

RICE LAKE YOUTH BASEBALL ASSOCIATION

GENERAL RULES

SECTION I – GENERAL ASSOCIATION RULES – NON PLAYING

1. Organization
2. Manager Responsibility
3. League Commissioner Responsibility

SECTION II – DRAFTING RULES

1. Preliminary
2. Format (Expansion or Deletion)

SECTION III – GENERAL ASSOCIATION PLAYING RULES (APPLY TO ALL LEAGUES)

1. Conduct
2. Post game facility management
3. Ground Rules and Game Playing rules
4. Field and Game Scheduling
5. Completed and Official Games

SECTION IV – T-BALL LEAGUE RULES

SECTION V – COACH PITCH LEAGUE RULES

SECTION VI – MINOR LEAGUE RULES

SECTION VII – MAJOR LEAGUE RULES

SECTION VIII – BABE RUTH LEAGUE RULES

SECTION IX – LEGION TEAM RULES

SECTION X – TRAVELING TEAM RULES

SECTION I – GENERAL ASSOCIATION RULES – NON PLAYING

1 Organization:

- 1.1** The RLYBA shall meet during the regular season (February through August) on the first and third Wednesday of the month, at a time and location to be announced by the corresponding Secretary. All out-of-season meetings (September through January) will be held on the first Wednesday of each month, as announced by the corresponding Secretary. Executive Board, Board of Directors and protest meetings will be held at the discretion of the President.
- 1.2** There will be a Baseball Commissioner for the following leagues; T-Ball, Coach Pitch, Minor and Major. The term period will be for 1 year (spring and fall). If the Commissioner is not able to serve during the fall season, another Commissioner will be appointed by the Board.
- 1.3** In order for a person to be considered for a Commissioner or head coach position, nominations, his/her written or verbal request must be submitted to the Board of Directors up to and including the first (1st) general RLYBA meeting in February. The Commissioner and head coach will be appointed by the Board and notified shortly thereafter.
- 1.4** All information regarding league rules, Board Members, contact information and other general information will be posted on the website: The updating of the website will be coordinated by the Marketing Coordinator.
- 1.5** The President and Treasurer are responsible for purchasing all awards.
- 1.6** There will be an Assistant Treasurer position appointed from amongst the Board of Directors to assist the Treasurer in any way necessary.
- 1.7** Head coaches shall be selected each spring and fall season by the Board of Directors.

2 Head Coaches Responsibility:

- 2.1** Coaches are reminded that our goal is to promote play through teaching, sportsmanship, and team play, not winning at all costs!!!
- 2.2** Coaches shall display good conduct and sportsmanship and are responsible for their team's behavior.

- 2.3 Coaches must realize that young people will be asked to umpire and that proper respect and consideration must be given.
 - 2.4 Coaches must abide by protest procedures and rulings. Any subsequent discussions with his or her team must be conducted in a sportsman-like manner.
 - 2.5 Coaches must return all team equipment at the end of each season
 - 2.6 Coaches shall familiarize themselves with general league rules, and will be expected to abide accordingly with all rules and decisions related to baseball play and conduct.
 - 2.7 All head coaches will select assistant coaches (maximum of four) to help them during the season. The head coach is responsible for their assistant coach's conduct.
 - 2.8 All head coaches will work directly with the Field/Equipment Coordinator for field time, practice schedules, game changes and any other conflicts regarding the field or game times.
 - 2.9 The head coach of the home team is responsible for the field preparation for their game.
 - 2.10 The head coach must find volunteers to work in the concession stand for designated times.
 - 2.11 The head coach and assistant coaches will be responsible to either participate during the work parties or find player's parents to participate during the work parties.
- 3 League Commissioner Responsibility**
- 3.1 The league commissioner is responsible for verifying with the Umpire Coordinator the schedule for each league. Emergencies may arise when, due to umpire unavailability, a coach may be asked to umpire.
 - 3.2 League commissioners shall familiarize themselves with all rules pertaining to league play and will distribute a copy to each manager.
 - 3.3 Commissioners of each league are responsible for scheduling all practices and games for teams under their jurisdiction, including rainouts, suspended games. If two leagues share the same field, the commissioner of each league will work together to resolve scheduling conflicts equitable to both leagues. If an agreement can not be made, the President or Vice President of the Board will help mediate.
 - 3.4 Commissioner of each league will turn information into the Marketing Coordinator.
 - 3.5 The Commissioners of each league are responsible for the cancellation of games and contacting the radio station and the Marketing Coordinator to update the website.

SECTION II – DRAFTING RULES

1 Preliminary;

- 1.1 The following draft regulations are intended to be used by all baseball leagues while present age structures are retained. If player participation warrants changes in the age structure, amendments to the draft must be made. The purpose of the draft is to disperse playing talent evenly, so that league balance can be maintained and teams can remain competitive.
- 1.2 The commissioner of each league will set the time and date of the draft. The commissioner will conduct and oversee draft proceedings. A member of the Board of Directors must be present.
- 1.3 For clarification purposes, the head coach is defined as any parent, legal guardian, or immediate family member, who is designated to be in charge of any baseball team.
- 1.4 Protections during the draft are as follows:
 - Any new player who is in the immediate family of the head coach will be drafted during the round in which they fall according to their Evaluation Score.
 - Brothers and sisters of players already established on a team or drafted previously will be drafted during the round in which they fall according to their Evaluation Score.
 - Brothers and sisters must be drafted on the same team unless otherwise requested in writing by the parents or legal guardians of the child.
 - Ride Sharing/Car Pooling will be taken into consideration, but must be legitimate. The balance of the teams will always take priority.
- 1.5 Protection clauses for a manager's children and siblings, apply during the expansion as well as the regular draft.

2 Player Evaluations

- 2.1 Player Evaluations will be conducted on 2 separate days to allow all players to participate.
- 2.2 They will be held for the Minor League, Major League, and all Babe Ruth if needed.
- 2.3 Players will be evaluated on pitching, catching, fielding, and batting.
- 2.4 These evaluations will be used to balance the teams in each league during the draft.
- 2.5 All players wishing to participate in these leagues should make every effort to make one of the evaluations.
- 2.6 Each player will be given an Evaluation Score that uses the following formula; Age x Average Eval Score + Pitching Score. (Example, player A is 10, Average Eval Score was 3.2 and Pitching Score was 3, his evaluation would be $10 \times 3.2 + 3 = 35$)
- 2.7 Players will be ranked in groups of however many teams there are based on their Evaluation Score. Example; There are 5 Teams so the top 5 players will be listed in the 1st round, 2nd 5 in the 2nd round and so on. A coach does not have to draft someone in their round but it could be questioned if you take a 10th round player in the 2nd round.

3 Format

3.1 Drafting format during years of non-expansion or deletion of teams:

- The Commissioner of each league is responsible for setting up the draft order. For the T-Ball League, the draft order should be set up to even out the 5 and 6 year olds on each team, as best as possible. For the Coach's Pitch League, the draft order should be set up to even out the 7 and 8 year olds on each team, as best as possible. The Commissioner must review the draft order with a member of the Board to verify the fairness of the draft order.
- Every head coach must draft an equal number of players in the youngest age group eligible to play in that league where possible. Note: to determine the equal number for each playing year, divide the total number of youngest players eligible to play in that league by the total number of teams playing.
- Teams will draft in reverse order of the previous year's regular season finish. (Ex: First-place during the regular season drafts last, whereas, the last-place team drafts first during the first two rounds and every other round thereafter).
- Each head coach must draft a player in their slotted spot. In other words, a draft-pick cannot be passed up.

3.2 Drafting format during the years when expansion is needed:

- In order to establish a nucleus for new teams, established teams will be allowed to protect a certain number of players with the remaining players to be placed in the overall draft pool from which the new team or teams must choose from.
- The number of protected players per team will be determined by dividing the total number of returning oldest aged players per league by the number of teams in that league (whole number only). The head coach's child(ren) must be included in the protected players.
- Unprotected players placed in the expansion draft will be chosen prior to and separate from any regular draft. New players of the same age as unprotected players will be included in the expansion draft.
- The expansion team will have the first X picks of the draft, where X is the number of players protected by the other teams.
- The remainder of the draft will continue as already outlined in the previous chart. The expansion team will draft first with the last-place team from the previous season picking next during rounds one and two and every other round thereafter.
- Upon completion of the regular draft, each team should have an equal number of older aged players where possible. The league commissioner is responsible for insuring equity during the draft and making every manager aware of their drafting status.

3.3 The following guidelines must be used to determine drafting order:

Previous Finished	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8
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6th Place	1	7	18	19	30	31	42	43
5th Place	2	8	17	20	29	32	41	44
4th Place	3	9	16	21	28	33	40	45
3rd Place	4	10	15	22	27	34	39	46
2nd Place	5	11	14	23	26	35	38	47
1st Place	6	12	13	24	25	36	37	48

SECTION III – GENERAL ASSOCIATION PLAYING RULES

1 Conduct

- 1.1 Tobacco use is not permitted on the playing field or in the dugout area. This pertains to all coaches, scorekeepers, players, fans, and umpires.
- 1.2 Profanity and foul language will not be tolerated by any coach, scorekeeper, player, fan, or umpire. Repeat offenses or complaints will result in a board decision regarding game and/or league expulsion.
- 1.3 The head coach or assistant coach is responsible for all player and fan conduct. Repeated abuse during a game will result in game forfeiture.
- 1.4 Taunting of opposing players will not be tolerated and will be enforced by umpires and coaches.

2 Post game facility management

- 2.1 Each team is responsible for field clean up after each game. This will include equipment clean up as well as trash clean up.
- 2.2 The visiting team is responsible for putting away the bases.
- 2.3 Each team is responsible for cleaning trash from their dugout and dugout area.
- 2.4 Spectators should make sure their respective area is cleaned up after each game.

3 Ground Rules and Game Playing Rules

- 3.1 Official Baseball rules will be adhered to unless otherwise outlined under RLYBA Rule addendums.
- 3.2 All leagues involved in player drafting shall abide by the guidelines set forth in the official RLYBA Baseball rules.
- 3.3 A team failing to field the minimum number of players within a 15 minute grace period after the scheduled start time, shall forfeit the game.
- 3.4 A team may finish a game with a minimum of eight (8) players.
- 3.5 All team coaching staffs during a game shall consist of a maximum of 5 members which include a head coach, 3 Assistant coaches, and a scorekeeper.
- 3.6 All possible precautions should be taken to insure player safety. All players must wear protective cups at all times. All players must wear protective helmets when batting as well as on the bases. All catchers must wear helmets, masks, and body protectors at all times when catching, including warming up a pitcher before the start of each inning and game.
- 3.7 Steel spikes are prohibited except for Babe Ruth.
- 3.8 Throwing of any equipment is prohibited and will be enforced by umpires. Umpires will issue a game warning for the first violation and eject the player from the game after the second violation.
- 3.9 The home team is responsible for securing the bases before the game. Each team is responsible for keeping the backstop area clear of spectators and storing equipment after each game.
- 3.10 Pitchers pitching a minimum of one (1) pitch constitutes one inning pitched.
- 3.11 A thrown ball landing beyond designated areas of play will be considered a dead ball in accordance to the official rules of play.
- 3.12 Any batted ball that becomes lodged in the fence, bounces over the fence, or results in going through the fence in fair play will be declared a ground rule double.
- 3.13 All base runners will slide feet first at any base, except first base, when a play is being made at that base, in order to avoid contact with the opposing player. This rule will be enforced using the umpire's judgment and may result in the runner being called out. A player is allowed to dive back to a base head first.
- 3.14 If a batter throws the bat after swinging, a warning will be issued after the first occurrence. After the second occurrence by the same player, the batter will be ruled out.

- 3.15** Only the head coach or acting Head coach may approach an umpire during a game to discuss a call or ruling.
- 3.16** If a head coach and/or assistant coach combined, make two (2) visits to the pitcher's mound during their half of the inning, a pitching change must be made at this point. The only exception is if an injury prompts a visit.

4 Field and Game Scheduling

- 4.1** Commissioners of each league are responsible for scheduling all practices and games for each team under their jurisdiction. This includes the preseason practice schedule, any game that has gotten rained out during the season, any suspended game during the season, and any game with a scheduling change.
- 4.2** Except due to inclement weather, there will be no re-scheduling or cancellations of games without Board approval.
- 4.3** The head coach from each home team will be responsible for reporting the results of each of their respective completed games to their commissioner or the web master.

5 Completed and Official Games

- 5.1** Ten-Run-Rule (Four Inning Game): Any scheduled four inning game in which one team is winning by 15 runs after 2 innings or 10 runs after 3 innings, will be declared a completed game. Play may continue for the purpose of practice and player experience. However, both teams must be off the field 20 minutes prior to the next scheduled game. Pitching rules remain in effect for all innings played.
- 5.2** Ten-Run-Rule (Six Inning Game): Any scheduled six inning game in which one team is winning by 15 runs after 4 innings or 10 runs after 5 innings, will be declared a completed game. Play may continue for the purpose of practice and player experience. However, both teams must be off the field 20 minutes prior to the next scheduled game. Pitching rules remain in effect for all innings played.
- 5.3** No game exceeding the necessary number of innings outlined in the official baseball rules shall be continued, regardless of reason, unless a tie exists.
- 5.4** Any game stopped due to darkness will be restarted from the point of stoppage at a later date. This date will be mutually agreed upon by each head coach involved and coordinated with the league commissioner.
- 5.5** Rain Outs – Any scheduled game that has already started and then is called due to weather prior to the completion of four innings in a six inning game and five innings in a seven inning game, will be started over from the beginning. Any game that is called after the completion of the above mentioned innings is considered a complete game. An inning is considered to be complete if the home team has completed their turn at bat or is at bat and winning. If the game is tied, the game will be played to completion starting from the last full inning completed.
- 5.6** The head coach of the home team must contact the commissioner within 24 hours of game suspension to reschedule the game. Sunday may be used if necessary. However, Sunday games may not start prior to 1 pm unless agreed upon by both head coaches and the league commissioner.

SECTION IV – T-BALL LEAGUE RULES

1 General

- 1.1** League includes players to be five and or six years old. No player turning seven years old prior to May 1 of the current playing year.
- 1.2** Players will be selected via the lottery system. Coaches will select five and six year old players in equal amounts so that each team ends up balanced. This will insure a nucleus of players for the following year.
- 1.3** All players will play in the field at the same time.
- 1.4** Games are four innings long.

2 Playing Rules

- 2.1** All players will bat each inning, with the final batter continuing to run until out or home.
- 2.2** A strikeout will be called after three swings by the batter.
- 2.3** A strikeout will also be called after six total swings regardless of being foul.
- 2.4** Bunting is not allowed and should be discouraged in this league.
- 2.5** Any batted ball that rolls or bounces over the homerun line/fence is two bases. Any ball batted over the fence in the air is a homerun.

- 2.6 Stealing bases and leading off is prohibited.
- 2.7 Play is stopped once the player has possession in the infield. Any base runner who has crossed the three quarter (3/4) way mark with any part of his/her body will advance to the next base and any base runners who have not yet crossed the halfway mark will return to the previous base. (The exception here is going to first base.)
- 2.8 A player may advance from an overthrow at a base if the throw was from the outfield.
- 2.9 A player may not advance from an overthrow from the infield.
- 2.10 A player will be assigned to cover the pitching mound area for defensive purposes (defensive pitcher).
- 2.11 There is no infield-fly rule.

3 Pitching

- 3.1 A T will be used for all pitching.

SECTION V – COACH PITCH LEAGUE RULES

4 General

- 4.1 League includes players to be seven and or eight years old. No player turning nine years old prior to May 1 of the current playing year.
- 4.2 Players will be selected via the lottery system. Coaches will select six and seven year old players in equal amounts so that each team ends up balanced. This will insure a nucleus of players for the following year.
- 4.3 Each player will play at least two complete innings per game (total of 9 defensive outs). The home half of the fourth inning constitutes three outs, even if the home team does not bat. Player substitution may be made at any time during the game.
- 4.4 Games are four innings long.
- 4.5 If the game is rained out prior to the completion of two full innings, the entire game will be replayed. If the game is rained out after three full innings, the game is considered complete. The score at the end of the last completed inning will be used to determine the winner. If a tie exists, the game will be resumed from the point of stoppage and played until completion at a later date.

5 Playing Rules

- 5.1 Six runs per inning
- 5.2 Continuous batting order will be used.
- 5.3 Free substitution is in effect.
- 5.4 There are no walks.
- 5.5 A strikeout will be called after three swings by the batter.
- 5.6 A strikeout will also be called on the eighth pitch to a batter. The only exception would be upon a foul ball being hit on the eighth or subsequent pitch. The plate appearance would continue as long as the batter continues to hit the ball foul.
- 5.7 Bunting is not allowed and should be discouraged in this league.
- 5.8 Any batted ball that rolls or bounces over the homerun line/fence is two bases. Any ball batted over the fence in the air is a homerun.
- 5.9 Stealing bases and leading off is prohibited.
- 5.10 Play is stopped once the player has possession in the infield. Any base runner who has crossed the three quarter (3/4) way mark with any part of his/her body will advance to the next base and any base runners who have not yet crossed the halfway mark will return to the previous base.
- 5.11 A player may advance from an overthrow at a base if the throw was from the outfield.
- 5.12 A player may not advance from an overthrow from the infield.
- 5.13 A player will be assigned to cover the pitching mound area for defensive purposes (defensive pitcher).
- 5.14 There is no infield-fly rule.
- 5.15 Four outfielders will be used under normal conditions. When only nine roster players are available, three outfielders are permitted.

6 Pitching

- 6.1 Coaches will pitch to their own team.

SECTION VI – MINOR LEAGUE BASEBALL RULES

1 General

- 1.1** Players are to be nine and or ten years old. No player will turn eleven years prior to May 1st of the current playing year. Any age exception will be considered by the Board only at the request of the player's parent, legal guardian.
- 1.2** Players are chosen via RLYBA drafting guidelines.
- 1.3** Games are four (4) innings long. League commissioner has the authority to increase game length to five (5) innings at his/her discretion after first round of league games.

2 Playing rules

- 2.1** Continuous batting orders are in effect and only limited by Rule VI-2.2.
- 2.2** There will be a limit of six (6) runs per inning per team allowed, with unlimited scoring in the fifth and subsequent innings. In the fifth inning, visiting team can score enough runs to go ahead by 6 runs. The home team can score enough runs in the fifth inning to secure a win.
- 2.3** Free substitution is in effect except for pitching Rule VI-3.3.
- 2.4** The strike zone is from the knees to the top of the shoulders.
- 2.5** Stealing second and third bases is permitted after the ball passes the batter. Runners may advance from first to third on a steal attempt if a play is made on the runner while attempting to steal second.
- 2.6** Runners cannot steal home at any time. Runners may score only when forced (i.e., walk, hit batsman) or on a batted ball.
- 2.7** Runners are not allowed to advance past third (3rd) base on an overthrow at any base by any infield player.
 - 2.71 (5/15/15)** A player may advance home if there is a direct throw from an outfielder (no-cut off to an infielder) to third base and the ball gets past the 3rd baseman. All other situations would require the runner at third to remain at third on an overthrow from an infielder to any base.
 - 2.72 (5/15/15)** Once a base runner has successfully advanced to third base, and is restricted from scoring per rule 2.6, he is no longer subject to be put out during that specific play. This will be treated as a delayed dead ball. Base runners at all other bases can advance at their own risk until the play completes.
- 2.8** There are no balks.
- 2.9** There is no infield-fly rule.
- 2.10** Four outfielders will be used under normal conditions. When only nine roster players are available, three outfielders are permitted.

3 Pitching Rules

- 3.1** A pitcher may record a maximum of six (6) outs or 35 pitches per game, whichever comes first. A pitcher may finish pitching to a batter if the at-bat was started prior to reaching the 35 pitch limit, but cannot start another batter once the 35 pitch count limit has been exceeded.
 - 3.1a** In the case of multiple games being played on the same day, a pitcher may throw a combined total of 50 pitches for the day, but cannot exceed the single game pitching restrictions stated in rule 3.1 above.
- 3.2** A pitcher moved to another position or removed from the mound for another pitcher cannot return to pitch in the same game.
- 3.3** Any pitcher who hits two (2) batters in one inning or three (3) batters in a game must be removed from the pitching position for the remainder of the game.
- 3.4** A nine year old or first year player must pitch a minimum of either 35 pitches, 3 outs or 1 inning by the end of the third (3rd) inning, except for games shortened by the ten run rule or games called for inclement weather. A nine year old being on the mound when six runs are scored in a single inning counts as an inning towards this requirement. If a nine year old hits two batters in an inning, the outs that he recorded count as part of the 3 required outs, however rule VI-3.4 still applies, and the 3 out or 1 inning minimum must still be met. Any exceptions will result in a forfeit.
- 3.5** A ten year old who is a first year player in the Minors will satisfy the nine year old/first year player pitching requirement for rule VI-3.4.

SECTION VII – MAJOR LEAGUE RULES

1 General

1.1 Teams will be made up of players eleven and twelve years old. Players turning thirteen prior to May 1st of the current playing year are not eligible. Any age exception will be considered by the Board only at the request of the player's parent, legal guardian.

Note: Current 7th graders who are age eligible for this league are strongly encouraged to play Babe Ruth.

1.2 Players will be selected by teams via the RLYBA drafting regulations.

1.3 Games are six innings long.

2 Playing Rules

2.1 The Little League Rule Book will be used as the main source of reference.

2.2 Free substitution is in effect, except for pitching Rule VII-3.5.

2.3 Continuous batting is in effect.

2.4 The strike zone is from the knees to the under arms.

2.5 Stealing bases, including home plate, is permitted according to Little League Rules.

2.6 There are no balks.

2.7 The infield-fly rule does apply.

2.8 Batters are allowed to advance on a dropped third strike.

3 Pitching

3.1 A pitcher may record a maximum of nine (9) outs or 35 pitches per game, whichever comes first. A pitcher may finish pitching to a batter if the at-bat was started prior to reaching the 35 pitch limit, but cannot start another batter once the 35 pitch count limit has been exceeded.

3.1a In the case of multiple games being played on the same day, a pitcher may throw a combined total of 50 pitches for the day, but cannot exceed the single game pitching restrictions stated in rule VI-3.1 above.

3.2 A pitcher moved to another position or removed from the mound for another pitcher cannot return to pitch in the same game.

3.3 Any pitcher who hits two (2) batters in one inning or three (3) batters in a game must be removed from the pitching position for the remainder of the game.

3.4 There must be a minimum of either 70 pitches, 6 outs or 2 innings pitched by eleven year old or first year player(s) before the end of the fifth (5th) inning, except for games shortened by the ten run rule or games called for inclement weather. If an eleven year old hits two batters in an inning, the outs that he recorded count as part of the 6 required outs, however rule VI-3.4 still applies, and the 70 pitches, 6 outs or 2 inning minimum must still be met. Any exceptions will result in a forfeit.

3.5 A twelve year old who is a first year player in the Majors will satisfy the eleven year old/first year player pitching requirement for rule VI-3.4.

3.6 A pitcher moved to another position cannot return to pitch in that game.

SECTION VIII – BABE RUTH 13U/14U LEAGUE RULES

1. General

1.1 Teams will be made up of players thirteen years old for the 13U team or current 12 year olds in 7th grade at time of registration. Players turning fourteen prior to May 1st of the current playing year are not eligible for the 13U team. Any age exception will be considered by the Board only at the request of the player's parent, legal guardian.

1.2 Teams will be made up of players thirteen or fourteen for the 14U team. Players turning fifteen prior to May 1st of the current playing year are not eligible for the 14U team.

1.3 Players are selected via the RLYBA drafting rules.

2. Playing Rules

2.1 Babe Ruth teams will adhere to the playing rules published by the league to which they belong. (Heart O North or Metro Baseball League)

3. Pitching

- 3.1 Babe Ruth teams will adhere to the pitching rules published by the league to which they belong. (Heart O North or Metro Baseball League)

SECTION IX – LEGION LEAGUE RULES

1. General

1.1 Teams will be made up of players fifteen, sixteen and seventeen years old. Players turning eighteen prior to May 1st of the current playing year are not eligible.

1.2 Players are selected via the RLYBA drafting rules.

2. Playing Rules

2.1 Legion teams will adhere to the playing rules published by the league to which they belong.

3. Pitching

3.1 Babe Ruth teams will adhere to the pitching rules published by the league to which they belong.

SECTION X – TRAVELING TEAM RULES

1. General

1.1 Head coaches for each Traveling team will be Board appointed.

1.2 RLYBA will support Traveling teams for the following age groups; 10U, 11U, 12U, 13U, 14U, and 15U if there is enough interest.

1.3 Traveling teams will be made up of any player who is interested and participated in their respective league. A player cannot play at Babe Ruth level and travel with Little League.

1.4 Little League and Babe Ruth district teams will be comprised of All Star players from that League selected through a try-out. The Team Coach, the High School Coach and the President or Vice President will conduct and judge the tryout.

1.5 The head coach will select his or her assistant coaches from other coaches within that league. If nobody accepts the position, the head coach may select other coaches from at large.

1.6 The head coach will make the determination of how many players to bring to a tournament but at least 12 must go if there are that many on a team. Extra players must be scheduled and rotated for each tournament to be as fair as possible.

1.7 Any person that wants to be considered for the head coach's position must submit their name for consideration to the Board.

1.8 The head coach will submit his/her traveling schedule to the Board for approval.

1.9 A minimum of three responsible adults must accompany each traveling team.

1.10 Each head coach should make an attempt to see that all roster players get in the game.

1.11 Players should be aware of their responsibility to advise the head coach of any interference, due to vacations, etc., which may lead to missing tournament games PRIOR to being placed on the team roster.

1.12 Traveling League will NOT interfere with City-League baseball.

1.13 Any conflict that does interfere with the City League will result in the loss of funding for that team at the discretion of the board.

Executed: October 5, 2016