

**Riverfront Baseball League Bylaws & Rules** (revised & updated March 12, 2013).

**Riverfront Baseball League Bylaws:**

1. Name: The League shall be known as the Riverfront Baseball League and shall consist of teams from the following towns/organizations: Burlington City (Burlington City Athletic Association, Inc.), Delanco (Delanco Youth Sports Association), Edgewater Park (Edgewater Park Athletic Association); Riverside (Riverside Youth Athletic Association).
2. The League Executive Board shall consist of the league commissioners from each organization. The League Executive Board shall meet on a regular basis as needed to conduct the business and maintain the organization of the League.
3. The League Executive Board shall be responsible for:
  - a. Appointing an umpire assigner on an annual basis;
  - b. Reviewing and revising League rules as needed;
  - c. Establishing and enforcing the rules of conduct applicable to coaches, players and parents;
  - d. Meeting on a regular basis and establishing committees as may be needed; and
  - e. Ensuring that the League is organized and operated for the purpose of providing the children of the participating towns an opportunity to enjoy playing the game of baseball consistent with the principles of a recreational and friendship league; and to ensure that the League is operated in such a manner as to always pursue the best interests of the participating children.

**Riverfront Baseball League Rules:** (The following rules apply to all divisions unless otherwise specified; also, other than specifically addressed herein, Cal Ripken/Babe Ruth Rules will govern.)

**TEAM RULES**

1. Teams will be established in the following divisions: 6U (6 years old and under), Rookies (8 years old and under); Minors (10 years old and under); and Majors (12 years old and under).
2. Age qualification shall be determined based on the child's age as of April 30 of the year of participation in the League. It is the responsibility of each participating organization to ensure that every child participating in the League is age appropriate for the level/division of play and to be able to provide proof, upon request, of the child's qualification.

3. Any program bringing more than one team per division must have a draft of all players registered to play in that town so that the teams are picked evenly (no teams shall be hand picked and playing together year after year). Travel/District players may participate as long as they are included in a fair draft.
4. All players must be registered with one of the town programs in the league in order to play.
5. Team rosters shall consist of between 10 and 14 players per team. (Exceptions will be permitted upon review and approval of the commissioners).
6. The league game schedule and opening day will be established by the Executive Board. Team commitments to the league must be provided at least 30 days prior to opening day.
7. All head coaches and assistant coaches must be Rutgers Certified prior to opening day of any season they intend to coach.
8. All teams shall be responsible for cleaning up the bench/dugout area at the conclusion of each game.

### **SCHEDULING RULES**

1. Each division will have a specific number of games to be decided by the commissioners on an annual basis. Currently: 10 games for Rookies, 10 games for Minors, 12 games for Majors.
2. All teams will play half their games at their home field and half away.
3. Game rescheduling shall be arranged by the town commissioners of the teams involved and shall be coordinated with the umpire assigner.

### **GAME RULES**

1. Only the players officially listed on the team roster may participate in a game.
2. Prior to the start of each game, each head coach will pay the umpire(s) half the required fees, the amounts of which shall be established annually by the League. Both head coaches shall review the League rules with the umpire(s) before the start of each game.
3. Every player must play at least two innings in the field per game.
4. Both teams will maintain a scorebook and consult with each other periodically to ensure scoring accuracy.

5. The head coach of the winning team must report game results to his/her local commissioner within 24 hours. The commissioners shall update the game results database with scores within 5 days after the game is completed.

6. Coaches, Players & Fans Conduct & Discipline: Head coaches are responsible for their own conduct on the field as well as the conduct of their assistant coaches, players and the team's spectators. If an umpire ejects a coach, player, parent/fan, the head coach is responsible for removing the ejected person from the premises

Players and coaches may not badmouth other team's players or coaches, engage in trash talk or use foul language during games; and will show respect for the umpires, their teammates and coaches, opposing players and coaches and themselves. The use of profanity will result in the ejection of the offending coach, player or spectator from the game and will require the individual to leave the complex; additionally, the offender will be subject to any other punishment deemed appropriate by the Disciplinary Committee.

Anyone found to be in violation of this rule may be subject to removal from the League and/or any punishment deemed appropriate by the League Executive Committee which may include but not be limited to any of the following actions: game suspension(s); being suspended/banned until the person meets with the League Executive Committee; any coach, player or fan ejected from a game due to violent behavior may be suspended/banned until the individual meets with the League Executive Committee for a final ruling; disqualification from coaching or playing on any All-Star Team for that year; such other actions as the Committee deems appropriate.

7. The home team is responsible for ensuring that the field is in safe and playable condition. In the event if inclement weather, the home team coach or commissioner will review the condition of the field to determine whether the field is playable. If the field is unplayable, the home team coach or commissioner shall, at least two hours before game time, notify the visiting team coach and the umpire assignor that the game must be rescheduled.

8. It is a regulation game when the home team completes 4-1/2 innings (visiting team 5 innings) if concluded due to weather or darkness. For regular season games, a new inning will not be started after 1 hour and 45 minutes unless necessary to meet the above inning requirement.

If darkness is an issue, the game will be called after the coaches and umpire have conferred if there is any concern about safety of the players. The same applies to lightning/poor weather conditions.

If play is terminated before the inning requirement is met, play will resume at a later date. If play is terminated after the inning requirement has been met, it is a regulation game.

In the event of a tie game at the completion of six innings a post-season game will continue to be played until the tie is broken. A regular season game will continue until the tie is broken but not beyond a time limit of 2 ½ hours from starting time. If a tie game ends due to darkness or weather and the game is a regulation game based on the above inning rule, the game is reported as a

tie. There is no per inning run rule in effect in extra innings. All extra innings are played until three outs are made.

When the game is a “regulation” game and a full inning cannot be completed, the score reverts back to the previous full inning played.

9. Wooden bats may be used. Big barrel bats are not permitted (2-1/4 inch diameter barrel max).

10. There will be no smoking on or near the field by coaches or spectators.

11. Coaches must never appear on the field with the smell of liquor on their breath. The offender will be removed from the field and subject to punishment by the League Executive Committee.

12. All players must be in uniform in order to play.

13. Players may not throw bats, helmets, gloves or other equipment. The umpire will issue one warning per team. A second infraction will result in the player being called out or ejected in the umpire’s discretion.

14. No one other than players, coaches and umpires are permitted on the field or in the dugout.

15. The home team will supply two new game balls per game.

16. All catchers and pitchers must wear a protective cup.

17. All players must wear baseball cleats with plastic spikes; metal cleats are not permitted.

18. The procedure for protesting a game shall be as follows: prior to the next pitch, the coach will approach the umpire and explain the nature of the protest. If the protest cannot be resolved at that time, the game will continue to be played subject to protest. The umpire will note that the game is being played under protest. The coach will then write a formal complaint and deliver it to his/her local commissioner who will present the protest to the League commissioners.

19. A team may play with eight players. If a team does not have at least eight players by game time, the shorthanded team will lose by forfeit; or, under exceptional circumstances, the game will be rescheduled. If a team is playing with eight players and a player is injured, the remainder of the game will be played at a later date.

20. At the Majors and Minors levels, bunts are permitted; no intentional walks permitted..

21. At the Majors level, the baseball is live (other than when the umpire indicates that time is out) and players are free to run the bases at will. At the Minors level, players may attempt to steal bases (only second or third base) after the pitch reaches home plate. At the Minors level, runners at

third base may not steal home; and may advance only on a batted ball, or a bases loaded walk or batter hit by pitch. This rule applies for runners at third base regardless of whether or not other bases are occupied.

22. All players on the roster must bat in order. Late arriving players will be placed at the end of the batting order.

23. The infield fly rule is in effect at the Majors level only.

24. All players must wear helmets while batting or running the bases. If there is a play at a base including home plate, runners must slide or veer to avoid contact (except at first- players may not slide into first base.) Players may dive headfirst to get back to a base in the event of pickoff attempts or if they overrun the base. A player will not be called out for violating the slide or veer rule unless there is intentional or malicious contact.

25. An 11 run mercy rule is in effect during the regular season after the game becomes official.

26. The 5 run rule per inning (continuous) is in effect. The inning ends after the batting team scores 5 runs or, if additional runners are on base, until the team in the field makes an out on the last hit. There is no run per inning rule in the last inning. The umpire will decide what will be the last inning of any game in which time limit, darkness or weather conditions dictate the game will be less than 6 innings. The umpire will confer with both coaches at the end of an inning and inform them of his decision regarding the last inning.

27. Fielders may not interfere with the runners in the base paths. In the event of interference, the runner is entitled to the next base as determined by the umpire.

28. All coaches shall review these rules with their players and parents at the beginning of each season.

## **PITCHING RULES**

1. One pitch thrown constitutes an inning.
2. When a pitcher is removed from a game, he may not return to the mound in that game.
3. A player may pitch a maximum of 6 innings per calendar week (Sunday through Saturday).
4. The following rest rules are in effect:  
1-2 innings pitched = 1 rest day;

A player can only pitch a maximum of 2 consecutive innings in the Minors and Majors per game. (Coaches are encouraged to keep track of pitch count regardless of the number of innings pitched in order to prevent sore arms).

5. Two coach visits to the mound are permitted per inning, three total per pitcher before a pitcher must be removed.

6. Any pitcher hitting two batters in an inning or three batters in a game must be removed from the mound.

### **ADDITIONAL 50/70 RULES**

1. Dropped third strike is in effect.

2. Leads are allowed and steals are permitted anytime.

3. Balks: during the first half of the regular season, balks will be called solely for the purpose of teaching and explaining why there was a balk. During the second half of the regular season and during the post-season, each pitcher will receive one warning, then actual balks will be called.

The batting team cannot be penalized in the event of a “teaching balk” or “warning” from the umpire. For example, if a runner at first steals second base but the pitcher balks, the runner should be permitted to stay at second base in the discretion of the umpire.

Above Bylaws and League Rules approved by:

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Zachary Shansey, EPAA; Dated:\_\_\_\_\_

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Gary Artes, RYAA; Dated:\_\_\_\_\_

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Ed Wilkins, BCAA, Inc.; Dated:\_\_\_\_\_

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Chris Stockton, DYSA; Dated:\_\_\_\_\_

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Bill Perry/Charles Esser, BCYAA; Dated:\_\_\_\_\_

# Riverfront 8U Kid Pitch Rules- Addendum

*(proposed)*

***This Addendum supplements the Riverfront Rule for Regular Season games***

***Objective:*** *The goal of this division is to develop sound offensive and defensive baseball for players 8 years and younger. Learning how to pitch, catch, differentiate balls and strikes, and get hit by a pitch are of utmost priority.*

## Official Rules

With the exception of the rules noted below, ***Riverfront 8U Kid Pitch*** division games are played under Official Baseball Rules as amended by ***Babe Ruth Cal Ripken League 8U district tournament rules.***

## Game Rules

### PITCHING

1. A player pitcher will pitch to a batter until:
  - a) *The batter is put out according to official baseball rules, or*
  - b) *The batter reaches base safely on a batted ball, or*
  - c) *The batter is hit by a pitch, or*
  - d) *The batter accumulates a count of 4 balls.*
2. In situations 1a, 1b, and 1c the player pitcher will proceed to pitch to the next batter in the lineup according to official baseball rules.
3. In situation 1d, the batter is not awarded 1<sup>st</sup> base. Instead, the batter remains batting with only a count of the number of strikes, if any, accumulated during the at bat with the player pitcher. The coach proceeds to deliver a maximum of 3 pitches\* to the batter until the batter strikes out or puts the ball in play. Under no circumstance does the batter receive a base on balls.
4. During each pitch from the coach, the kid pitcher must remain in a position that is even with the pitching plate and no more than 2 feet from the left edge of the pitching plate.
- \*5. A foul ball on the coach's third pitch or subsequent pitches will not count as a

strikeout and the batter will be afforded another pitch until he puts the ball in play or strikes out. A player pitcher will resume pitching with the next batter.

6. A batter not putting the ball in play by their coach's third pitch will be considered a strikeout. (*Discretion may be used if 3<sup>rd</sup> coach pitch is an obvious ball such as in the dirt or head level*)

*Spirit of Rule 1d:*

*A young pitcher who continues to walk batters and allow runs to score through walks is often discouraged. Not allowing walks removes this potential barrier from the mind of a young pitcher while having the added benefit of promoting the important offensive concept of hitting the ball into play.*

## Batting

1. Bunting is not permitted in this Division.
2. No base on balls are rewarded to the batter.
3. Batters hit by a pitch receive a free pass, provided it was a player who pitched the ball. A batter hit by a coach's pitch does not receive a free pass to first base.

## Baserunning

1. Official baseball rules will apply to this division with the following exception

***a. No runner can score from 3<sup>rd</sup> base unless he is batted home\*\****

***\*\*The spirit of rule 1a is to promote a live ball so that sound baserunning and defense can be taught to young players while not excessively penalizing developing, defensive players who cannot consistently throw and catch well.***

2. Stealing is not permitted.
3. Base runners may NOT advance on wild pitches, passed balls, or over throws from the catcher (or other players) when returning the ball to the pitcher after a thrown pitch.
4. On a batted ball, the ball is in play until the ball is returned to the pitcher and the pitcher is in the vicinity of the pitcher's mound.

5. Base runners are not permitted to distract a pitcher in attempt to make the pitcher throw to a base. If the base runner does so he may NOT advance and must return to the base he occupies.
6. Runners who are less than one half the distance to the next base when the ball is with the pitcher are sent back to the previous base.
7. Base paths will be marked showing one half the distance between bases.
8. This Division does not use the Infield Fly Rule.

### **Pitching Rules**

1. Pitchers will be limited to the lesser of two innings or 40 pitches per game. One pitch in an inning constitutes an inning.

Note: Coaches are encouraged to have pitchers only pitch one inning per game as this will help develop young pitchers by giving multiple players valuable pitching experience.

2. Any pitcher hitting two batters in an inning or three batters in a game must be removed from the mound.
3. Pitchers are permitted to be removed from the pitcher's position and re-inserted as pitcher as long as they do not exceed the lesser of two innings or 40 pitches per game