



Essex Baseball/Softball

By-Laws and Field Rules

May 1, 2010

By-Laws

Forward

Essex Baseball/Softball Program was established for the sole purpose of providing a community service to the youth in the neighborhood. We are dedicated in assisting young boys and girls to become good and decent citizens while enjoying an outlet of healthful activity. Through teamwork and fair play, children learn how to play and enjoy baseball/softball. Physical skills and discipline are taught as a means to enhance their lives towards the day when they must assume their places in society.

We, as managers, coaches, and parents, must also practice the disciplines of good sportsmanship and fair play. Managers and coaches should possess and practice good leadership ability and the know-how to work with children. Each and every parent should also join in this team effort and remember that these youngsters are just that – “youngsters”. Try to be positive in your comments and demonstrate fair play with your example. Try to instill in your children a respect for the authority of adult leaders within the League, especially the umpires!

The following By-Laws are structured in order to administer the established policies, operating procedures and control of the Essex Baseball/Softball Program. The “governing body” of this organization will be responsible for the administration and enforcement of these Rules.

Any amendment to these By-Laws must be submitted in writing to the appointed By-Law Committee for review. Should the Committee approve the amendment, it must be offered and approved by the entire membership before being adopted into law.

Article 1 – Elected Officials

The following positions will be elected by the membership and will be titled the “Governing Body”, of the Essex Baseball/Softball Program:

Chairperson
Vice Chairperson
Second Vice Chairperson
Treasurer
Secretary
Purchasing and Equipment Agent
Player Agent

The following committees/coordinators are appointed by the Chairperson:

Public Relations
Bull Roast Fundraiser
Travel Coordinator

Concessions
Opening Day Coordinators
Aquafina Coordinators
Registration Committee
Umpire Coordinator
Sponsorship Committee
Allstar Trophy Committee
Field Leader Coordinator

Nominations and Election Dates

1. All nomination and election of new officers will be conducted by the active Chairperson. Voting will be strictly conducted as a secret ballot and will be counted and recorded in the Minutes by the Secretary.
2. Nomination of new officers will be held in November and also on the eve of the elections, prior to the balloting.
3. Elections will be held in December. A mail-in (e-mail) vote will be allowed.
4. Newly elected officials will begin serving their office on January 1st.
5. Term of all offices will be in effect for two (2) years from the elective date of appointment.
6. Any member may be nominated by another member. If that person accepts the nomination, they must then be seconded by another member. More than one (1) nomination for the same position is permitted and solicited.
7. No two family members or residents of the same household can hold office as a Board member at the same time.

Article 2 – Duties/Responsibilities of Officers

CHAIRPERSON

1. Administers all By-Law policies and operating procedures of this organization and is responsible for the disciplinary action of anyone in violation of same.
2. Conducts and presides over all weekly meetings.
3. Appoints all Committees and Committee Chairpersons for the new term of office.
4. Appoints and oversees the umpire-in-chief(s).
5. Makes determinations and approves all season and playoff schedules.
6. Selects team managers.
7. Conducts and presides over nomination and election of new officers.
8. Casts the deciding vote, for any occasion, whenever the balloting is tied.

9. Appoints a replacement for unexpected termination of any other officer.
10. Approves all purchases made by any committee chairpersons.
11. Co-signs all check requests initiated by the Treasurer.
12. If an office is unheld, the Chairperson will be responsible for those duties.
13. The Chairperson is eligible to manage any team in the Essex program.

VICE CHAIRPERSON/SECOND VICE CHAIRPERSON

1. Conducts and presides over weekly meetings in the absence of the Chairperson.
2. Chairs the Sponsorship/Donations Committee and reports to the membership on same.
3. Assist the Chairperson in conducting the affairs of the program.
4. Reports to the Chairperson on any matters pertaining to the program.
5. Able to co-sign any check request initiated by the Treasurer.
6. Assumes office of the Chairperson due to unexpected termination of same. The replacement term would cease at the next scheduled election.

TREASURER

1. Conducts and presides over weekly meeting during absence of both Chairperson and Vice Chairperson(s).
2. Conducts and maintains accurate records of all financial matters pertaining to the program, including making all deposits.
3. Reports the current financial status of the program at each weekly meeting.
4. Prepare and submit check requests, and able to co-sign any check request.
5. Reports to the Chairperson on any matters pertaining to the program.

SECRETARY

1. Records and maintains accurate Minutes of all weekly meetings.
2. Reads previous meeting Minutes to the membership for concurrence and approval.
3. Records attendance of members present at weekly meetings.
4. Releases all records at the end of his/her term to the new Chairperson.
5. Counts and records the results of the ballot election of new officers.
6. Administers a publicity program on behalf of the program utilizing the local area newspapers.
7. Able to co-sign any check request initiated by the Treasurer.
8. Takes care of any paperwork requested by the Chairperson.
9. Help maintain the website.
10. Reports to the Chairperson on any matters pertaining to the program and will assist the Chairperson with any matters pertaining to the program.

PURCHASING AND EQUIPMENT AGENT

1. Maintain and inventory all program equipment and uniforms.

2. Purchase replacement items with the approval of the Chairperson. (Note: no purchase can be made within the League without a minimum of three (3) written estimates from qualified sporting good dealers).
3. Reports to the Chairperson on any matters pertaining to the program.

PLAYER AGENT

1. Maintains official rosters of all teams in the League and initiates placement of new players as required by the draft for shortages.
2. Responsible for collecting and recording player contracts and records, including proof of age certificates.
3. Updating and assignment of league players to appropriate league age groups, including placing players on the waiting list.
4. Assists the Secretary in preparation of the Sponsor Booklet.
5. Reports to the Chairperson on any matters pertaining to the program.

Positions appointed by the Chairperson:

BULL ROAST FUNDRAISER

1. Responsible for all fundraisers and files report on each fundraiser, which must be approved by the Board.
2. Reports to the Chairperson on any matters pertaining to the program.

PUBLIC RELATIONS

1. Responsible for placing ads for registration or other matters in the papers, such as Avenue and Essex Times.
2. Responsible for contacting public officials to attend Opening Day.
3. Responsible for making arrangements with the VFW for the parade.
4. Responsible for Opening Day festivities.
5. Reports to the Chairperson on any matters pertaining to the program.

SPONSORSHIP COMMITTEE

1. Responsible for all sponsorship collections and files reports to the Chairperson.
2. Reports to the Chairperson on any matters pertaining to the program.
3. Distributes the plaques to sponsors.
4. Prepares and coordinates with the Secretary the sponsorship book for distribution.

CONCESSION COMMITTEE

1. Responsible for opening and closing the concession stand.
2. Responsible for cleaning the concession stand.

3. Responsible for depositing the money in the appropriate manner.
4. Coordinates with the chairperson for ordering supplies.
5. Coordinates with secretary for volunteer teams working each night.
6. Reports to the Chairperson on any matters pertaining to the program.

REGISTRATION COMMITTEE

1. Responsible for setting up registration dates and volunteers to work.
2. Responsible for depositing the money in the appropriate manner.
3. Coordinates with the chairperson for advertising.
4. Coordinates with the Player Agent with the registration forms.
5. Coordinates with the Secretary to add the information to the data base.
6. Reports to the Chairperson on any matters pertaining to the program.

RULES COMMITTEE

1. Coordinates with the chairperson for discussions regarding Rule changes.
2. Meet and discuss with appropriate parties proposed Rule changes.
3. Reports to the Chairperson on any matters pertaining to the program.

UMPIRE COORDINATOR

1. Coordinates with the chairperson for discussions regarding umpires.
2. Coordinates with the chairperson for training of proposed umpires for inhouse.
3. Sets up schedule for umpires and makes arrangements for payment of their services.
4. Reports to the Chairperson on any matters pertaining to the program.

OPENING DAY COMMITTEE

1. Responsible for obtaining volunteers to work on Opening day.
2. Responsible for contacting public officials to attend Opening Day and coordinates with Public Relations on this.
3. Responsible for making arrangements with the VFW for the parade and coordinates with Public Relations on this.
4. Responsible for getting vendors and coordinates with Public Relations on this, as well as collecting any share of their profits.
5. Responsible for obtaining the MC for the festivities.
6. Responsible to coordinate with Chairperson on the recipients of the Hall of Fame and makes all necessary arrangements for the plaque, etc.
7. Responsible to coordinate with the Concession Committee.
8. Responsible to coordinate with the Chairperson regarding the flyers for distribution on opening day and the give-away to the players.
9. Reports to the Chairperson on any matters pertaining to the program.

ALLSTAR TROPHY DAY COMMITTEE

1. Responsible for obtaining volunteers to work on Allstar Trophy day.
2. Responsible for getting vendors and coordinates with Public Relations on this, as well as collecting any share of their profits.
3. Responsible for coordinating with the Chairperson for the ordering and distributing of trophies on Allstar Trophy Day.
4. Responsible to coordinate with the Concession Committee.
5. Responsible to coordinate with the Chairperson regarding the flyers for distribution on Allstar Trophy Day.
6. Reports to the Chairperson on any matters pertaining to the program.

AQUAFINA AND PICTURE COMMITTEE

1. Responsible for obtaining volunteers to work on Aqua Fina day at each of the stations.
2. Responsible for setting up the registration table.
3. Responsible for coordinating with the picture people to set up the pictures.
4. Responsible to coordinate with Chairperson and Secretary for the announcements of the winners on Opening day as well as the presentation of the ribbons.
5. Responsible to coordinate with the Concession Committee.
6. Responsible to coordinate with the Chairperson regarding the flyers for distribution.
7. Reports to the Chairperson on any matters pertaining to the program.

TRAVEL COORDINATOR:

1. Responsible for distributing and collecting Travel Registration paperwork.
2. Responsible for collecting travel registration fees and turning same into the Chairperson promptly.
3. Responsible for arrangement any tournament details for travel teams.
4. Responsible for overseeing the travel program and report back to the Chairperson.
5. Reports to the Chairperson on any matters pertaining to the program.

FIELD LEADER COORDINATOR:

1. Responsible for coordinating with Chairperson to arrange the schedule for the field leaders each week.
2. Reports to the Chairperson on any matters pertaining to the program.

FIELD LEADER

A field leader will be appointed by the Community Director of the areas Recreation Councils as directed by the Department of Recreation and Parks, Baltimore County and will be responsible for the condition of the field prior to the game. (Note: The field leader is not an elected club officials and is appointed by the County.)

Field leaders are precluded by Baltimore County from serving as Recreation and Parks Council officers or in any capacity that is in a rule/policy making position in the Recreation and Parks Council. This shall also include any position having the responsibility for the collection, solicitation, disbursement, or management of Recreation and Park Council funds. Field leaders shall not become involved in the independent sale of items in gift shops, snack bars and other similar operations that operate on a regular basis by the League. Under no circumstances should Field Leaders handle/manage any Recreation and Parks petty cash account. This ensures that all purchases are controlled and approved in advance by the League.

Article 3 – MEMBERSHIP, MEETINGS AND SPONSORS

MEMBERSHIP

To become an active voting member of the Essex Baseball/Softball Program or to run for office, you must attend at least two (2) meetings per month from January through the close of the season. Violation could result in the forfeiture of your existing team or loss of seniority for selection of a future team. You may be represented at meetings by a coach from your present team. As an active member, you have the right to vote in all matters affecting the program.

MEETINGS

Meetings are normally scheduled at the beginning of the new year by the Chairperson at least twice a month. Times, dates and location will be passed onto the membership. All parents who have children participating in the League are encouraged to attend meetings at any time.

SPONSORS

The sponsorship program is chaired by Sponsorship Committee appointed by the Chairperson and is dedicated to collecting donations to supplement the expenses of the League. A Sponsor Booklet is normally printed each year for Opening Day or Trophy Day. No sponsor is to have any authority over the operations of the League, including but not limited to the program's By-Laws and field rules.

Article 4 – Player Eligibility and Field Rules

FIELD RULES

The following Rule changes to the Little League Rule Book have been established to improve the playing conditions of the Essex Baseball/Softball program. These rules will only pertain to the in-house teams of this League.

Any amendments to these Rules must be submitted in writing to the appointed By-Law Committee for review. Should the Committee recommend the amendment, it will be referred for approval to the membership before it can be adopted.

Amendments approved prior to Opening Day will be adopted for use immediately. Any amendment approved after Opening Day will not be implemented into use until after the following season unless the League decides that the change warrants immediate adoption due to field play continuity.

PLAYER ELIGIBILITY

All player ages will be determined for eligibility as of May 1st for baseball and January 1st for softball. Proof of age will be required for all children who register.

All players, new and old, must register each year during the specified period as directed by the Chairperson. Contracts must be signed by a parent/guardian and approved by the Player Agent prior to the child's participation on the field (insurance rule). Any player desiring to register with the League after the draft will be placed on a waiting list and be assigned to the next available team by the Player Agent. Team assignments will be determined by the Chairperson based on shortages and not necessarily by drafting order.

No player will be dropped from a team roster without the approval of the League. Managers must notify the Chairperson as soon as they experience any problem with a team member.

Players missing practice and/or games without an excuse or the manager's knowledge will be reported to the Chairperson and the appropriate action will be taken.

Any players who have quit his/her team and desires to return within the same year will be placed on the waiting list. The player will return to the same team he/she originally left, only when that team has a shortage of players.

Article 5 – Team/Player Limitations

The following are the age groups in the League for baseball:

T-Ball – 4 to 6 year olds
Clinic – 6 to 8 year olds
Minors – 9 to 10 year olds
Majors – 11-12 year olds
Ponys – 13-15 year olds

The following are the age groups in the League for softball:

U8 - 4 to 7 year olds
U10 -8-10 year olds
U14 -11-13 year olds
U18 -14-18 year olds

The following are the age groups in the League for Baseball Travel:

Clinic – 6 to 8 year olds
Minors – 9 to 10 year olds
Majors – 11-12 year olds
Ponys – 13-15 year olds
15-19 year olds

The number of teams in each age bracket will be determined by the Chairperson on the night of the draft. His decision will be based on total players registered and availability of playing fields. Team player quantities will also be determined by the Chairperson on draft night based on player registrations.

All teams, within an age bracket, will maintain an equal amount of players. Team shortages will be filled from the waiting list by the Player Agent after review with the Chairperson .

Article 6 – Player Tryouts and Selection and Draft

The Chairperson will determine the dates, times and locations of the League ratings. Rain dates will be scheduled, if required.

Managers and/or coaches are requested to be present at the ratings for their assistance and to evaluate the players in their age brackets. All eligible players will be placed into a player's pool according to their age bracket. Any players who are absent from the scheduled ratings/try-out will be placed into a blind pool and will be selected at the end of the draft by the managers in an order determined by a new random draw out of the hat.

Late registrants will be evaluated by the Player Agent and assigned to the team with the most need, whether it be for a player of a higher calibre or a team in need of players. The decision of the Player Agent and President will be final and non-appealable.

This is inhouse. The ultimate goal of inhouse is to teach skills and have fun. All of the managers and coaches have baseball knowledge to share with all of the players in the League. All competitiveness should be saved for the Travel program and the end-of-season inhouse tournament.

Drafting will continue in order until all eligible players are selected. Should a manager fill his roster before the draft is completed, that manager will withdraw from any future selection.

Order of draw for each team will be determined by a blind draw out of a hat.

(1) **Draft order** will be first round #1, #2, #3, #4. The second round will be #4, #3, #2, #1, etc. and so on.

(2) **Round One:** Each Manager's child will be placed on their team. If a manager has a second child, that child must be taken by the manager in the 5th round or that child is eligible to be picked by any manager.

(3) **Round Two:** If you want your Assistant's child, you must pick him in this round. If you chose not to pick this child or your assistant does not have a child, then you will pick from the open draft of players (which would be the oldest age group). If you do not pick this child, then he becomes live in the draft and is eligible to be picked by any manager at any time during the draft.

(4) **Round Three, and Round 4:** You will start to draft the oldest age group (such as 8 year olds, 10 year olds, 12 year olds and 15 year olds). When the oldest age group players are exhausted, you will open up the youngest age group (such as 7 year olds, 9 year olds, 11 year olds and 14 year olds) for the draft, etc.

(5) **Round 5:** All siblings will be chosen by the managers. Those that do not have siblings, they will continue to pick from the open draft. If the manager and assistant both have 2 children, the remaining sibling must be chosen in Round 6.

(6) **Sibling Rule:** There will be siblings in the draft pool. When you have taken one sibling, the other sibling must be chosen by the manager in the last round, whatever that would be. You must be aware at all times that you have to add the sibling at the end of the draft which could be round 9 or 10 or 11, etc. If you have chosen two sets of siblings, then you must be aware that you are adding the remaining sibling at the next to last round.

(7) **In the Hat Draw:** When all of the players have been draft, we will re-pick the order of the draft and the managers will then pick from the hat (as above noted).

(8) **Special requests** are noted on the draft sheets but no one is obligated to honor the special requests. All travel players will be noted with a "T" on the draft sheet.

(9) **Trades** - must be approved by Trade Committee. The President will chose the Trade Committee prior to the draft. All trades must take place before anyone leaves the facility. No trades will take place after the draft is concluded.

(10) **Gentleman's rules** apply only if agreed upon by everyone prior to the draft. Any managers who have made agreements prior to the draft, must present those agreements at the table to the President for approval.

Article 7 – Rules/Regulations Pertaining to Games

All players must be in proper uniform to be eligible to play. If a player is on the field without proper uniform, their team will be given an “out”. Metal spikes are not allowed in the League or travel teams with the exception of the 15-19 players. All players must wear protective headgear, as designated by the League, when batting and running the bases. All managers and base coaches must be in uniform as well. This will consist of the uniform T-shirt and hat. If the manager or base coach walks on the field for any reason without proper attire, the team will be given an “out”.

If a team must use a parent to act as a base coach, the manager must notify the Chairperson within 24 hours prior to the game.

All players in the League must play a minimum of three (3) innings in each game. All players should be rotated so that every player during the season sits out the same number of innings. Exception: Injured or ejected players. Reinstatement of a player already in the game is permissible for any injured or ejected player to prevent forfeitures. Players should be rotated defensively as well until the tournament.

Any player, manager or coach observed throwing a bat, helmet, glove, etc., in a fit of anger will be ejected from the game at the umpire’s discretion. Disciplinary action may be imposed by the Chairperson after first warning.

A team cannot play a game with less than eight (8) players. Should a manager know in advance that he cannot field a minimum of nine (9) players, due to a school event or injury, he must notify the Chairperson or Player Agent in advance. The Chairperson will have the appropriate number of players brought up from a lower age group with the same team name so the game can be played as scheduled. If there are no such players available, the Chairperson will assign another team from which to draft a player(s) to play. Players brought up from another age group must be assigned to a fielding position other than a pitcher. If any player is injured or ejected, such that a game cannot continue, the game will be suspended and continued at a later date determined by the Chairperson. Ejected players will not be permitted to play in suspended games. If the manager cannot field the minimum number of players without the ejected player, the game will be considered a forfeit. The umpire must verify the players and score at the time of suspension and sign the home team’s scorebook. Avoid forfeits if at all possible. If one team is able to field only eight (8) players and was unable to notify the Chairperson in advance, and the opposing team has ten (10) or more players, the team with ten or more players must loan one player to the team with eight players. The game becomes legal at this time.

T-ball and Clinic in General:

A. The Essex Baseball Clinic Program serves as an introduction to team sports for many young children, most of which have not had their physical and mental capacities tested to any athletic degree. In addition to teaching the fundamentals of baseball, the child must be psychologically prepared to meet the demands of team play, in baseball or any other sport. As a

general rule, the children should be made aware of how competitive sports work, but should be sheltered from individual pressure as much as possible. The overall objectives of the Essex Baseball Program is to provide recreation baseball for our children and for them to have fun playing it.

B. While team play is an accepted format for the Clinic Program, emphasis must be placed on developing the child's abilities and teaching baseball. Fundamentals such as batting, throwing, base running, fielding, etc. must be stressed. Adults who volunteer to administer the Clinic Program are accepting major responsibilities and a tremendous challenge.

T-ball (4-6) and 5-7 Softball Playing Rules:

1. T-ball will be guided by the Little League Rules, except where modified by this document. 5-7 Softball will follow the ASA rule book except where modified by this document.
2. Fielding all players is acceptable and recommended. This allows maximum play for each child and allows individualized coaching on the spot.
3. All players shall be placed in a continuous batting order. In the event a player arrives after the game commences, he will be inserted at the end of the batting order.
4. Managers and coaches should provide assistance to any batter who appears to have difficulty at the plate. While a player may bat well during practice, "freezing up" at the plate is not uncommon for the younger children. Often times, a few practice swings and some gentle words of encouragement will work wonders.
5. The players may use a batting tee until such time as the manager is satisfied that the player has advanced beyond the tee. If the batter has not made contact with the ball after 7 pitches, he shall finish his "at bat" with the use of a batting tee. There are no strikeouts in T-ball or 5-7 Softball.
6. Bunting and walks will not be allowed in T-ball or 5-7 Softball.
7. An inning is complete when the team bats its entire lineup. The last batter hits a homerun and everyone runs home to complete the inning.
8. Coaches or adult volunteers will pitch to the batters and catch. And it is anticipated that parents will help at each base.
9. An appropriate field will be prepared on the grassy areas for T-ball and 5-7 softball with a protective net at home base.
10. All games start at 6:15 p.m. The managers can determine at the start of the game the number of innings they wish to play. They also have the option of agreeing to play additional innings. The time limit of 1.5 hours can be shortened if agreed to by both managers.
11. No scores are kept. There are no winners or losers.
12. Base stealing is not permitted in T-ball or 5-7 Softball.

Clinic (7-8) Playing Rules:

1. The Clinic will be guided by the Little League Rules, except where modified by this document.
2. Fielding 10 players is acceptable and recommended. Defensive substitutions may be made on a continuous basis throughout the game. Substitutions, with the exception of pitchers,

should be made between innings to minimize game delay. This procedure allows maximum play for each child and allows individualized coaching on the spot. The defensive team may have four (4) or more outfielders in the field at one time. All outfielders must be positioned on the outfield grass.

3. No scores are kept. There are no winners or losers.

4. All players shall be placed in a continuous batting order. In the event a player arrives after the game commences, he will be inserted at the end of the batting order.

5. Managers and coaches should provide assistance to any batter who appears to have difficulty at the plate. While a player may bat well during practice, "freezing up" at the plate is not uncommon for the younger children. Often times, a few practice swings and some gentle words of encouragement will work wonders.

6. Bunting will not be allowed in the Clinic.

7. There is a five run rule. The team at bat will bat until either team in the field gets three (3) outs or the batting team scores five (5) runs in that inning (or a max of 8 if the last child up to bat hits a homerun). There is no limit in the last inning on the number of runs that can be scored. This will help in keeping the game moving along. In the last inning, the team at bat will bat until the team in the field puts three players out.

8. There are no walks in Clinic during the regular season. Walks will NOT be allowed in the tournament play.

9. In regular season play, Clinic pitchers may pitch a maximum of two (2) innings per game and a maximum of six (6) innings per week including incomplete or makeup games. The regular season playing week begins on Sunday and ends on Saturday. Any one ball thrown to a batter in any inning constitutes a full inning pitched by that pitcher.

10. Since no walks will be allowed in the Clinic Program, when a pitcher gets to a 4-2 count, the coach must come in and finish pitching to the batter until the batter hits the ball or strikes out. It is highly suggested that the coach do everything possible to help the batter hit the ball.

11. Sixty (60) feet between bases and pitching distance to be forty (40) feet.

12. All games start at 6:15 p.m. Games will be scheduled for six (6) innings. If the game is tied after 6 innings, the tie score will stand. There will be no extra innings.

13. Base stealing is not permitted in the Clinic.

14. The rules for over running first base are the same as in higher leagues. Latitude will be provided however. If, in the opinion of the umpire, the runner has made a definite attempt towards second base and is put out, the player will remain out. If, however, the player over runs and returns to first without an obvious move toward second, he is not eligible to be put out.

15. Each player must play three (3) full innings when he is present at game start. Failure to comply will constitute violation of a playing rule. This rule does not apply to disruptive and/or disrespectful players who can be removed from the game at any time by the Manager. All players should be rotated so that every player during the season sits out the same number of innings. All players should be rotated defensively as well until the tournament.

16. During regular season play, each team may have two defensive coaches in the field to coach the defensive players. If a live ball should come into contact with a defensive coach in the field, the ball is immediately "dead" and any base runners will be advanced at the discretion of the umpire. The coaches must remain behind the line formed between first and third base and must not be blocking the view or path of a base runner.

17. During post-season play, defensive coaches will not be allowed on the field.

18. Termination of play is a judgment call by the umpire and will be signified by the umpire declaring "time out". The following guidelines shall be followed:

(a) The ball must be in the controlled possession of a defensive player, including outfielder, who is physically located in the infield.

(b) The defensive players are making no apparent attempt on a base runner.

19. Time-out can be authorized only by the umpires. The players must be instructed that the umpire alone can grant time out and players should not be confused by others who are calling for time.

Minors only: All games will be played under the Little League Rule Book with the following exceptions:

1. The field dimensions will be sixty (60) feet to the bases and forty-six (46) feet to the pitching rubber.

2. Ten (10) defensive players will be allowed on the field. The extra player can only be played in the outfield.

3. There will be continuous batting—any player that is at the game will be eligible to bat even if they are not playing in the field. Exception: Injured or ejected players. All substitutions must be reported to the opposing manager prior to the player coming to bat or play begins in the inning.

4. The infield fly rule and the pitcher's balk rules will not be called by the umpire and do not apply.

5. Two (2) trips by a manager or coach to the same pitcher in the same inning will cause the automatic removal of that pitcher. Once a pitcher is removed from the mound, for any reason, he may not be returned to the pitching position in the same game.

6. All players must play a minimum of three (3) innings in each game. All players should be rotated so that every player during the season sits out the same number of innings. All players should be rotated defensively as well until the tournament. Exception: Injured or ejected players. Reinstatement of a player already in the game is permissible for any injured or ejected player to prevent forfeitures.

7. Each pitcher may pitch 2 innings per game.

8. The balk rule is NOT in effect.

9. There is NO rule that a pitcher is removed for hitting a batter(s) at any time.

10. A game will consist of six (6) innings.

11. Stealing home base is not permitted. The runner at third may attempt to reach home base, at risk, when a play is made on another runner where that runner is attempting to advance or a pick off attempt is made. Further, the runner at third may not be advanced to home in the event a pitched ball goes out of bounds, either by a wild pitch or a passed ball.

12. The runner at third base may be advanced to home base if another runner is played on, or if he is walked or batted home. If the runner "steals" home base, he will be returned to third.

13. The runner at third base may also be advanced to home base in the event of a thrown ball going out of play where normal base advancing is within overall rules.

14. All games start at 6:15 p.m. Slaughter rule: 5 runs per inning with a max of 8. Once you reach your allotted runs, the inning is over. (Example, you have scored 4 runs, the batter hits a grand slam and brings in 4 more runs. That would be the max of 8 runs). There is no limit in the last inning on the number of runs that can be scored.

15. All bats must be 33" or shorter and not more than 2 1/4" in diameter.

Majors only: All games will be played under the Major League Rules with the following exceptions:

1. The field dimensions will be seventy (70) feet to the bases and fifty (50) feet to the pitching rubber.

2. Ten (10) defensive players will be allowed on the field if both managers agree. The extra player can only be played in the outfield.

3. There will be continuous batting—any player that is at the game will be eligible to bat even if they are not playing in the field. Exception: Injured or ejected players. All substitutions must be reported to the opposing manager prior to the player coming to bat or play begins in the inning.

4. Base runners will be allowed to lead-off from the bases.

5. A game will consist of seven (7) innings.

6. There is NO rule that a pitcher is removed for hitting a batter(s) at any time.

7. Two trips by a manager or coach to the same pitcher in the same inning will cause the automatic removal of that pitcher. Once a pitcher is removed from the mound, for any reason, he may not be returned to the pitching position in the same game.

8. All players must play a minimum of three (3) innings in each game. All players should be rotated so that every player during the season sits out the same number of innings. All players should be rotated defensively as well until the tournament. Exception: Injured or ejected players. Reinstatement of a player already in the game is permissible for any injured or ejected player to prevent forfeitures.

9. Each pitcher may pitch 3 innings per game.

10. The balk rule is in effect. Each pitcher may receive one instructional visit per game by the umpire and manager to explain the infraction. This visit will not count as a trip to the mound, however the balk will count.

11. All games start at 6:15 p.m. Slaughter rule: 5 runs per inning with a max of 8. Once you reach your allotted runs, the inning is over. (Example, you have scored 4 runs, the batter hits a grand slam and brings in 4 more runs. That would be the max of 8 runs). There is no limit in the last inning on the number of runs that can be scored.

12. All bats must be 42" or shorter and not more than 2 5/8" in diameter.

Ponys only: All games will be played under the Major League Rules with the following exceptions:

1. The field dimensions will be eighty (80) feet or ninety (90) feet to the bases and fifty-four (54) feet or sixty feet six inches (6'6") to the pitching rubber.

2. There will be continuous batting—any player that is at the game will be eligible to bat even if they are not playing in the field. Exception: Injured or ejected players. All substitutions must be reported to the opposing manager prior to the player coming to bat or play begins in the inning.

3. Base runners will be allowed to lead-off from the bases.

4. A game will consist of seven (7) innings.

5. There is NO rule that a pitcher is removed for hitting a batter(s) at any time.

6. Two trips by a manager or coach to the same pitcher in the same inning will cause the automatic removal of that pitcher. Once a pitcher is removed from the mound, for any reason, he may not be returned to the pitching position in the same game.

7. All players must play a minimum of three (3) innings in each game. All players should be rotated so that every player during the season sits out the same number of innings. All players should be rotated defensively as well until the tournament. Exception: Injured or ejected players. Reinstatement of a player already in the game is permissible for any injured or ejected player to prevent forfeitures.

8. Each pitcher may pitch 3 innings per game.

9. The balk rule is in effect. Each pitcher may receive one instructional visit per game by the umpire and manager to explain the infraction. This visit will not count as a trip to the mound, however the balk will count.

10. All 15 year olds who make their high school team cannot play on a Pony team without the express consent of the Chairperson. It is expected that any such 15 year old will play on a U19 team.

11. All games start at 6:15 p.m. Slaughter rule: 5 runs per inning with a max of 8. Once you reach your allotted runs, the inning is over. (Example, you have scored 4 runs, the batter hits a grand slam and brings in 4 more runs. That would be the max of 8 runs). There is no limit in the last inning on the number of runs that can be scored.

12. All bats must be 42" or shorter and not more than 2 5/8" in diameter.

Softball rules - 8-10 (U10) Rules:

This is an instructional league. No league standings will be kept. All rules for this League will follow the ASA Rule Book except for the following amendments.

1. Games are 7 innings long.

2. Game time is 6:15 PM. Forfeit time is 6:30 PM. Some fields have game curfews. Otherwise, the umpire will at his/her discretion call a game for darkness.

3. Teams will field 10 players and will play with a minimum of 7 players. All players must play defense for at least 3 innings.

4. Play will consist of 3 outs or a maximum of 10 batters. The 10th batter must hit or strike out. No walks. Balls hit to the infield are limited to a double for the 10th batter. Balls hit to the outfield is all you can get for the 10th batter. The inning is finished at the conclusion of the play.

5. If a player leaves the game due to injury, the player may re-enter the game with no penalty imposed.

6. Time out is implied when the ball is controlled by any player in the infield and no further plays are apparent. Once time is called runners are froze at the base they are proceeding to or occupy.

7. Schedules will be provided. Home team is listed first and will set on the third base side benches. Only players, coaches, and scorekeepers may sit on the bench. No Exceptions.

8. A game can only be rescheduled due to inclement weather or school functions. This must be coordinated with the League Coordinator and both coaches prior to the night of the affected game. The League Coordinator and the Field Coordinator will be responsible to reschedule the game.

9. Jewelry is NOT to be worn. Only Medical Alert bracelets/necklaces are permitted.

10. Good sportsmanship is expected. Disrespect to or from players, coaches or spectators is strictly forbidden. Violators will be removed from the field and the appropriate League Coordinator will be notified. The League Coordinator will notify the Program Chairperson and disciplinary action could follow as a result.

11. Helmets with chin straps are required.

12. Only ASA approved bats showing "official softball" are to be used.

13. ASA fast pitch rules apply .

14. The Official game ball will be a 11 inch glo-yellow ball.

15. There is NOT a third strike dropped ball rule.

16. Stealing is NOT permitted.

17. The double base at first will be used. The fielder uses the white portion, the batter uses the orange.

18. The runners may not collide or interfere with the fielders regardless of whether the fielder has the ball, is about to receive the ball, or is fielding a ball.

19. Throwing the bat will result in an out after one warning to the player. Third offense is game ejection.

20. The fielders are not to obstruct the runner. Fielders may not block a base or base path thus hindering the runner.

21. There is NOT an infield fly rule.

22. Field substitutions may be made at any time.

23. If a ball is overthrown in or out of fair territory all runners will advance one base only.

24. Pitching distance is 35 feet (with lead-way if necessary). Base distance is 55 feet.

25. Complete uniforms must be worn at all games to participate. Exceptions will be granted with the League Coordinator or Program Chairperson's prior approval. Prior approval is not game time.

26. All players must play a minimum of three (3) innings in each game. All players should be rotated so that every player during the season sits out the same number of innings. Exception: Injured or ejected players. Reinstatement of a player already in the game is permissible for any injured or ejected player to prevent forfeitures.

Softball rules - 11-13 (U14) Rules:

All rules for this League will follow the ASA Rule Book except for the following amendments.

1. Games are 7 innings long. Due to inclement weather or darkness or an ejection, any game is official after 5 innings (if the home team is ahead after 4.5 innings, then it is an official game). If a 6th inning is started but not completed, then the game will revert back to the score at the end of 5 innings. Likewise, if a 7th inning is started but not completed, then the game will revert back to the score at the end of 6 innings. Extra inning games will use the tie breaker rule.

2. Game time is 6:15 PM. Forfeit time is 6:30 PM. THERE IS NO CURFEW AT ANY ESSEX FIELD. Otherwise, the umpire will at his/her discretion call a game for darkness.

3. Teams will field 10 players and will play with a minimum of 7 players. All players must play defense for at last 3 innings. If a game has not gone long enough to be official, and a team drops below 7 players, then the game is suspended and will be resumed at a later date. When a suspended game is resumed, it must be started at the point of interruption with the same identical situations as when the game was suspended. No roster additions will be permitted during play of the rescheduled game.

4. Teams will bat all players present.

5. If a player leaves the game, the void in the batting order is an automatic out except for an injury. If the player leaves the game due to the injury, the player may re-enter the game with no penalty imposed.

6. Time out is implied when the ball is controlled by any player in the infield and no further plays are apparent. Once time is called runners are froze at the base they are proceeding to or occupy.

7. Schedules will be provided. Home team is listed first and will set on the third base side benches. Only players, coaches, and scorekeepers may sit on the bench. No Exceptions.

8. A game can only be rescheduled due to inclement weather or school functions. This must be coordinated with the League Coordinator and both coaches prior to the night of the affected game. The League Coordinator and the Field Coordinator will be responsible to reschedule the game.

9. Jewelry is NOT to be worn. Only Medical Alert bracelets/necklaces are permitted.

10. Good sportsmanship is expected. Disrespect to or from players, coaches or spectators is strictly forbidden. Violators will be removed from the field and the appropriate League Coordinator will be notified. The League Coordinator will notify the Program Chairperson and disciplinary action could follow as a result.

11. Helmets with chin straps are required.

12. Only ASA approved bats showing "official softball" are to be used.

13. ASA fast pitch rules apply.

14. The Official game ball will be a 12 inch glo-yellow ball.

15. There is a third strike dropped ball rule.

16. There is no stealing home AT ANY TIME. Runners must wait until the pitch reaches the plate before leaving a base.

17. The double base at first will be used. The fielder uses the white portion, the batter uses the orange.

18. The runners may not collide or interfere with the fielders regardless of whether the fielder has the ball, is about to receive the ball, or is fielding a ball.

19. Throwing the bat will result in an out after one warning to the player. Third offense is game ejection.

20. The fielders are not to obstruct the runner. Fielders may not block a base or base path thus hindering the runner.

21. There is NOT an infield fly rule.

22. Field substitutions may be made at any time.

23. There is a 15 run mercy rule in effect after 5 innings.

24. Complete uniforms must be worn at all games to participate. Exceptions will be granted with the League Coordinator or Program Chairperson's prior approval. Prior approval is not game time.

25. **Tie Breaker Rule:** Starting with the top of the 8th inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective inning, being placed on 2nd base (e.g., if the number 5 hitter is the scheduled lead-off hitter, the number 4 batter will be placed on second base to begin the inning).

26. All players must play a minimum of three (3) innings in each game. All players should be rotated so that every player during the season sits out the same number of innings. Exception: Injured or ejected players. Reinstatement of a player already in the game is permissible for any injured or ejected player to prevent forfeitures.

Softball rules - 14-18 (U18) Rules:

All rules for this League will follow the ASA Rule Book except for the following amendments.

1. Games are 7 innings long. Due to inclement weather or darkness or an ejection, any game is official after 5 innings (if the home team is ahead after 4.5 innings, then it is an official game). If a 6th inning is started but not completed, then the game will revert back to the score at the end of 5 innings. Likewise, if a 7th inning is started but not completed, then the game will revert back to the score at the end of 6 innings. Extra inning games will use the tie breaker rule.

2. Game time is 6:15 PM. Forfeit time is 6:30 PM. Some fields have game curfews. Otherwise, the umpire will at his/her discretion call a game for darkness.

3. Teams will field 10 players and will play with a minimum of 7 players. All players must play defense for at least 3 innings. If a game has not gone long enough to be official, and a team drops below 7 players, then the game is suspended and will be resumed at a later date. When a suspended game is resumed, it must be started at the point of interruption with the same identical situations as when the game was suspended. No roster additions will be permitted during play of the rescheduled game.

4. Teams will bat all players present. All players must play a minimum of three (3) innings in each game. All players should be rotated so that every player during the season sits out the same number of innings. Exception: Injured or ejected players. Reinstatement of a player already in the game is permissible for any injured or ejected player to prevent forfeitures.

5. If a player leaves the game, the void in the batting order is an automatic out except for an injury. If the player leaves the game due to the injury, the player may re-enter the game with no penalty imposed.

6. Time out is implied when the ball is controlled by the pitcher while she is in the pitching circle. The "look back rule" is enforced with no penalty prior to June 1. Afterwards the rule is applied per the ASA rulebook.

7. Schedules will be provided. Home team is listed first and will set on the third base side benches. Only players, coaches, and scorekeepers may sit on the bench. No Exceptions.

8. A game can only be rescheduled due to inclement weather or school functions. This must be coordinated with the League Coordinator and both coaches prior to the night of the affected game. The League Coordinator and the Field Coordinator will be responsible to reschedule the game.

9. Jewelry is NOT to be worn. Only Medical Alert bracelets/necklaces are permitted.

10. Good sportsmanship is expected. Disrespect to or from players, coaches or spectators is strictly forbidden. Violators will be removed from the field and the appropriate League Coordinator will be notified. The League Coordinator will notify the Program Chairperson and disciplinary action could follow as a result.

11. Helmets with chin straps are required.

12. Only ASA approved bats showing "official softball" are to be used.

13. ASA fast pitch rules apply.

14. The Official game ball will be a 12 inch glo-yellow ball.

15. There is no stealing home AT ANY TIME.

16. The double base at first will be used. The fielder uses the white portion, the batter uses the orange.

17. The runners may not collide or interfere with the fielders regardless of whether the fielder has the ball, is about to receive the ball, or is fielding a ball.

18. Throwing the bat will result in an out after one warning to the player. Third offense is game ejection.

19. Runners must wait until the pitch reaches the plate before leaving a base.

20. The fielders are not to obstruct the runner. Fielders may not block a base or base path thus hindering the runner.

21. The infield fly rule is in effect.

22. There is a 15 run mercy rule in effect after 5 innings.

23. Complete uniforms must be worn at all games to participate. Exceptions will be granted with the League Coordinator or Program Chairperson's prior approval. Prior approval is not game time.

24. **Tie Breaker Rule:** Starting with the top of the 8th inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective inning, being placed on 2nd base (e.g., if the number 5 hitter is the scheduled lead-off hitter, the number 4 batter will be placed on second base to begin the inning).

Article 8 – Games, Times and Make-up Dates

All games will be started promptly at 6:15 p.m. If both teams agree and the umpire is available, the game can start before 6:15 p.m. Infield practice for the visiting team will be conducted from 5:40 p.m. until 5:55 p.m. Infield practice for the home team will be from 5:55 p.m. until 6:10 p.m. Lineups for each team should be completed by 6:15 p.m. for game start. Continuation games will be started promptly at 6:15 p.m.

NO GAMES CAN BE POSTPONED. Notify the Chairperson or Player Agent if you have a problem with a scheduled game and only the Chairperson can make an exception to this

rule. See Article 7. There is a rain schedule built into your schedule. Any team that fails to field the mandatory players for the rescheduled game will forfeit. Teams will be given at least 48 hours notice to play the game.

No League curfew but some fields have designated curfews. No new inning may be started unless in the umpire's discretion there is enough light to finish an inning.

The season will be a continuous play season. Games are for seating purposes only in some age groups for the end-of-the-year tournament and do not count for any other purposes. Some age groups will use a round robin format. The end-of-the-year tournament will be run for baseball and softball in every age group. Tournament format will be decided by the Board.

Article 9 – Game Protests

Protests will be governed by the Little League Rule book. All protests must be submitted by the manager within forty-eight (48) hours of the event to the Chairperson. The Chairperson will review the protest and make a decision as to its validity. If it is a valid protest, the Chairperson will appoint a Committee comprised of himself as chairperson, the Player Agent, and two (2) other officers.

The protest must be made known as the time of the infraction to the umpire-in-charge. If another play/pitch is made after the play in question, the protest becomes invalid. No protest shall be considered on a decision involving an umpire's judgment. When a protest is made known to the umpire and if he acknowledges its validity, a correction to the play in question will be initiated immediately and normal play will resume.

A \$50.00 fee must accompany all protests. Such fee, regardless of outcome of the protest, will be placed into the Baseball/Softball program as a donation.

Article 10 – Practice and Exhibition Games

No practice will start before the date determined by the Chairperson based on the legal date of the League insurance policy. If a manager elects to hold additional practices, he cannot use a field designated to another team. Permission to use fields on unscheduled days must be approved in advance by the Chairperson or Secretary.

Practice games are permitted provided that one of the teams is scheduled on the field where the game takes place. Players will not wear game uniforms for any practice games. Exhibition games are permitted provided that the team is scheduled on the field where the game takes place. Players may wear game uniforms for exhibition games.

Article 11 – Tournament/Play-off Games

Pony, Major, Minor, Clinic:

The format for the Tournament games will be decided by the Chairperson and Board as the regularly season games complete. Saturday will be used as a backup day in the event of any situations, weather, etc. This is all subject to the Chairperson's final approval.

All tournament games must be completed games. The curfew is waived but a game may be stopped due to weather or light conditions. The game will be completed prior to the next scheduled game with all conditions remaining the same.

Home team will be the team with the best record as determined by the Chairperson.

Regular season rules/regulations will be used for all tournament games. Protests will be addressed immediately on the field by the Chairperson or his designated official(s).

Tournament Inter-League Games

All teams and rostered players will be eligible. Brackets will be determined by the Chairperson based on League standings at the end of the season. Ties will be resolved by head-to-head competition and runs allowed.

All rules/regulations for the regular season will apply. However, there is no slaughter rule for the tournament. Home team will be the team with the best record as determined by the Chairperson.

Article 12 –Allstar Game

All players, including travel players, are eligible to play within their respective age bracket. The Chairperson will determine the final eligibility of any player in question. Eligible players from each team within an age bracket will be selected by their respective managers and submitted in writing to the Secretary for record. The number of players selected from each team will be determined by the Chairperson who will base his decision on the number of teams within an age bracket.

Each player must play a minimum of two (2) innings and each pitcher can only pitch a maximum of two (2) innings in the game. The pitching rules are waived for this game only, with regard to day, rest, etc.

The Chairperson will select the team managers for the Allstar games. Other team managers or coaches may assist as required.

A most valuable player (MVP) of the game will be selected by the official scorer(s). Allstar players will normally be teamed as follows with American League teams versus National League teams. If there are an odd number of teams, the team with the lowest record their players will be split between the two teams. Softball teams will be divided by order of finish.

Article 13 – Beltway Travel and Tournament Team

Essex Baseball offers travel for ages 7-19. This is done under the Essex Express name. The Chairperson of Essex Baseball appoints a travel coordinator. His job is to oversee the travel program and report back to the Chairperson.

Beltway team managers will be selected by the Chairperson at the same time inter-league managers are selected. Try-outs for the Beltway teams will be announced and scheduled by the respective managers making every effort not to conflict with inter-league team practices. Each Beltway manager has full authority in determining his own team roster. The Beltway managers will report to the membership at weekly meetings with regards to their win/loss record. All travel players must play in-house. Teams must be decided by an open tryout. However, if there are multiple teams in an age group, the A team picks first, B team picks second, etc. Please pick the players who best fit the criteria for a travel team. We want the children to enjoy themselves and show sportsmanship, but the emphasis is on winning. This is what distinguishes the in-house games from travel games.

If there are enough players to form an A and a B team in any age group, the manager in the League with the most seniority has the first option to manage the A team.

All expenses for the travel program are separate from in-house. There is a separate registration and fundraising and all Travel teams must be self-supporting. Registration fee is determined by the Essex Executive Board and must be paid by the start of the season. Uniforms are separate from the in-house program. All travel teams must participate in fundraising as approved by the Essex Executive Board. All the money, including sponsorships and fundraising, goes into one account to pay for all travel expenses. Each travel team has its own account and all moneys will stay with that team throughout. This account is managed by the Travel Coordinator. This protects not only the team but the governing body of Essex Recreation Council. Money set aside for the Essex Recreation Council fund is called the Kiddie Fund and is used for miscellaneous expenses. The Essex baseball/softball program is required to contribute moneys to the Essex Recreation Council each year as determined by the Essex Recreation Council.

The registration fees paid by travel players go toward the cost of the hat (or visor), pants, socks and t-shirts with logo on the left chest, number on the back, and in royal or gold (as determined by the team with the Executive Board's approval). Upgrades are available. The two-button Henley's are in royal or grey and are available at an additional expense of \$15 per shirt. This cost is added to the budget and the parents are not charged an additional registration fee for this upgrade. These come with the name and number on the back. The jersey vests (with or without sleeves) come in a mesh type fabric at an additional cost of \$50 per player. If the team elects to use the jersey vests, this money must be paid before they can be ordered. These also come in royal or grey with the Essex logo across the front, with name and number on the back.

Each travel team may go tournaments. However, these tournaments must be approved by the Chairperson. Any additional tournaments, the team must fundraise separately for that tournament. The Beltway manager has the first option to manage any tournament team. Should he decline, the Chairperson will select the next senior bidder. The tournament team will be managed in the same manner as the Beltway team with the manager having full authority.

The travel managers will conform to all Rules set out by the travel programs in which they are registered. The Travel team managers must attend all League meetings and tournament draws. Each manager is responsible for his players and parents. You are representing the Essex Express travel program. Sportsmanship must be displayed at all times.

All Travel managers are required to help setup, work fields, and work concession stands during the Essex Tournament. Travel managers are expected to solicit help from the parents and/or players of his team. If the Travel manager fails to participate in this regard, they will be assessed a fine to be determined by the Chairperson and Board.