a brother/sister in the same tryout is drafted by a team in any round, that team may protect the sibling through the next round in the draft. If the siblings are not requested to play on the same team, a team drafting the first child must state whether or not the second child will be selected on the next round.

ARTICLE XII - ALL STAR TEAM

Section 1 – Overview

- A. **Summer Leagues and Tournaments:** EYBL traditionally participates in both the Hockomock and Friendship Summer Baseball Leagues, as well as summer baseball tournaments. The Hockomock League Divisions 1 and 2 are the more competitive summer baseball leagues and referred to as “All-Star” in this document. At the discretion of EYBL board & team managers, summer baseball teams may also participate in several tournaments at various age and competitive levels.
- B. **Timeline:** During the spring baseball season (typically late April- early May) EYBL & spring managers will ask parents/players to declare interest in playing summer baseball. Team formation will then take place a later date and prior to team declaration deadlines for the Hockomock Summer Leagues and Cal Ripken Tournament Trail play (typically late May).
- C. **Team Formation:** The number of teams & league participation at the various age groups each summer are formed at the discretion of EYBL and will take place during the Annual All-Star Selection Meeting.
 - a. Hockomock League: Teams in this league considered as the EYBL All-Star Teams consist of Division 1 (f/k/a American) & Division 2 (f/k/a National) teams. Players must meet required eligibility criteria and chosen via an All Star selection process (outlined in Article XII, Sections 4-6)
 - b. Hockomock League Division 3: Players who do not meet All-Star requirements, are not selected onto the Hockomock Division 1 (American) or Division 2 (National) teams, or do not wish to participate in the Division 1 and 2 leagues will be placed on the Division 3 summer league teams.
 - c. Friendship League: The Friendship League is for 8 year olds who wish to continue playing baseball in the summer season. Since there are not talent/competitive based divisions in the Friendship League, teams shall be evenly divided across all participants.

Section 2 - The following prerequisites/qualifications shall be required for anyone interested in managing an Easton Youth Baseball All-Star Team:

- A. The candidate must be an active member of the Board in good standing.
- B. Cooperstown: Minimum of two years managing experience in Easton Youth Baseball.
- C. All-Star Managers shall only play the players that were selected to the team, or an approved alternate (from a roster of players and alternates submitted to the President and Tournament Director) should one of the selected players get sick, injured, or withdraw from the team.
- D. The above qualifications may be waived should there be a shortage of qualified managers applying for available positions.
- E. One week prior to All-Star selections, managers must submit to the Player Agent a list of players that wish to be considered for Summer All-Stars.

Section 3 - Selection of Hockomock All-Star Managers:

- A. Any Board member wishing to be considered as an All Star manager shall email the Executive Committee at or before the March EYBL board meeting.
- B. The Executive Committee will establish a list of interested and qualified candidates.
- C. Selection of All Star Managers will be made, from the established list of interested Board members, by the Executive Committee and the respective Division Coordinator. In the event that

a consensus cannot be made, a secret ballot vote of the Executive Committee and respective Division Coordinator will be held. In the event of a tie in the vote, preference in assignment of qualified All Star managers will be based upon positions within the league, ranked as follows: Executive Committee in order of Chairs (Commissioner, President, Vice President, Secretary, Treasurer, Player Agent), Division Coordinator, Division Manager, League Coordinator position, Board members in good standing and Division Assistant Coaches in good standing. In the event that a consensus can still not be made, a majority vote will be held by the Executive Committee.

- D. Any All-Star Manager must be an active member of the Board, in good standing, in the year of his/her management of the All-Star team.

Section 4 - Twelve, Eleven and Ten Year Old Hockomock Division 1 All-Star Team

- A. Major League Managers will place into nomination the names of all qualified players in the 10, 11 and 12 year old age groups. At the All-Star selection meeting, secret ballots will be cast and the top ten vote recipients will become members of the American League All-Star Team. In the event that there are not enough players with sufficient first-round votes to fill the alternate positions, the remaining alternate positions will be filled with the top vote recipients of the second-round of voting (see Article XII, Section 4). The eleventh and twelfth (if applicable) player for the Division 1 Team will be selected by the Manager from the final pool of four Division 1 alternates and only from this list. The next top three vote recipients will be alternates in the order of voting (1st Alternate, 2nd Alternate, etc.).
- B. In the event that a tie-breaking vote is necessary, each manager shall vote via secret ballot to break the tie. In the event that a tie still exists, the Executive Committee shall vote via a secret ballot to break the tie.
- C. Parents and players to be considered and selected for All-Star Teams must consent to the commitment of the game and practice schedule. All-Star Teams typically practice frequently beginning in late June. All-Star Leagues and Tournaments continue through the end of July. It is not fair to the managers and players selected, or the players not selected, for a player to be undependable for practices or games.

Section 5 - Twelve, Eleven and Ten Year Old Hockomock Division 2 All-Star Teams

The remaining alternates, who received the required minimum number of votes (2) from the first round of balloting, are automatically on the Division 2 All-Star Team. The remaining vacancies will come from a second round of secret balloting to get to ten players. The Division 2 Manager will then select an eleventh and twelfth (if applicable) player, from the list of players who received votes.

- A. In the event that a tie-breaking vote is necessary, each manager shall vote via secret ballot to break the tie. In the event that a tie still exists, the Executive Committee shall vote via a secret ballot to break the tie.
- B. If the rosters are not full, the remaining players will be selected from the Cooperstown Division by a consistent secret ballot vote by Cooperstown Division Managers. The top vote getters required to bring the active roster to the chosen number of players shall thereafter be placed on the team. In the event that a tie-breaking vote is necessary, each manager shall vote via secret ballot to break the tie. In the event that a tie still exists, the Executive Committee shall vote via secret ballot to break the tie.
- C. Parents and players to be considered and selected for All-Star Teams must consent to the commitment of the game and practice schedule. All-Star Teams typically practice frequently beginning in late June. All-Star Leagues and Tournaments continue through the end of July. It is not

fair to the managers and players selected, or the players not selected, for a player to be undependable for practices or games.

Section 6 - Nine Year Old Hockomock All Star Selective Procedure

- A. Managers will place into nomination the names of all qualified 9-year-old players. Managers will vote via secret ballot.
- B. The top ten vote recipients will become members of the 9-year-old Division 1 All Star Team. The next four highest recipients will become Alternates on the 9 year-old Division 1 All Star Team and All Star players on the Division 2 All Star Team, provided that the player received a minimum of two (2) votes. In the event that there are not enough players with sufficient first-round votes to fill the alternate positions, the remaining alternate positions will be filled with the top vote recipients of the second-round of voting. The eleventh and twelfth (if applicable) player on the team will be selected by the team's Manager from the final alternates list and only from the alternates list.
- C. The remaining alternates, who received the required minimum number of votes (2) from the first round of balloting, are automatically on the Division 2 All-Star Team. The remaining vacancies will come from a second round of secret balloting to get to ten players. The Division 2 Manager will then select an eleventh and twelfth (if applicable) player, from the list of players who received votes.
- D. In the event that a tie-breaking vote is necessary, each manager shall vote via secret ballot to break the tie. In the event that a tie still exists, the Executive Committee shall vote via secret ballot to break the tie.
- E. Parents and players to be considered and selected for All-Star Teams must consent to the commitment of the game and practice schedule. All-Star Teams typically practice frequently beginning in late June. All-Star Leagues and Tournaments continue through the end of July. It is not fair to the managers and players selected, or the players not selected, for a player to be undependable for practices or games.

Section 7 – Hockomock Division 3 League

- A. The Division 3 league exists to help ensure that all kids who don't make their town's summer All-Star/tournament teams have a place to continue to play summer baseball. It is meant to be a fun, competitive, balanced league that encourages player development."
- B. The Hockomock League Division 3 generally consists of 3 divisions based on age: 9-10 yr old, 11-12 yr old, and 13-15 yr old. Players who are not selected for the Hockomock All-Star teams will be placed on the age appropriate Division 3 team.
- C. In the event that there are too many/few kids at a certain age division, EYBL shall put forth a good faith effort to achieve appropriate resolution and provide the opportunity for kids to play summer baseball. This shall include the EYBL Hockomock Representative and/or EYBL Board working with the Hockomock League Board and/or other town representatives as necessary.

Section 8 – Friendship League

- A. The Friendship League is a long established Eastern Massachusetts summer travel baseball league specially designed for eight year old baseball players to help them develop their baseball skills and to introduce young players, their managers, coaches and families to Summer Travel Baseball in a competitive, but friendly, environment.

- B. Friendship League Teams: Since there are not talent/competitive based divisions in the Friendship League, teams shall be evenly divided across all participants.
- C. In the event that there are too many/few kids at this age group, EYBL shall put forth a good faith effort to achieve appropriate resolution and provide the opportunity for kids to play summer baseball.

Section 9 – Babe Ruth Summer Teams

- A. Babe Ruth summer teams can consist of teams playing in the summer league and an age level Babe Ruth tournament team.
- B. All players are eligible to play in the summer league and the League will enter as many teams permitted by the number of players signed up. The Babe Ruth Coordinator will make competitive teams – they will not make “A” and “B” teams.
- C. If a coach is interested in entering a team in the Babe Ruth tournament, they must notify the Executive Committee at or before the March EYBL board meeting. Manager qualifications and selection process follow Section 2 & 3 of Article XII – All Star Team.
- D. A player must have played on a spring Babe Ruth team to be eligible for the Babe Ruth Tournament team.
- E. Player selection for the Babe Ruth tournament team will follow the process outlined in Section 4 of Article XII – All Star Team

Section 10 – Summer Baseball Team and All Star Announcements – Hockomock All Star teams for all divisions shall be announced as soon as practically possible and at the discretion of the Executive Board. Barnstormer and Friendship League teams shall be announced along a similar timeline as the All Star Team announcements.

Section 11 - Donald Charis Memorial Tournament Fee will be at the discretion of the Tournament Director and/or Executive Board

ARTICLE XIII- SCHOLARSHIP FUND

- Section 1** This Association shall be known as the Easton Youth Baseball League Scholarship Association.
- Section 2** The object of the Easton Youth Baseball League Scholarship Association is to assist generally worthy and indigent persons and to render general assistance to past League players in educational matters.
- Section 3** Nature of the organization - The Easton Youth Baseball League Scholarship Association shall have no capital stock, but the necessary funds for operation shall be provided for in such a manner as the Directors shall determine or may arrange. Its business shall be conducted without profit to its members.
- Section 4** The membership of Easton Youth Baseball League Scholarship Association shall be formed from members of the Easton Youth Baseball Board of Directors only.

Section 5 Officers and their Election - The officers of the Easton Youth Baseball League Scholarship Association shall be President, Vice President, Treasurer, and Secretaries of the Board of Directors of the Easton Youth Baseball League, and the Scholarship Chairperson, who shall be elected from the Board of Directors. The Scholarship Chairperson shall appoint a committee, which he will head to choose the recipient(s) of any scholarships to be awarded. The appointees to said committee are subject to approval by the Executive Committee.

Section 6 Use of Funds - It is the intent of the Easton Youth Baseball League Scholarship Association that the principal shall not be used for charitable, educational, or any other purpose. It is further intended that the principal shall be added to whenever possible. Income from the fund shall be used for educational financial assistance for past Easton Youth Baseball players. The amount and distribution shall be as the Board of Directors deems desirable.

ARTICLE XIV- MODIFICATIONS TO THESE RULES AND REGULATIONS

Section 1 These Rules and Regulations form the basis of operation for Easton Youth Baseball. They shall not be altered in any way during the baseball season.

Section 2 Process for Change:

1. Any proposed changes to these Rules and Regulations must be sent to the Executive Board in writing prior to the first meeting of the new baseball year (the September Meeting). The Proposer must include:
 - a) The rule proposed to be change as currently written in the by-laws. If a new rule is proposed that does not alter an existing rule that should be stated.
 - b) The proposed changed language for the new rule
 - c) A brief summary as to the purpose of the change.
2. The proposed changes will be listed verbally in that meeting and a vote of acceptance to review will be required (individually or as a slate). No discussion of the merits is to take place.
3. All proposed changes will be emailed to the Board of Directors for review prior to the subsequent Board Meeting (the October Meeting).
4. At the October Board Meeting, the proposer will present their change and briefly describe its intention for general discussion by the Board. This discussion may prompt alteration or removal from consideration.
5. Prior to the subsequent meeting (the November Meeting), the proposer will submit to the Executive Board the final draft of the change. If the proposer wishes to withdraw the proposal they may do so. If no final draft is submitted the original submission of the rule change will be voted on.
6. At the November Meeting, the Final version of the change will be read and acceptance will be voted on by the Board by 2/3's vote, without discussion.
7. An exception to the rule change rules to permit a rule change to be proposed and adopted before the September meeting if there is a two-thirds majority in favor. The rule change would follow the same 3 month notice and subsequent discussion process already in place and must be brought forth by a member of the EYBL Executive Board.

