

1. Playing Rules

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

A. Major, AAA, AA, and A Leagues

Pitching – (Major Divisions) Major and AAA Leagues

1. A single pitch in any inning constitutes a full inning. **(Rule 0.06-1b)**
2. Individual pitchers are limited to 6 innings in a pitching week. **(Rule 0.06-1)**
3. Pitching weeks are defined to be from Monday through Sunday **(Rule 0.06-2)**
4. If a pitcher is removed for another pitcher in the middle of any inning, the pitcher removed cannot re-enter that game as a pitcher at anytime.
5. Each team is allowed twelve, 12 year-old innings per week. These may be split up among any number of 12 year-olds, but all other pitching limitations apply. Each team is allowed an additional four 12 year-old innings per game over 3 games, including games suspended and those declared “No Game” by the umpire. Additional 12 year-old innings allotted teams under this rule shall not affect rules regarding individual innings pitched, which shall remain in effect for the safety of individual pitchers.
6. A pitcher needs two full calendar days off after pitching more than two innings in a game or a day. For example, if a player pitches 3 innings at 10am Saturday morning, he is not eligible to pitch again until Tuesday. Sunday and Monday constitute 2 calendar days of rest. **(Local amendment to Rule 0.06-3)**
7. The new week resets the innings pitched, but does not relieve pitchers from the waiting period between pitching. For example, if a player pitched more than two innings on a Saturday they would need to wait until Tuesday before pitching again.
8. 10 year-old pitchers in the AAA league are subject to pitching limitations as specified in the AA League pitching rules.
9. Games in which an ineligible pitcher has been used shall be declared a forfeit. **(Rule 0.06-4)**
10. If a game is called before it has become a regulation game and the umpire declares it suspended or “no game”, all individual pitching innings shall count toward a maximum number of individual innings per day, per week and required rest. Individual pitching innings are not reset back to where they were prior to the start of the game. (This overrides **Rule 0.06-6**) Team 12 year-old pitching innings shall be governed by local rule A.5 above.
11. Balk penalty
 - a. Major 70' – During the regular season, each pitcher is allowed one warning per game. All balk calls must be issued by the umpire at the time of the infraction per the official rules. The first balk call for each pitcher results in a warning. Subsequent balk calls against that pitcher will result in each runner advancing one base. Discussions by the coaches and umpire do not count as a warning; the balk must be called by the umpire at the time of the occurrence. No warnings shall be issued during the playoffs. **(Balk rule for pitchers: 8.05; Runners advance on Balk: Rule 7.04a)**

- b. AAA – The ball is dead. The umpire shall warn the pitcher of the infraction and, if the infraction is repeatedly violated, has the authority to remove the pitcher from the game as a pitcher only. **(Cal Ripken Special Rule, page 19)**
- 12. Trips To The Mound – The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game AS A PITCHER ONLY. **(Cal Ripken Special Rule, page 17)**
- 13. Intentional walks shall not be allowed.
- 14. Doubleheader pitching rules:
 - a. A doubleheader for any team shall mean two games in a single day for that team, regardless of opponents;
 - b. If a pitcher pitches more than 2 innings in game one, he/she shall be ineligible to pitch in game two.
 - c. If a pitcher pitches 1 or 2 innings in game one, he/she is eligible to pitch a maximum of 2 innings in game two.

Pitching – AA and A Leagues

- 1. A single pitch in any inning constitutes a full inning. **(Rule 0.06-1b)**
- 2. Individual pitchers are limited to 6 innings in a pitching week. **(Rule 0.06-1)**
- 3. Pitching weeks are defined to be from Monday through Sunday **(Rule 0.06-2)**
- 4. If a pitcher is removed for another pitcher in the middle of any inning, the pitcher removed cannot re-enter that game as a pitcher at anytime.
- 5. A pitcher may pitch a maximum of two innings per game.
- 6. Games in which an ineligible pitcher has been used shall be declared a forfeit. **(Rule 0.06-4)**
- 7. If a game is called before it has become a regulation game and the umpire declares it “no game”, all pitching innings shall count toward a maximum number of innings per day, innings per week and required rest. Pitching innings are not reset back to where they were prior to the start of the game. (This overrides **Rule 0.06-6**)
- 8. Balk penalty – The ball is dead. The umpire shall warn the pitcher of the infraction and, if the infraction is repeatedly violated, has the authority to remove the pitcher from the game as a pitcher only. **(Cal Ripken Special Rule, page 19)**
- 9. Trips To The Mound – The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game AS A PITCHER ONLY. **(Cal Ripken Special Rule, page 17)**
- 10. Intentional walks shall not be allowed.
- 11. Doubleheader pitching rule:
 - a. If a pitcher pitches in both games of a doubleheader, he/she needs two full calendar days of rest before pitching again.

Batting

- 1. Teams shall bat their entire order consecutively throughout the game.
- 2. Third strike is caught or not caught by the catcher
 - a. Major 70' - Clarification: If first base is *not* occupied OR if there are 2 outs, the batter may attempt to advance. **(Rule 6.05 b & c)**

If the batter is out and cannot advance due to Rule 6.05c, runners may still advance at their own risk. Because this is not a force play, the runners must be tagged to be out. Rule 6.05c is very similar to the Infield Fly Rule.

A scenario for clarity: If a runner on first is attempting to steal, while a third strike is not caught by the catcher and there are less than 2 outs, the batter is out. Though the runner on first was attempting to steal, he still “occupied” first base at the time of the dropped ball. The ball is still “live” and the runner is OK to attempt the steal.

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

Base running – all Leagues

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

Rule: When a pitcher is in contact with the pitcher’s plate and in possession of the ball and the catcher is in the catcher’s box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached home plate. ***Once the catcher has secured the ball and the runner has stopped his forward progress, the runner must immediately return to the base.***

CLARIFICATION: When the catcher secures the ball and *simultaneously* the runner has stopped forward progress (jumping jacks, for example, are movement, but do not constitute forward progress), the runner must return, subject to the following:

The spirit of the rule change was to speed up the game – to reduce or eliminate a runner from stopping after taking a secondary lead (stopping forward progress), then proceeding to just stand there, dance and/or distract or fluster the catcher before or during the throw back to the pitcher, as this can sometimes make the game drag on.

This is completely an umpires judgment call (as are many other situations) of runner's motion. The runner would return to the base immediately, or if told by umpire.

We want to discourage the dancing as it slows the game. If the catcher throws the ball away or fielder missed it, the runner advances at own risk (without risk if ball is thrown out of play).

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

The rule *does not mean* that the runner cannot begin his stealing or secondary lead *soon* after the ball is in the catcher's mitt (as the foundation of the rule allows), but if the runner is stopped forward progress and the catcher *simultaneously* has the ball, the runner must return immediately.

If the runner has stopped and the catcher throws behind them to the base on a pick-off attempt, the runner may attempt to advance to the next base to avoid the tag or advance on an errant throw. To do otherwise would be unfair to the runner, invoking what is analogous to a force play.

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

A League only

1. Teams shall be limited to three stolen bases per inning as follows: limit of two stolen bases of 2nd and/or 3rd base and one stolen base of home per inning.
2. The maximum number of runs per inning, per team shall be 5 until the sixth or expected last inning (whichever is sooner, in the sole judgment of the Umpire in consultation with both coaches before commencement of the top half of the inning). Before the sixth or last inning, once a team has scored 5 runs, the teams shall switch sides regardless of how many outs have been recorded. During the last inning, or every inning after the fifth inning, the 5-run limit shall not apply.
3. A regulation game shall consist of at least 2 full innings, 1 ½ if the home team is ahead.

Other – All Leagues

1. Each player (including starters) shall play a minimum of three innings in the field. Visiting team must ensure all players get their time in by the 5th inning in the event the game is won by the home team and the visiting team doesn't take the field in

- the 6th inning. A violation of this rule shall constitute a forfeiture of that game. (The exception is a shortened game, injury, parental authority, or disciplinary action.) A shortened game is any game ending before 6 full innings (or 5.5 if home team wins).
2. Make-up games will be scheduled through the Scheduler.
 3. Prior to May 15th, no inning shall start after 7:45pm. On or after May 15th, no inning shall start after 8:00 pm.
 4. For scheduled night games, no inning may start after 9:45pm.
 5. For games scheduled back-to-back, whether played by the same or different teams, no inning may start after the start time of the later game. (For example, if Game 1 begins at 9:30am and Game 2 begins at 11:30 am No inning for Game 1 may begin after 11:30am)
 6. Games may end at any time, with the consent of both Head Coaches, after a legal game has been completed.
 7. A regulation game shall consist of at least 4 innings or 3 ½ innings if the home team is ahead. **(Cal Ripken Special Rule, page 17)**
 8. TIE GAME – If a regulation game remains tied when an umpire suspends play due to weather or darkness, the results are entered as a “tie-game” and are so indicated in league standings. All pitching innings shall apply. Tie games shall not be made up.
 9. All players must wear a cup or pelvic protector.
 10. Both Head Coaches shall exchange line-ups before the game so coaches may become familiar with all players.
 11. A player who misses a turn at bat shall be declared “removed from the game” and shall not return to the game. A player may be removed from the field at any time and shall not be declared “removed from the game”. He/she still must play the minimum number of innings in the field.
 12. If a player starts a game and must leave play due to injury or any other reason (i.e. illness; parent request; disciplinary action), an automatic out will be scored at the player's next at bat during the continuous batting order. Thereafter, play and line-up commences with the player removed from the continuous batting order and no successive automatic outs will be scored due to player departure from the game. The Minimum Play rule is not applicable in this scenario.
 13. If a player arrives at a game late and their team has batted through the lineup, the late player shall be added to the lineup as the last batter in the batting order and shall bat in that spot for the remainder of the game. This lineup spot is immediately before their team's leadoff batter (first in the lineup at the start of the game).
 14. No league activities, games or practices shall be scheduled before noon on Sunday without executive committee approval.
 15. For regular season games, teams may play with only 8 players subject to the following:
 - a. The 9th spot in the order will constitute an automatic out each time it comes up in the batting order.
 - b. If the 9th player shows up late, he may be inserted into the 9th spot when he arrives. The 9th position will no longer be an automatic out.

- c. If a team starts with 9 players and a player gets hurt or must otherwise leave the game, his spot in the order constitutes an out each time it comes up in the order for the rest of the game.
- 16. For playoff games, each team must field at least 9 players at all times. If a team is unable to do so, the game shall be declared a forfeit.
- 17. If a team does not have the minimum number of players present at game time (8 for regular season or 9 for playoff games), the umpire shall declare a forfeit win for the team which is present.
- 18. Use of Kensington lights is allowed ONLY for scheduled night games approved by the President and league scheduler. Use of the lights is NOT approved for the continuation of regularly scheduled day games or for unscheduled make-up games.
- 19. Kensington night games shall end by 10pm, which is the local curfew.
- 20. The Home team is assigned the first base dugout. The Visiting team is assigned the third base dugout.
- 21. Called Playoff Game: In the playoffs, in the event of a called game, Tournament Regulation 11.05 Playing Rule 7 shall apply. In the event a game is called before completion, it shall be completed from the point of discontinuance.

Post-season Teams

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

B. Rookie League

Pitching

1. All pitching is coach pitch. (A pitching machine may be used if available.)
2. The coach-pitcher shall not attempt to field a batted ball put into play.

Umpiring

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

Batting

1. Teams shall bat their entire order consecutively throughout the game.
2. The batter is out when a third strike is caught or not caught by the catcher. **(Cal Ripken Official Baseball Rule Exception, page 19)**
3. The batter may not walk.
4. A batter, entitled to first base after being touched by a pitched ball, has the option to continue batting or go to first base.

Base running

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

Definition of an Inning

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

Positions

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

Other

1. The sole purpose of the Rookie League is instruction. No game score shall be kept. No standings shall be kept.
2. All players must sit an equal amount of time on the bench. Coaches should rotate players equally to all positions.
3. Coaches may position themselves on the field to provide instruction throughout the game.
4. Make-up games will be scheduled through the President.
5. A game shall consist of 6 innings or 1.5 hours, whichever occurs first.
6. Games may end with the consent of both Head Coaches anytime before 6 full innings are played.
7. All players must wear a cup or pelvic protector.

C. Babe Ruth

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

2. Organization Rules

Minimum Equipment

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

- a) Two complete sets of catcher's equipment, including gloves
- b) Two game condition bats.
- c) Two dozen new game balls.
- d) Two dozen new practice balls.
- e) 7 helmets with at least one having a face shield.
- f) First Aid Kit

Snack Shack Duty

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

Evaluations

1. All players 9-12 years old must attend evaluations each year.
2. Evaluations shall be held in the spring prior to the season starting.
3. 10 year-olds wishing to be evaluated for an AAA League team must do so in writing at registration. The player must also attend the AA evaluations.
4. 8 year-olds wishing to be evaluated for an A League team must do so in writing at registration.
5. Independent evaluators will be used to score all players on several skills as defined by the Board of Directors prior to the draft.
6. Evaluation results will be used to group players in categories by skill to determine
 - a. 11 and 12 year-olds eligible for Major League draft
 - b. 10 year-olds eligible for AAA League draft
 - c. 9 and 10 year-olds eligible for the AA League draft
 - d. 8 year-olds eligible for the A League draft
 - e. Coaching assignments based on level of the coach's child
7. Players shall be grouped approximately into thirds based on the independent evaluations (This will be at the sole discretion of the Board.)
 - a. Players who grade out in the upper third (approximate) **MUST** be drafted by the upper tier.
 - b. Players who grade out in the lower third (approximate) are not eligible for the upper tier draft and **MUST** be drafted by the lower tier.
 - c. Players who grade out in the middle third (approximate) are eligible for the upper tier. Those undrafted by the upper tier, will enter the lower tier draft.
8. Evaluation data will be shared with all coaches prior to the draft
9. Coaches may attend evaluations

Draft

1. The Major, AAA, AA, and A League drafts shall be held following the last evaluation session.
2. Players shall never be told the position in which they were drafted.

3. A saw tooth draft shall be conducted. The draft order shall be selected by drawing names from a hat prior to the draft. The drawing will be conducted by the Board members administering the draft.
4. Prior to the draft, the Board shall determine the number of open spots for 10 year olds in the AAA League and the number of open spots for 8 year-olds in the A League. The number of spots will be determined based on the registration numbers, how many players needed to move up to complete team rosters, and the player's evaluations.
5. Requests by parents to keep a player in the AAA or A Leagues will be honored as long as their evaluation supports the request. For example, if a player grades out in the upper third and is a clear candidate for the upper tier, the Board may deny the request. The player must still attend evaluations.
6. Requests by parents for a player to not return to the same coach as the year prior will be honored. The player shall be eligible to be drafted by any team except his or her prior coach.
7. All players, except the Head Coach's child, shall be re-entered in the draft each year. Players will not automatically return to their team from the prior season, although they may be drafted by their former team through the draft process.
8. Head Coach's child shall count as the last pick of his team.
9. No player shall be given preference to which league the player is drafted based on player's previous-year league placement. (Example: If Player X was drafted to AA League in prior year, Player X is not grandfathered into AA League during current year.)
10. Siblings of all players drafted must also be selected by the same team and shall fill the team's last draft slot. Exceptions to this rule:
 - a. If one sibling evaluated to the upper third at evaluations while the other was in the lower third, they will be rostered on different teams.
 - b. If one sibling evaluated in the middle third at evaluations while the other was in the lower third, the parent will be contacted and given a choice of having both siblings on a lower tier team or allowing one to be eligible for the upper tier draft while the other will not.
 - c. In a banded draft, siblings are drafted in the band in which their evaluation score falls and is not defaulted to the 11th round pick." (Example: If Player X is drafted in Round 3 and Player Y (sibling) score falls in Round 5 of the draft line up, then Player Y is drafted in Round 5, not Round 11.
11. No parent shall become an Assistant Coach in such a way that it determines which team his/her child is on.
 - a. Each player must be selected through the draft process, after which a parent can be nominated as an Assistant Coach for that team, or any other team. However, if the parent coaches for a different team, the player must still play for the team he/she was drafted by.
 - b. Returning Assistant Coach's child must re-enter the draft.
 - c. This rule also applies to any player who has been released back into the draft.
 - d. The purpose of this rule is to maintain a level playing field between all teams in the League. No team shall gain an unfair advantage by the recruiting of Assistant Coaches.
12. The draft shall continue until all teams' rosters are filled. However, once a team's roster reaches twelve (12) players, it may not select again until all the team's

rosters have reached a roster of twelve (12) players. Teams cannot decline selecting a draftable player if its roster contains less than twelve (12) players.

13. A player must attend at least one evaluation to be eligible unless approved by the Board of Directors.
14. A Major League team's roster may contain no more than 8 players of any age.

Teams

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

Playoffs (Cal Ripken Major and Minor Divisions)

1. All Major, AAA, AA and A League teams shall make the playoffs. The format and schedule of the playoffs shall be determined and approved by the Board of Directors prior to the start of the regular season.
2. The higher seeded team shall serve as the home team.
3. Seedings shall be determined by number of wins (to encourage teams to schedule and play makeup games).
4. Ties shall be broken as follows
 - a. The first tiebreaker shall be determined by the number of games played (to encourage teams to schedule and play makeup games).
 - b. The second tiebreaker shall be winning percentage.
 - c. The third tiebreaker shall be head to head competition.
 - d. The fourth tiebreaker shall be a flip of a coin by the League President with a representative from each involved team participating.
5. The playoff pairings shall be recorded immediately after the season in a meeting or via email.

Postseason teams

1. EJBL shall field the following postseason teams

- a. Six Cal Ripken District All-Star teams for the purpose of representing EJBL and completing in Cal Ripken district & state tournaments.
 - i. 12 year-old 70' team (selected from Major league)
 - ii. 12 year-old 60' team (selected from Major & AAA leagues)
 - iii. 11 year-old 70' team (selected from Major league)
 - iv. 11 year-old 60' team (selected from Major & AAA leagues)

- v. 10 year-old team (selected from AA league)
 - vi. 9 year-old team (selected from AA league)
 - vii. Fielding of any postseason team is subject to the availability of Board approved coaching volunteers
- b. One Tournament team for the purpose of competing in local tournaments.
 - i. 10 & 9 year-olds from the AA League.
 - ii. Fielding of any postseason team is subject to the availability of Board approved coaching volunteers
- c. A League Recognition teams.
 - i. 10 & 9 year-olds from A league
 - ii. 8 year-olds are not eligible.
 - iii. Playing of any postseason game is subject to the availability of Board approved coaching volunteers
- d. EJBL shall pay the following fees:
 - i. Entry fees for Cal Ripken tournaments for each District team
 - ii. Entry fees for one local tournament for each District team
 - iii. Entry fees for one local tournament for each Tournament team
 - iv. Umpire fees for A League Recognition game

2. General rules for selection of postseason teams

- a. The Board of Directors will select a date when Head Coaches will meet to nominate and select all-star teams.
- b. Each Major, AAA & AA team must be represented at the selection meeting.
- c. Only Head Coaches (or a designated Assistant Coach) may participate in selection meeting and voting of All-Stars.
- d. The President shall appoint a facilitator for the selection meeting. The facilitator shall have no interest in the voting (i.e. no child under consideration).

3. Selection of 70' District teams

- a. EJBL will field 2 70' teams: one for 12 year-olds and one for 11 year-olds.
- b. Each Major League Head Coach shall nominate a maximum of 4 and a minimum of 3 from EACH age group (12 & 11) for the 70' District team.
- c. Vote for the team per the voting process stated below.
- d. The top 12 vote getters for each age group shall comprise the team.
- e. The 13-15th players are placed on their respective 60' teams and are eligible to be called up to the District team as needed.
- f. The Head Coach of the District team may determine which player he/she wishes to call up.

4. Selection of 60' District teams

- a. Immediately after the 70' District teams are chosen, the vote for the 60' District teams will take place.
- b. EJBL will field 2 Major Division 60' teams: one for 12 year-olds and one for 11 year-olds.

- c. Each team will consist of a minimum of 9 players from the Major League and maximum of 3 from the AAA League. Players will be chosen by the coaches of their respective leagues.
- d. Each 60' team consists of the following:
 - i. The 3 highest vote getters who did not make the 70' Major team
 - ii. At least 6 additional Major league players voted on by Major league coaches.
 - iii. Up to 3 AAA players voted on by AAA coaches
- e. Each Major League Head Coach shall nominate a maximum of 2 players remaining from his/her roster who did not make a 70' District team.
- f. Vote for the team per the voting process stated below.
- g. The top vote-getters shall comprise the team.
- h. Each AAA Head Coach shall nominate a maximum of 3 and minimum of 1 players from his/her roster at each age group.
- i. Vote for the team per the voting process stated below.
- j. In the event a player leaves the team or a coach is short for any given tournament, the coach may ask any player of his choice from any Major or AAA roster to play.

5. Selection of AA District teams

- a. Each AA League Head Coach shall nominate a maximum of 4 and a minimum of 3 from EACH age group (10 & 9) for the District team.
- b. Vote for the team per the voting process stated below.
- c. The top 12 vote getters for each age group shall comprise the team.
- d. The 13-15th players are placed on the 9 & 10 year-old Tournament team and are eligible to be called up to the District teams as needed.
- e. The Head Coach of the District team may determine which player he/she wishes to call up.

6. Selection of AA League Tournament team

- a. Immediately after the District All-Star team is chosen, the vote for the Tournament team will take place.
- b. The tournament team should consist of the following:
 - i. The nominated AA players not chosen for the District 10 year-old team
 - ii. The nominated AA players not chosen for the District 9 year-old team
 - iii. Additional AA players voted on by the AA league coaches to fill out the 12 player roster
- c. Each team must be represented at the selection meeting.
- d. Only Head Coaches (or a designated Assistant Coach) may participate in selection meeting and voting of All-Stars.

- e. The President shall appoint a facilitator for the selection meeting. The facilitator shall have no interest in the voting (i.e. no child under consideration).
- f. Each AA League Head Coach will nominate a maximum of 3 and a minimum of 2 players from their roster who did not make a District team.
- g. Vote for the team per the voting process stated below.
- h. The top vote getters shall comprise the remainder of the team.
- i. In the event a player leaves the team or a coach is short for any given tournament, the coach may ask any player of his choice from a Major League roster to play.

7. Voting Process for Selecting All-Star teams.

- a. This process applies to all District and Tournament All-Star teams.
- b. Facilitator will conduct the meeting.
- c. Coaches will have a round-table discussion on the merits of each nominated player.
- d. Coaches may not vote for a player from their own team.
- e. First ballot: Each coach casts a secret ballot for top 12 all-stars.
- f. All Head Coaches must sign their ballot.
- g. Facilitator tallies votes.
- h. Players receiving a unanimous vote are selected to the team.
- i. Players receiving zero votes are removed from further consideration.
- j. Coaches discuss merits of remaining players.
- k. Second vote: Each coach cast secret ballot for the remaining players.
- l. All Head Coaches must sign their ballot.
- m. Facilitator tallies votes.
- n. Players involved in a tie for the last roster spot(s) will be voted on again by the Head Coaches, with one vote for each spot available.

8. Selection of A League All-Star teams

- a. Each coach will select 3-4 candidates to participate. The exact number will depend on the number of teams in the league in a given year. The President will determine the final number of players.
- b. A game with an umpire will be scheduled and played. Head coaches will be whoever volunteers. If multiple coaches volunteer, Head Coaches will be determined based on standing of their team in the regular season.
- c. Teams will be made up in such a way to equally distribute the talent. For example, in a 6 team league: Teams 1, 4 & 5 vs Teams 2, 3 & 6
- d. Players will wear their regular season uniforms.

9. All Star Head Coach and Assistant Coach Selection (Applies to District and Tournament teams)

- a. Head Coaches shall be chosen as follows:
- b. Interested candidates shall submit their name for consideration to the Board of Directors. Potential candidates are not limited to current Head

Coaches. Any qualified individual may submit their name for consideration.

- c. The Coaching Selection Committee shall evaluate candidates using the same criteria used for general coaching selection
- d. The Coaching Selection Committee recommends Head Coaches to the full Board for a confirmation vote.
- e. All-Star Coaches are chosen after the All-Star teams are chosen.
- f. Assistant Coaches shall be chosen after the teams have been selected.
- g. The Head Coach shall nominate his assistant coaches to the full Board of Directors for a confirmation vote.

Rookie League

1. The Rookie League is a purely instructional league. No game scores or standings are kept. No playoffs are held. No All-Stars are selected.
2. All players who register are rostered.
3. Rosters will be assembled by the Board of Directors after the close of registration. Players will be evenly distributed by age.
4. Parent requests to have a specific coach or to have their child on a team with another child will be honored to the extent possible and at the discretion of the Board of Directors.

Head Coach's Responsibilities (not inclusive)

1. Head Coaches shall report any injuries to the President within 24 hours after such injury occurred. A player suffering from an injury that requires a doctor's attention must have a signed doctor's approval before playing ball again. Once removed from a game due to injury, the player may not return to the game.
2. Head Coaches shall ensure clean up of their dugouts, their side of the field and adjacent areas following a game. Eating is not allowed in the dugouts. Only personal water bottles and/or team water coolers are allowed in the dugouts.
3. All coaches are responsible for the conduct of their players and fans.
4. Head Coaches are responsible for player's participation in League activities and fund-raisers and should coordinate a parent to help coordinate team participation.
5. The actions of players, coaches, umpires and League officials must be above reproach. Any players, coaches, umpires or League officials who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at a League site or any other League activity, is subject to disciplinary action by the EJBL Board of Directors.
6. The use of tobacco and alcoholic beverages in any form is prohibited on the playing field or dugouts.

Revision History

<i>Date</i>	<i>Author</i>	<i>Change</i>
1/14/09	J. Dickenson	Updated for Majors 70' – Balk rule, Dropped Third Strike Added rule for Kensington night games to end at 10pm Added rule for dugout assignments Added minimum playing time requirements for post-season teams. Added disciplinary action to minimum playing time rule. Updated Postseason team selection based on new 70' teams.
3/25/09	J. Dickenson	Updated All-Star teams to add 70' & update 60' teams.
9/15/11	T. Gilbert	Adjusted make-up of Tournament Team description
10/10/2011	T. Gilbert	Added rule for players leaving in middle of a game
2/5/2014	R. Stephens	Updated team 12-year-old pitching innings; Updated balk rule for 2014 CR/BR rules; Clarified 2012 CR Major 60 ft. Special Base Running Rule; Modified A league runs per inning rule; Added rule on batting player who arrives late; Added rule on called playoff game; Modified selection of Major Division, 60 ft. Tournament teams; Replaced Babe Ruth section with reference to newer rules from reorganization.