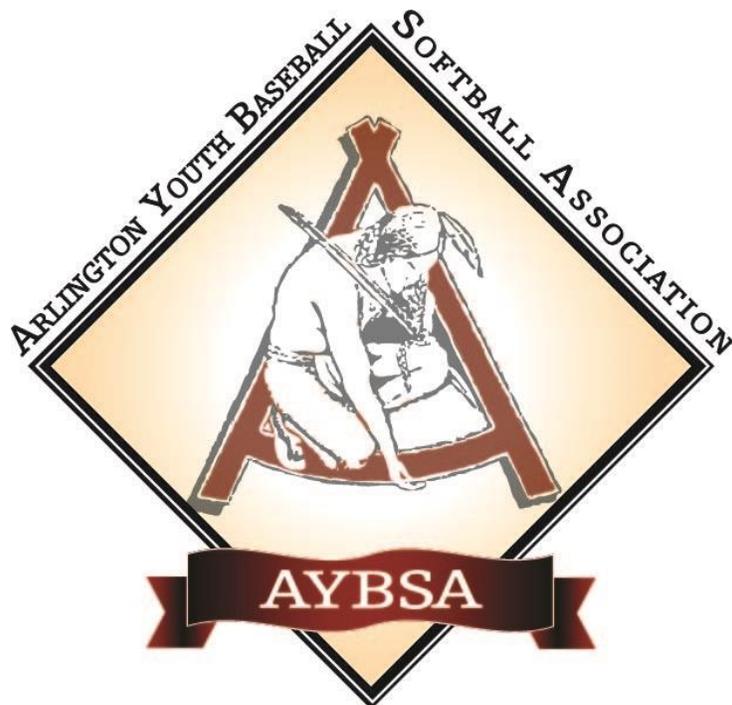


**ARLINGTON YOUTH  
BASEBALL AND SOFTBALL  
ASSOCIATION  
Major League By-Laws  
Fiscal Year 2017 - 2018**



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## **ARLINGTON BASEBALL MAJOR LEAGUE BY-LAWS**

### **SECTION 1: Rules & Regulations**

Unless noted within this document, the By-Laws of Arlington Youth Baseball are governed by the rules and regulations of Cal Ripken Baseball as defined in the Cal Ripken Baseball Official Regulations and Playing Rules.

### **SECTION 2: Geographical Boundaries – N/A**

### **SECTION 3: Manager and Coaches**

- (a) A team roster will have a total of 2 coach's options, not including siblings.
- (b) Managers will be appointed by the President with the approval of the Board of Directors.
- (c) All coaches' options will begin, in the draft, in the 2<sup>nd</sup> round and continue consecutively until all the team's options have been chosen.
- (d) Managers and coaches must file a CORI with the President.
- (e) A team roster may have options defined as 1 manager and 1 coach as defined under Section 6(f). (An option is counted until the player leaves that the team.)
- (f) For a coach's child to be considered an option; the coach must have been on the previous year's roster and attended 50% of the team's games. The manager must prove attendance by noting the coach's game attendance in the scorebook.
- (g) When a new manager is appointed, all previous coaches options remain with the team.
- (h) New managers and their new coaching staffs are exempt from Section 3(f).
- (i) A team may have up to two adults (manager or coach) coaching the bases. However, at least one adult (manager or coach) must be in the bench area at all times. No more than 4 coaches can be on the bench at a time.

### **SECTION 4: Rosters**

- (a) Roster sizes are **11** players per team. The Board of Directors reserves the right to change this number, when the number of registered players dictates it.
- (b) Players whose league age is **10** -12 are permitted to play in the Major League.

### **SECTION 5: Tryouts**

Major League Players are not required to try out if they have a position on a team's roster from the previous season.

### **SECTION 6: Draft System**

- (a) Teams draft in reverse order as to their finish the previous year. Playoff rules to decide placement in case of ties.
- (b) Brother/sister option - if a team has a brother/sister of a boy/girl trying out who is already on that team from a previous year, the sibling must be drafted by the end of:
  - Round 5 if Age 10
  - Round 4 if Age 11
  - Round 3 if Age 12
- (c) Brothers/sisters trying out not on any team - If brother/sister is chosen in draft order, the brother/sister option is only good until the following round of draft. If brother/sister is not chosen on next round, he/she is open for any team to draft.

- (d) In the case of two additional brothers/sisters trying out, the team making selection has the option to take the second brother/sister on the next round from option round.
- (e) Any brother/sister options to be selected must be done prior to filling of roster.
- (f) Sons/daughters/brothers/sisters of managers and coaches must be picked starting in the **2nd** round, then on successive rounds.
- (g) All options must be submitted in writing to the league director prior to the first pitch of the preceding year. A copy of all the options will be provided by the league director.
- (h) All options will be declared by the director of the league just before the draft. Those options that are wanted are then entered into the draft matrix before the draft begins in accordance with the prior rules. All other options not selected are then entered into the draft pool, free for any other team.
- (i) Teams can draft only the required number of players to fill the roster. Teams cannot overdraft.
- (j) Bonus Picks:
  - (1) Each Manager requiring 7 or more players prior to the draft to complete his roster, will be allowed one bonus pick at the completion of Round 4. If 8 players are needed, bonus picks will be allowed in rounds 4 and 5. If more than one team qualifies for bonus picks, the same rotation as the draft will be used.

## **SECTION 7: Replacements**

- (a) First Half of Season - From the date the rosters are required up to and including the mid-point of the season:
  - (1) Player loss due to relocation of the family out of Arlington. This vacancy must be filled, except when the player can continue to be an active participant in his/her team's remaining games.
  - (2) Player loss due to physical injury. Replacement of an injured player is left to the discretion of the Team Manager, with the approval of the League Director.
  - (3) Other, Voluntary or Involuntary: This vacancy must be filled within seven days. It is the Manager's responsibility to notify the League Director if a player misses 3 or more games in succession without an excuse or communication to the Manager.
- (b) Second Half of Season - From the mid-point to the end of the regular season. No replacement will be made until a team loses more than two players.
- (c) Method of Replacement
  - (1) The team may obtain a replacement from any AAA team.

## **SECTION 8: Trades**

- (a) No trades are allowed.
- (b) A newly appointed manager may take his/her son/daughter to his/her new team. This must be approved by the Board of Directors.

## **SECTION 9: Weather**

- (a) Monday-Friday, the Town of Arlington will determine whether the fields are in playable condition up to one and a half (1 1/2) hours prior to the scheduled start time and will indicate the decision on the A.Y.B.S.A. phone line. Should conditions worsen between one and a half (1 1/2) hours prior to the scheduled start time and game time, both managers will decide whether to start the game. The League President will resolve disputes. On weekends, Arlington Youth Baseball will determine whether the fields are playable up to one and a half hours prior to the scheduled start time and will indicate the decision. Once the game is started, the Umpire will decide whether to continue.
- (b) Rained out games must be played during the same week whenever possible, preferably the first Saturday or Sunday following the rained out game. The League Director has the responsibility of rescheduling games.
- (c) If a Cal Ripken Division game fails to reach the regulation minimum limit of 3 1/2 or 4 innings played, it's not a regulation game and **MUST** be REPLAYED as a new game. If it is declared "No Game" by the umpire, no records (pitching or otherwise) are kept and pitching eligibility, etc., is intact as it was prior to the beginning of the "NO Game" situation. It is as if no pitch was thrown, no ball hit or caught. Note: This applies to local league games only. **REST RULES CANNOT BE WAIVED FOR ANY REASON**

## **SECTION 10: Forfeits**

Per Cal Ripken Rules, teams must have a minimum of nine (9) players to play a game or the game will result in a forfeit and a loss for the forfeiting team. Under special circumstances by petition of the manager of the losing team, the Board of Directors may authorize the playing of a forfeited game.

A game can continue to finish if a team has at least 8 players remaining through the end of the game.

The Major League Director **MUST** be notify of a team asking for AAA players to fill a roster ASAP. Also he will be notified if a team drops below 8 players during a game, email will be acceptable.

## **SECTION 11: Player, Coach and Manager Conduct**

- (a) All Managers and Coaches are required to sign the A.Y.B.S.A. Code of Conduct and Responsibilities on an annual basis.
- (b) If an umpire throws out a ball player, the player is automatically suspended for one game. The player **MUST** dress and be on bench, but may not participate. The Disciplinary Committee will review all suspensions of players.
- (c) If an umpire throws out a coach or manager, the coach or manager is automatically suspended. The Disciplinary Committee (Board President, Secretary, Vice President and League Director) will review all suspensions of coaches and managers within 48 hours. A coach or manager is suspended until this review.
- (d) Managers are responsible for grooming the field after every practice.

- (e) If a player does not play the minimum playing time per Section 21 below, said player shall be required to play the full game the next game said player is in attendance. The penalty for the manager of said player will be as follows:

“The manager shall for the:

- A. First Offense – receive a written warning.
- B. Second Offense – a suspension for the next scheduled game.
- C. Third Offense – a suspension for the rest of the season.

Note 1: If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors.

## **SECTION 12: Dress Code For Players**

Ball players must be in full uniform, including jerseys tucked in.

## **SECTION 13: Starting Times**

- (a) No game can start after 6:15 PM unless it is scheduled for a lighted field.
- (b) An inning in progress is to be completed unless umpire calls on account of darkness or weather.
- (c) Weekend games are to be played to completion.
- (d) There is no time limit on Major League games with the exception of the 1<sup>st</sup> game of a “double header” at Buck Field. These games must be completed by 7:45 PM so that there is sufficient time for the 2<sup>nd</sup> game to be completed prior to the lights having to be shut off at 10:00 PM.
- (e) If the patched Umpire runs late or doesn’t show at all, both teams will agree on a substitute “Coach Umpire” and will play the game to finish. Failure to start the game or refusal to play due to a no show Patched Umpire will result in a forfeit to the team(s) who refuses to play the scheduled game. In the interest of time the game must start at the scheduled game time with or without the scheduled Patched Umpire!

## **SECTION 14: Standard Ground Rules**

- (a) Home team is to have 1st base bench, visiting team to have 3rd base bench.
- (b) Visiting team takes the field 25 minutes prior to the start of the game and has to leave the field 5 minutes prior to the start of the game.
- (c) Home team is responsible for grooming the field after the game.

## **SECTION 15: Regular Season Interleague Play**

Each American and National League team will play a regular season interleague schedule depending on the schedule for that season.

## **SECTION 16: Tie Games**

- (a) Regular Season – After the completion of six innings you **must** immediately go into the International Tiebreaker rule. If the game does not directly go into the International Tiebreaker rule, both teams forfeit the game.
- (b) If after playing you cannot break a tie game it will be entered as a tie score and will not be continued at a later date. A game ending in a tie will score 1 point for each team in the scoring. (Note: A win for a team will result with 2 points for scoring.)

- (c) Playoff Ties - All ties will be played to completion unless darkness or weather is the factor. Tie games will be completed separate from other playoff games.
- (d) \* Buck Field Rule: A game cannot exceed the 7:45 PM start time or continue after 10:00 PM lights out curfew.
- (e) **The League Director and President must be notified of all Tie issues.**

## **SECTION 17: Playoffs**

- (a) Double elimination Babe Ruth bracket format.  
The town finals will be a three game series.**

- (b) Ties - The team with the best head-to-head record finishes ahead in the standings. The next tiebreaker is the league record of both teams when inter-league play is allowed. In the event of a tie for fourth place, a one game playoff would be the next tiebreaker. Ties for all other positions would be decided by coin flip with the team winning the flip selecting which place they wish to finish. In the event more than two teams are tied for a position, the above rules will be applied cumulatively to the teams involved. If no clear winner can be determined, the Board of Directors will decide how to proceed.

(c) All games are to be played to completion.

- (d) When tiebreaker applies to more than two teams, to determine draft order for the following year we will apply the following: Head to head and if no clear decision can be made we will go to a coin flip to decide the order of the draft.

- (e) Playoff pitching rules are as follows; all teams begin the BRACKET playoffs with refresh pitching for all players, if a pitcher throws one pitch in an inning, he is charged with an inning pitched.**

**If a pitcher is removed from pitching in the middle of an inning, they are charged one full inning of pitching, and the pitcher who replaces them is charged one full inning for that inning. Once removed, a pitcher may not go back in to pitch in that game.**

**A pitcher pitching three or less innings in a game must have one day of rest before they pitch again. A pitcher pitching four or more innings must have three days rest before pitching again. REST RULES APPLY!**

## **SECTION 18: All Stars**

- (a) The Board will select the managers based on defined criteria designed by an All Star steering committee and approved by the board.**

- (b) Selection of Players:

- (1) Each manager names 12 players to the All Star team.
- (2) The top 12 vote getters automatically make the team.
- (3) All nominated players with at least one vote become alternates.
- (4) Re voting will occur in the event of ties.
- (5) League directors or the Vice President will conduct the meeting and tally votes.
- (6) All teams do not have to be represented as one of the 12 or as an alternate.

- (c) All Star play takes precedence over Summer League play. No player can play two games in one day.

(d) If a player cannot accept an All Star nomination for any reason a replacement player will be taken from the voting list (according to the amount of votes) as the next eligible All Star. This appointment MUST be approved by the President and League Director.

(e) **All Star pitching rules are based on All Star rules.**

## **SECTION 19: Playing Time**

(a) Every player listed on a particular GAME roster and ready to play MUST play a minimum of 9 defensive outs including, at a minimum, one time at bat.

(b) All teams will have a starting line up with a minimum of 10 players, one being the E.H.

- The E.H. is not an option and all starting line-ups must include one E.H. The only time this will be an option is when:
  - A team has only 9 player for a particular game
  - The opposing manager will have the option of using an E.H.
  - Whomever the manager selects for the E.H. that player will remain as the E.H. for the entire game with the following exception: The E.H. may enter the game before the first pitch of the fourth inning, he/she will replace a field player and the field player will continue as the EH. The E.H. remains in the field for the remainder of the game. Both players will remain in their original positions within the batting order. There is no further E.H. substitution after he/she is in the game.
- 
- A player selected as an E.H. maybe used only once in a calendar week.
  - If a team starts a game with 10 players and an injury occurs from one of the fielders then an E.H. will be allowed to enter the game defensively. Batting order will remain as is, with the injured player removed from the line-up.
  - If the E.H. is injured he is removed from the batting order permanently.

A player must be present at a game by the fourth inning in order to be eligible to play in the game. The player must be announced ASAP to the opposing team when he shows up late. The late entering player must be on the roster, in the batting order and in the field before an official pitch is thrown in the fourth inning.

A starter may be removed from the starting line-up provided that the starter:

(a) Has batted at least once and

(b) Has played defensively for a minimum of 6 consecutive outs.

If the visiting team is losing going into the last half of the 6<sup>th</sup> inning and, therefore, does not take the field, then there is no violation to this rule if some players only play 6 outs in the field. The manager must make a *best effort* to try to have the player play the minimum 9 outs in the field. This means that the player cannot be hit for in the top half of the 6<sup>th</sup> inning in case the visiting team comes back, either ties the score or takes the lead, and the player can then play their required outs in the field.

- (f) In the event a player is injured during the course of the game and cannot play, a courtesy runner will be allowed. The courtesy runner will be chosen by the injured player's Team Manager from the player/s who is not in the lineup at the time of the injury.

Starters may re-enter the game one time. However, a player in the starting lineup who has been removed for a substitute for any reason may re-enter the game for another starting player, in any position in the batting order, provided the substitute (that entered for the starting player about to re-enter):

- (a) Has batted at least once before the re-entering player comes to bat and  
(b) Has played defensively for a minimum of 6 outs.

This rule will also not apply for any game that is shortened due to weather, darkness or any other factor.

## **SECTION 20: Player Voluntary Resignations**

Any player, who voluntarily resigns from a Major League team during the season, must play a full season in the AAA League or must resign from Arlington Youth Baseball for a full season in order to move to a different team and be eligible for the Major League Draft. Per the Board Of Directors, the original team maintains the "rights" to this player. The Board of Directors will review and make exceptions to this rule only in special situations.

## **SECTION 21: Pitching rules**

All 10, 11 and 12 year olds are allowed six innings of pitching per week. NO limitations as to how many innings any age group may pitch.

If a pitcher throws one pitch in an inning, he is charged with an inning pitched.

If a pitcher is removed from pitching in the middle of an inning, they are charged one full inning of pitching, and the pitcher who replaces them is charged one full inning for that inning. Once removed, a pitcher may not go back in to pitch in that game.

A pitcher pitching three or less innings in a game must have one day of rest before they pitch again. A pitcher pitching four or more innings must have three days rest before pitching again.

### **REST RULES CANNOT BE WAIVED FOR ANY REASON**

The pitching week begins on Monday and ends on Sunday.

Pitching in an unofficial game, (example game ends due to weather) all pitching records is voided. However, proper rest must be followed.

Trips to the mound: A pitcher must be removed if a manager makes 2 trips in an inning and or 3 in a game.

Each team must enter their team's pitching results ASAP on the website no later than the close of the day's game.

The home team will enter the score for the game.

## **SECTION 22: Safety rules**

### **Catcher's Mask, Helmet and Throat Protector**

Any player, warming up a pitcher at home plate shall wear a mask. A throat protector is considered part of the catcher's mask.

### **Protective Cup, Athletic Supporter**

Catchers must wear this equipment at all times while behind the plate during a game or practice.

If the catcher refuses to wear this equipment, he shall be removed from the game.

There will be NO "slash bunting" allowed in the game. There will be one warning provided per team if an attempt is made. If contact is made or if there are further violations of the rule the batter will be called out.

Intentionally obstructing the catcher or the pitcher is forbidden such as waving or rolling of a bat during the pitch. There will be one warning provided per team. Any further violations of the rule will result in the batter being called out.

On deck warming will be permitted for the batter at the plate and the "on deck" batter. The only place a player should be swinging a bat is at the designated batters area/ box and next to the plate for the batter that is up.

**THERE WILL BE NO WARMING IN ANY OTHER LOCATION BY ANY OTHER PLAYER AT THE BALL PARK!** The "on deck" batter will return to the dugout before an official pitch has been thrown in the inning.

## **SECTION 23: Protests**

Protests must be done at time of game before leaving the field. If a manager chooses to protest a game, he must do so at the time the incident occurs. The umpire and opposing manager must be notified after the rule infraction has occurred.

Protest committee will be the League President, Vice- President and Director of the League.