

CHELMSFORD YOUTH BASEBALL
LOCAL RULES AND REGULATIONS

2018

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Revision 1.0

Introduction

Chelmsford Youth Baseball (CYB) abides by the rules and regulations of Babe Ruth Inc. However, local circumstances have caused CYB to both supplement and, in some cases, deviate from Babe Ruth Inc. rules and regulations. Consequently, Chelmsford Youth Baseball has prepared and adopted these Local Rules and Regulations which follow in the ensuing pages.

The Local Rules and Regulations are intended to help members of Chelmsford Youth Baseball carry out the objectives of CYB and to help avoid misunderstandings regarding the local conduct of Chelmsford Youth Baseball business. The Local Rules contain deviations from Babe Ruth Inc. Official Rules which the Board of Directors of Chelmsford Youth Baseball have deemed appropriate for local circumstances; certain Babe Ruth Inc. Official Rules which need to be highlighted; and supplemental rules and regulations which have been adopted by Chelmsford Youth Baseball over the years. In some cases, Babe Ruth Inc. Official Rules have been cross-referenced for the convenience and/or assistance. In the event of a conflict between a Local Rule/Regulation and a Babe Ruth Inc. Rule/Regulation, the Local Rules control.

The Local Rules and Regulations have been divided into sections, including a general section and individual division-specific sections. The general section is applicable to all divisions within Chelmsford Youth Baseball unless otherwise specified in a division-specific section. The division-specific sections are applicable only to that certain division. Chelmsford Youth Baseball has the following divisions: Patriot Division for children with special needs, Instructional League (IL) for age 5, Minors (MIN) for ages 6-7, Majors C (YLMBC) for age 8 -9 and Majors B (YLMBC) for ages 10-12, Majors (YLM) for ages 10-12, Senior League A (SLA) and Senior League B (SLB) for ages 13-15, and U18 for ages 16-18.

All managers, coaches, umpires and League officials should be familiar with Chelmsford Youth Baseball's Local Rules and Regulations and Babe Ruth Inc. Official Rules. Any member of Chelmsford Youth Baseball may submit a written proposal for a change to the Local Rules to the Board of Directors at any time. Members may discuss such proposals with the Board at the Annual General Meeting of Chelmsford Youth Baseball.

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Section 1: Code of Discipline

General Objective and Authority of Chelmsford Youth Baseball

1. The objective of Chelmsford Youth Baseball shall be to implant firmly in the youth of the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority so that they may be well adjusted, stronger and happier children who will grow up to become decent, healthy and trustworthy adults. To achieve this objective, Chelmsford Youth Baseball will provide a supervised program of competitive baseball, consistent with these *Local Rules and Regulations* of Chelmsford Youth Baseball (*Local Rules*) and Babe Ruth Inc. All members of Chelmsford Youth Baseball shall keep in mind that stressing athletic skills and/or winning games is secondary to the primary goal of providing leadership to the children consistent with this General Objective. In keeping with this tradition and maintaining these objectives, **THE CONSUMPTION OF ALCOHOLIC BEVERAGES ON THE PREMISES AND THE USE OF TOBACCO ON THE PLAYING FIELDS IS STRICTLY PROHIBITED.**

Specific Authority of Division Vice Presidents

2. The respective Division Vice Presidents shall submit candidates for managers in their divisions, including but not limited to regular season, summer tournament, all-star teams, fall league and Pony league, to the Board of Directors for approval. Nominations must be submitted seven days before a scheduled vote by the Board. Managers will be voted on an individual basis and not as a group. All votes must be at a regular or special Board meeting. Voting by e-mail is not permissible. The appointment of managers shall be based solely on a determination of who is best qualified to carry out the Objective of Chelmsford Youth Baseball. Consideration shall be given to the candidate's conduct, knowledge of the game, ability to teach and relate to children, and willingness and intent to devote sufficient time to these duties. All appointments are for one year and all managers and coaches must be Babe Ruth League certified (testing materials are available on-line at the Babe Ruth Inc. web site).

All teams must have one manager and one coach, both adults (18 years or older). A second coach is permitted and encouraged. No manager shall be appointed to manage more than one team. Copies of the Local Rules shall be distributed to all managers, umpires, and League officials. Managers shall insure that their coaches are familiar with the Local Rules. The Umpire in Chief shall insure that the umpires are familiar with the local rules.

A Division Vice President may remove from his/her position, any manager or coach who interferes with the orderly process and/or the Objective of Chelmsford Youth Baseball. Any such action by a Division Vice President shall be in accordance with the procedures in Subsection 3 below (**Procedures for Removal**).

Any CYB Board Member shall have the authority to eject from any game any player, coach, manager, umpire or spectator whose behavior is potentially dangerous or harmful, disrespectful to others, or grossly inappropriate.

Procedures for Removal

3. Any manager or coach who contacts a player and/or parent regarding player selection prior to the draft and/or divulges a player's position in the draft shall be subject to discipline by the Board of

Directors. The offending manager and/or coach shall face suspension and/or termination as determined by the Board of Directors.

4. When a Division Vice President proposes the removal of a manager or coach from his/her position, the Division Vice President shall immediately arrange for the attendance of the manager or coach before the Board of Directors for the purpose of consultation and adjustment. Following the conference, the Board may remove the manager or coach from his/her position, refuse to take action, or stipulate other disciplinary action it deems appropriate.

Disciplinary Action

5. Any player missing three or more practices and/or games without prior notification to the manager and without valid reason(s) may be suspended for a game subject to approval of the Division Vice President. Any manager proposing such action shall inform the respective Division Vice President and provide him/her with the reason in writing. Any subsequent absences shall be referred to the Board of Directors for appropriate action.

Any player, coach or manager ejected from a game by a League Official or an umpire shall be automatically suspended for (1) the next game for a first offense, (2) the next three games for a second offense, and (3) the remainder of the season for a third offense. Any offense is defined as a single action. The league official or umpire making the ejection shall immediately notify, in writing, the Umpire-in-Chief who shall notify the League President and the respective Division Vice President. The suspended player/coach/manager is not allowed at the playing fields or adjoining facilities during their suspension.

6. Player Conduct: Should a player engage in conduct that may be harmful to him/her self or others or disrespectful to others, or behavior deemed inappropriate by the manager or coaches, disciplinary action(s) may be taken.

Section 2: General Local Rules

Roster Changes

7. If a team in a Major Division (SLA or YLM) loses a player on its roster for the season through illness, injury, change of address, or other justifiable reason (s), the team manager will, subject to the approval of the respective Divisional Vice-President, select a replacement player from the appropriate draft pool list. The following conditions must be met:

- A) The replacement player must be of the appropriate League Division age, must have tried out, and must be in the draft pool.
- B) The team roster must not exceed the League Division age limits.
- C) The replaced player remains on the roster.
- D) The replacement player becomes an official member of the team for the following year unless he/she graduates from the division.
- E) The replacement player will not be a candidate for the All-Star team unless the player is called up prior to submission of the rosters.
- F) Selection of the replacement player may not reduce the roster of the Farm team below a viable number as determined by the Division Vice President.
- G) Selection must be made within seven calendar days.

8. Following the player draft, all player placements will be handled by the Division Vice Presidents, except that movement of a player from a Senior League Majors team to a Senior League Farm team or from a Youth League Majors team to a Youth League Farm team requires Board of Director approval.

Equipment

9. The team manager is responsible for the team's equipment. All equipment, with an inventory, must be picked up and returned at the time(s) designated by the Equipment Director.

10. All equipment, gloves, etc. will be stored in the dugout or behind the bench during a game. The umpire may issue a warning to the manager for a violation of this rule. If, after a warning, a team violates this rule a second time, during the game, the umpire may declare the game forfeited to the opposing team.

11. All catchers must wear the league issued equipment unless otherwise approved by the Board of Directors (or their designee). League issued equipment or approved gear shall include the following;

Age 12 and under: full catchers helmet with mask and dangling throat protector or approved hockey style helmet with dangling throat protector, shin guards, long style chest protector.

Age 13+ (Senior League & U18) full catchers helmet with mask and dangling throat protector or approved hockey style helmet with dangling throat protector, shin guards, chest protector (long flap optional)

12. No metal cleats are allowed in any baseball division (age 12 and Under).

13. Cal Ripken/Babe Rule rules apply to bats used in league play. See Rule 1.10

Game Decorum

14. The home team will assume the first base dugout/bench.

15. Only rostered team players, the manager and two coaches are permitted in the dugout or on the bench or in the immediate vicinity of either during the game. The umpire may issue a warning to a manager for a violation of this rule. If, after a warning, a team violates this rule a second time during the game, the umpire may declare the game forfeited to the opposing team.

16. Senior Travel, Senior In-towns, Youth Majors and Youth Farms games must use one adult and one player as baseline coaches.

17. The manager or a coach must be in the dugout or in the bench area (designated by field markings and explained by the umpire) during a game. In the event that only one adult manager or coach is present he/she may leave the dugout or bench area during the game but must remain within close proximity (e.g. 20 ft.) Thereof and he/she may not be a base coach.

Discussions with Umpires

18. Only the manager or acting manager from a team is permitted to discuss a play, question a rule interpretation, etc. with an umpire at any time. Additionally, any such discussion must be done in the presence of the manager/acting manager of the opposing team. Care must be taken by both managers to keep such discussions extremely low key, non-confrontational and non-intimidating to the umpire. No actions, verbal or otherwise shall be taken to intimidate or otherwise influence the umpires' calls.

19. A League official who observes a game may offer to assist an umpire to resolve a dispute, but must not overrule the umpire.

Pitchers

20. Uniform color undershirts for all members of a team are not required.

21. Intentional walks are not permitted. If the umpire judges that an intentional walk has been committed, he/she shall issue a warning to the manager/coach of the defensive team in the presence of the manager/coach of the offensive team. The offensive team manager/coach shall have the option to let the walk stand or have the intentionally walk player bat again. For a second offense in a game by the same team, the umpire shall eject the manager/coach and/or the pitcher, and the opposing manager/coach will have the same option regarding the intentionally walked batter.

22. The use of an illegal pitcher shall result in forfeiture of a game, unless the violation is deemed by the Division VP to be unintentional, trivial, and noncontributory to the results of the game.

23. All rules limiting the number of pitches that may be pitched, the number of innings that may be pitched, mandatory rest, and use of breaking ball pitches apply to all CYB activities. Pitches and innings that are thrown in practice games or in games that are cancelled before they become official games must be counted when determining a pitcher's eligibility in subsequent games.

Base runners

24. Pinch runners are not permitted except in the case of injury.

25. A runner is out at any base, including home plate, when he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag. In the event of a collision between a base runner and a fielder, if in the umpire's judgment there was intent to injure by either player, he/she shall eject the offending player(s) from the game. The ejected player(s) is also suspended from the next game, without right of appeal.

Game Play

26. No inning shall start after 8:00 P.M. in April and May or after 8:15 P.M. in June. This rule does not apply to any game on a Rte. 110 field with lights.

27. If a game is canceled or suspended, the home team manager must contact the appropriate Division Vice President or his/her designate to re-schedule the game at the earliest possible date. The Division Vice President or his/her designate must notify the Umpire-In-Chief of the re-scheduled time for the game.

28. The minimum number of scheduled games in a season (unless revised by board action) will be:

| | |
|---------------------------|----|
| Instructional/ Minors/FEX | 15 |
| Youth Majors/ Farm | 18 |
| Senior League | 14 |
| U18 (16-18) | 10 |

Playoffs (for YLMBC, YLM,)

- 29.** If, at the end of regular season, two or more teams are tied with identical records for a playoff position in the Town Championship Series, the following system will be used to break the tie:
- A) First, if only two teams are tied, the tie is broken by the best record in head-to-head games between the two teams.
 - B) Second, if more than two teams are tied, the tie is broken by combined record of each team in the tie against all other teams in the tie.
 - C) Third, if applicable, the tie is broken according to the best record within the division.
 - D) Fourth, if applicable, the tie is broken according to the least runs allowed by the teams in the tie.
 - E) Fifth, if only home team status or seeding is at stake, the tie is broken by a coin flip.
 - F) Sixth, if none of the above breaks the tie, the tie is broken by a playoff game.
- 30.** All playoff games must be played to a conclusion. After the first pitch of a playoff game, suspension rules apply.

District All-Star Teams

- 31.** Managers shall be selected on a best available basis. League standing shall not influence the selection. Managers are nominated by the Division Vice Presidents and approved by the Board of Directors.

The All-Star Manager must select a coach from the remaining managers/coaches within his division. A scorekeeper may also be selected. These selections are subject to approval by the Board of Directors.

Rosters shall consist of 12-14 players. The players shall be chosen within each division by a majority vote of the YLM managers from that division.

Protest Committee

- 32.** The Protest Committee shall be chaired by the League President. All protests shall be submitted in accordance with Cal Ripken / Babe Ruth Official Playing Rules. The League President shall convene the Protest Committee which shall consist of the League President (chairman) plus two Division Vice Presidents depending on the origination of the protest. The Umpire in Chief shall attend in an advisory capacity only for rule interpretations.

Injured Players and/or Casts

- 33.** If either prior to or during the season, a physician determines that a player may not participate in baseball activities (practices or games), then that player may not resume baseball activities (practices or games) without a written doctor's note clearing the player to do so. Notwithstanding the foregoing, no player who is wearing a cast or other similar device may participate in any baseball activities even if a doctor has cleared the player to do so.

Chelmsford Youth Baseball Summer Team Selection Process

34. Chelmsford Youth Baseball provides a comprehensive summer program for players ages 7 thru 15. Registration Fees are required for all programs and vary dependent upon age and competitive level. Tryouts are required for Pony League, ages 13 – 15, District Teams, ages 9 – 12, and Baystate League, ages 10 – 12. In Town youth development program, ages 7 – 9, MIB development teams, ages 10 and 12, and Senior League district teams (age 13-15) do not require tryouts.

Section 3: Senior League (SLA and SLB)

Regular Season Play

SL 1

Senior League play will be governed by the rules of the league in which they play (currently the Minuteman league). Rules for this league can be found at www.mmbri.com)

Players in Other Programs

SL 5

Any player on a school baseball team may participate in Chelmsford Senior League under the following conditions:

- A) The player must submit a school schedule to his/her manager at the beginning of the practice season;
- B) If the player throws one pitch in a school game, the player may not pitch in Senior League without consent of the the school baseball team manager.
- C) All school teams are considered as one and the same team and
- D) If the player quits the school team, these restrictions cease.

SL 6

Any player rostered on any other organized baseball team may play or continue to play in Senior League, including playoffs, subject to the following conditions:

- A) The player must submit the other team's schedule to his/her Senior League manager.
- B) If the player throws one pitch in another team's game, the player may not pitch in Senior League without consent of the other team's manager. The Senior League team manager assumes responsibility for the player's compliance with these conditions.

Section 6: Youth League (YLM A, B and C)

YL 1

For games scheduled to start between 4:30 PM and 5:30 PM on a Rte. 110 field, which precedes a night game scheduled to start on the same field between 7:00 PM and 7:30 PM, no inning may commence after 7:30 PM. For games scheduled to start between 7:00 PM and 7:30 PM, no inning may commence after 9:45 PM. All games scheduled on a Rte. 110 field on a school night may not commence an inning after 8:15 PM. At the discretion of the league Vice-President, games suspended because of this rule may be completed at a later time, from the point of suspension.

YL 2

The play commonly referred to as a fake bunt/slash or fake bunt/hit is prohibited.

YL 3

Head first SLBdes, unless returning to a base, are not allowed.

YL 4

The fake tag play shall not be allowed. The use of this play shall be considered obstruction.

Section 7: Youth League Majors A

YLM 1

In regular season play. Teams may play with 9 players. If you have 10 or more players you must bat 10 and use the EH (extra hitter). The EH must meet the minimum play requirements. If a team has players missing they may use players from the YLM B call up pool to fill the roster for that game. The pool players are players selected by the managers to have been in the draft pool but were not drafted. By agreement, VP's of YLM A and B may add additional players to the pool who they deem qualified to play at the Majors A level. Teams may start a game with 8 or more players. If the team cannot field eight players including pool players, they may forfeit at the discretion of the Division VP.

In Playoff play. Teams must have 10 players in their lineup. If a team has less than 10 players in their lineup. The team must take an out in the lineup. Teams can fill roster for that game by using the YLM B call up pool.

YLM 2

Each player must play 4 full innings both defensively and offensively and bat at least once. An exception to this rule is for a 5 1/2-inning game or a game called for darkness or inclement weather. If a player does not get an at bat in a game shortened for these reasons, that player shall start the next game he/she is present for and shall get 2 at bats in that game. No player can be substituted for until they have received at least 1 at bat. If a player is not available by reason of arriving late or leaving early, that player must play all the innings he/she is available for during the game starting with the first full defensive inning of availability. Early leaving players must start a game and play until they must leave or they have met the 4 inning minimum. A manager may enter the late arriving player as an offensive substitute prior to the player having played defense provided that player is playing defense in the next half inning. The one at bat requirement of this rule does not apply to players arriving late or having to leave early.

YLM 3

Managers are responsible for prohibiting their pitchers from throwing a "breaking ball" pitch. It is the responsibility of each manager to monitor his own team. Penalties assessed will be:

- 1st violation: Loss of 1 start
- 2nd violation: Loss of 2 starts
- 3rd violation: No further pitching in the season

YLM 4

The following pitching rules will apply:

- (A) A player may pitch a maximum of 85 pitches per game.
- (B) All teams must maintain an accurate record of the number of pitches thrown by each pitcher during a game. Pitch counts must be reconciled by the scorekeepers at the conclusion of each inning. During an inning, if a pitcher reaches the limit imposed while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out, then the pitcher must be removed from the game. The count per pitcher must be reported on the game summary sheet at the conclusion of the game. Days of rest will continue to be determined by innings pitched.
- (C) Pitchers cannot pitch more than 6 innings per week inclusive of any innings pitched as part of any organized other baseball program. If it is discovered that a pitcher violates this rule, that player shall become ineligible to pitch for the remainder of the season including playoffs.

- (D) The days of rest rules are as follows:
1. 1-2 innings pitched = 1 day of rest
 2. 3-4 innings pitched = 2 days of rest
 3. 5-6 innings pitched = 3 days of rest

(E) The following chart will further explain innings pitched and days of rest required.

**Chelmsford Youth Baseball
Pitching Week and Rules**

| Date | Day of Week | Next day eligible to pitch if pitched 1-2 innings | | Next day eligible to pitch if pitched 3-4 innings | | Next day eligible to pitch if pitched 5-6 innings | |
|------|-------------|---|------|---|------|---|------|
| 4/2 | Mon | Wed | 4/4 | Thu | 4/5 | Fri | 4/6 |
| 4/3 | Tue | Thu | 4/5 | Fri | 4/6 | Sat | 4/7 |
| 4/4 | Wed | Fri | 4/6 | Sat | 4/7 | Sun | 4/8 |
| 4/5 | Thu | Sat | 4/7 | Sun | 4/8 | Mon | 4/9 |
| 4/6 | Fri | Sun | 4/8 | Mon | 4/9 | Tues | 4/10 |
| 4/7 | Sat | Mon | 4/9 | Tues | 4/10 | Weds | 4/11 |
| 4/8 | Sun | Tues | 4/10 | Wed | 4/11 | Thu | 4/12 |
| 4/9 | Mon | Wed | 4/11 | Thu | 4/12 | Fri | 4/13 |
| 4/10 | Tue | Thu | 4/12 | Fri | 4/13 | Sat | 4/14 |
| 4/11 | Wed | Fri | 4/13 | Sat | 4/14 | Sun | 4/15 |
| 4/12 | Thu | Sat | 4/14 | Sun | 4/15 | Mon | 4/16 |
| 4/13 | Fri | Sun | 4/15 | Mon | 4/16 | Tue | 4/17 |
| 4/14 | Sat | Mon | 4/16 | Tue | 4/17 | Wed | 4/18 |
| 4/15 | Sun | Tues | 4/17 | Wed | 4/18 | Thu | 4/19 |

- (F) The week runs Sunday to Saturday.
- (G) Pitchers who are removed from a game may not re-enter that game as a pitcher.
- (H) Pitchers must be removed from the game on the third trip by a manager/coach in an inning or the fourth trip in a game.
- (I) Visits with the pitcher are restricted to the foul line.
- (J) Violation of any provisions of this rule could be grounds for forfeiture of the game.

YLM 5

Any player rostered on any other organized baseball team may play or continue to play in Youth Baseball, including playoffs, subject to the following conditions:

- (A) Any player may pitch but is limited to 6 innings combined per week including innings pitched in the non CYB program and must follow the rest rules as outlined above prior to pitching in a game in CYB. Penalty for violation of this rule is the pitcher will not be eligible to pitch in any CYB games for the remainder of the season including playoffs.
- (B) The player must, during schedule conflicts, make his/her participation in Youth Baseball the priority.
- (C) Any player missing three or more practices and/or games, due to scheduling conflicts with another organized team may be removed from the Youth Baseball roster upon the request of the team manager and approval of the Division Vice President.

YLM 6

Bat boys/bat girls are not allowed.

YLM 7

On deck batters are not allowed.

YLM 8

Barring a player injury, substitutions must be made at the conclusion of the second and fourth innings. In other words, subs will enter the game in the 3rd inning and starters will re-enter the game in the 5th inning. Starters must have batted once prior to being replaced by a substitute. Starters may re-enter the game in any spot in the batting order. Substitutes cannot re-enter a game after being removed. The requirement that all players play four innings, both offensive and defensive and bat one time, remains unchanged. Please refer to rule YLM 2 for exceptions.

Section 8: Youth League Majors B and C

The Youth League Farm plays following the Official Babe Ruth/Cal Ripken Rule Books with the following modifications. Where conflict exists between the official rulebook and a local rule, the local rule shall apply.

YLMBC 1

The Youth League Farm is made up of 2 Divisions allowing all players in the farm system to pitch:

Majors C is predominately made up of eight and nine year old players

Majors B is predominately made up of ten, eleven and twelve year old players

Under no circumstances shall a nine year old player face a 12 year old pitcher.

YLMBC 2

Any player who is on the roster for any other organized baseball team may play or continue to play in Youth Baseball, including playoffs, subject to the following conditions:

YLMBC 2.1 The player, regardless of playing position on the other organized team, may not pitch in Youth Baseball, including playoffs, until the season for the other organized team concludes or the player withdraws from the other organized team.

YLMBC 2.2 The player must, during schedule conflicts, make his/her participation in Youth Baseball the priority.

YLMBC 2.3 Any player missing three or more practices and/or games, due to scheduling conflicts with another organized team may be removed from the Youth Baseball roster upon the request of the team manager and approval of the Division Vice President.

YLMBC 3 Time Limitations

YLMBC 3.1 An official game is 4 innings (or 3 1/2 innings with the home team ahead) or a game that has extended to one hour and 45 minutes from the scheduled starting time. Actual starting time commences no more than 15 minutes after the final out of the preceding game to allow for the teams to warm up prior to starting their games.

YLMBC 3.2 On dates where multiple games are scheduled on the same field, 15 minutes shall be allotted to warm-ups as follows:

- (A) 5 minutes for both teams to warm-up arms
- (B) 5 minutes for the away team to take infield practice
- (C) 5 minutes for the home team to take infield practice

A team manager may waive his team's warm-up time.

YLMBC 3.3 For dates on which multiple games are scheduled on the same field, no inning may start after 1 hour and 45 minutes from the game's scheduled start time. For dates on which multiple games are scheduled on the same field, the second half inning may not start after 1 hour and 45 minutes from the scheduled start time if the home team is ahead, or continue after the home team takes the lead. As used in the previous two sentences, "start of an inning" is constituted by the pitcher and catcher being ready and in position to deliver and receive a pitch to a batter. If the home team is trailing by more than 8 runs and the game is already 1 hour and 45 minutes from the start time, they shall not take their final at bat in order to allow the next game to begin as scheduled. This rule does not apply to the last game scheduled on that day. Where applicable, local rule YLMBC 1 supersedes these rules.

YLMBC 3.4 If an official game ends in a tie because of darkness, lack of time or other reasons, it will remain a tie (i.e., not to be completed). Extra innings will not be played during regular season games. For league standings, a win will be awarded two points and a tie, one point.

YLMBC 3.5 Game results sheets, signed by both managers or acting managers, must be submitted at the conclusion of each game. Once submitted, the game results are official. Complete game roster sheets must be submitted with the results sheet.

YLMBC 4

If a team is only able to field 8 uniformed players, it may play with 8 players or use a player from the other team selected by the opposing manager. If, during a game, a team's roster is reduced to 7 due to injury, the other team will supply at least 1 player selected by that team's manager, provided that the other team can continue to field at least 8 players. If at any time, a team is unable to field 8 players (including players supplied by the other team), it shall forfeit.

YLMBC 5 Mandatory Playing Time

YLMBC 5.1 Managers will alternate players so that each plays the minimum required playing time. All players must play 4 defensive innings in a 6 inning game for teams with 13 players or less on their roster. For teams with 14 players on their roster; any player who played 3 defensive innings in a game will start those players in the next game who will then play 4 defensive innings in that game. **NO PLAYER MAY SIT TWO CONSECUTIVE DEFENSIVE INNINGS UNDER ANY CIRCUMSTANCE.**

YLMBC 5.2 Managers or acting managers must exchange game playing roster prior to the start of each game to assist in enforcing this rule. These rosters must be submitted with game results sheets. At the Majors C level only, all players must play at least one defensive inning in the infield within the first 3 innings of the game.

Sample:

| Player | | | | INNING | | | | | |
|--------|-----------|------------|----|--------|-----|-----|-----|-----|-----|
| | Last Name | First name | # | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | One | Eddie | 13 | 1ST | RF | X | 1ST | LF | 1ST |
| 2 | Two | Alex | 12 | X | 2ND | 3RD | SS | X | SS |
| 3 | Three | Tyler | 11 | X | 1st | X | C | C | C |
| 4 | Four | Patrick | 10 | C | C | C | X | 1st | X |
| 5 | Five | Daniel | 9 | X | SS | X | P | P | P |
| 6 | Six | Willie | 8 | SS | X | SS | CF | SS | X |
| 7 | Seven | Gordon | 7 | 3RD | X | CF | 3RD | X | 3RD |
| 8 | Eight | Brendan | 6 | P | P | P | X | 3RD | X |
| 9 | Nine | Jared | 5 | CF | 3RD | 1ST | RF | RF | X |
| 10 | Ten | Casey | 4 | LF | X | 2ND | X | 2ND | 2ND |
| 11 | Eleven | Connor | 3 | 2ND | LF | X | 2ND | X | RF |
| 12 | Twelve | Chris | 2 | X | CF | LF | LF | X | LF |
| 13 | Thirteen | Austin | 1 | RF | X | RF | X | CF | CF |

YLMBC 5.3 Violations of this rule must be corrected on the field as they become evident. Refusals to correct the issue will be reported to the Division VP for action, which may include reprimand, suspension or removal according to **CYL Section 1 Code of Discipline**

YLMBC 6 Pitching Rules

The following pitching rules will apply:

YLMBC 6.1

A player may pitch a maximum of 85 pitches per game. At the Majors C level only, a player may pitch a maximum of 65 pitches and a maximum of three innings.

YLMBC 6.2

All teams must maintain an accurate record of the number of pitches thrown by each pitcher during a game. Pitch counts must be reconciled by the scorekeepers at the conclusion of each inning. During an inning, if a pitcher reaches the limit imposed while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out, then the pitcher must be removed from the game. The count per pitcher must be reported on the game summary sheet at the conclusion of the game. Days of rest will continue to be determined by innings pitched.

YLMBC 6.3

Pitchers cannot pitch more than 6 innings per week inclusive of any innings pitched as part of any organized other baseball program. If it is discovered that a pitcher violates this rule, that player shall become ineligible to pitch for the remainder of the season including playoffs.

YLMBC 6.4

The days of rest rules are as follows:

1. 1-2 innings pitched = 1 day of rest
2. 3-4 innings pitched = 2 days of rest
3. 5-6 innings pitched = 3 days of rest

The following chart will further explain innings pitched and days of rest required.

Chelmsford Youth Baseball Pitching Week and Rules

| Date | Day of Week | Next day eligible to pitch if pitched 1-2 innings | | Next day eligible to pitch if pitched 3-4 innings | | Next day eligible to pitch if pitched 5-6 innings | |
|------|-------------|---|------|---|------|---|------|
| 4/2 | Mon | Wed | 4/4 | Thu | 4/5 | Fri | 4/6 |
| 4/3 | Tue | Thu | 4/5 | Fri | 4/6 | Sat | 4/7 |
| 4/4 | Wed | Fri | 4/6 | Sat | 4/7 | Sun | 4/8 |
| 4/5 | Thu | Sat | 4/7 | Sun | 4/8 | Mon | 4/9 |
| 4/6 | Fri | Sun | 4/8 | Mon | 4/9 | Tues | 4/10 |
| 4/7 | Sat | Mon | 4/9 | Tues | 4/10 | Weds | 4/11 |
| 4/8 | Sun | Tues | 4/10 | Wed | 4/11 | Thu | 4/12 |
| 4/9 | Mon | Wed | 4/11 | Thu | 4/12 | Fri | 4/13 |
| 4/10 | Tue | Thu | 4/12 | Fri | 4/13 | Sat | 4/14 |
| 4/11 | Wed | Fri | 4/13 | Sat | 4/14 | Sun | 4/15 |
| 4/12 | Thu | Sat | 4/14 | Sun | 4/15 | Mon | 4/16 |
| 4/13 | Fri | Sun | 4/15 | Mon | 4/16 | Tue | 4/17 |
| 4/14 | Sat | Mon | 4/16 | Tue | 4/17 | Wed | 4/18 |
| 4/15 | Sun | Tues | 4/17 | Wed | 4/18 | Thu | 4/19 |

YLMBC 6.5

The week runs Sunday to Saturday.

YLMBC 6.6

Pitchers who are removed from a game may not re-enter that game as a pitcher.

YLMBC 6.7

Pitchers must be removed from the game on the 2nd trip by a manager/coach in an inning or the 3rd trip in a game.

YLMBC 6.8

Balks will not be called or enforced.

YLMBC 6.9

Visits with the pitcher are restricted to the foul line.

YLMBC 6.10

Violation of any provisions of this rule could be grounds for forfeiture of the game.

YLMBC 6.11

At the Majors C level only, once a defensive team's pitchers have thrown 25 pitches in one inning, the coach of the team at bat will pitch the remainder of the inning. The pitcher who throws the 25th pitch need not be replaced in the middle of an at bat. The pitcher may return to pitch the next inning, subject to all other pitching and substitution rules that apply to Majors C

YLMBC 7

The infield fly rule will not be called or enforced.

YLMBC 8

Base runners may advance on an overthrow at their own risk. EXCEPTION: A base runner on third base may not score on a delayed steal, passed ball, wild pitch or a throw from the catcher to the pitcher.

YLMBC 8A

At the Majors C level only teams are allowed to have 2 steals per inning. Passed balls and wild pitches are not considered steals. However, the player stealing or advancing on a wild pitch/passed ball cannot advance on an overthrow to any base.

YLMBC 9

All players on a team bat in rotation with no substitutions.

YLMBC 10

An offensive inning will end when:

- A) Three outs are made or
- B) Five runs have scored.

The only exception to this rule is if the final legal batter in an inning hits a home run (out of the park). If this occurs, the hit shall be registered as a home run and all base runners shall score even if this brings the total number of runs scored in the inning to more than 5. The inning is then considered complete.

YLMBC 11

Bat boys/bat girls are not allowed.

YLMBC 12

On deck batters are not allowed.

YLMBC 13

Only manager and two coaches may participate during a game. At the Majors C level ONLY, a third coach is allowed in the dugout. This is a pilot program at the Majors C level ONLY.

YLMBC 14

A manager may only discuss rules clarification with the umpire and only in the presence of the opposing manager. Balls/strikes, fair/foul and safe/out are judgment calls and are not subject to any discussion. A manager may only request that an umpire seek assistance on a call from another umpire, which request may be denied by the umpire.

YLMBC 16

At the Majors C level only, in a bases loaded situation a pitcher walks the batter; instead of the batter taking his base and a run scores the coach would come into the game and pitch to the batter. Once pitching to the batter is complete the coach is removed from the mound and the opposing pitcher pitches to the next batter. A batter hit by a pitch in a bases loaded situation has the option to take the base, or continue the at bat with a coach pitching.

Section 9: Youth Minors

MIN 1

Babe Ruth Inc. rules apply to the Minors Division except as modified by the local rules and the Minors Division Local Rules Supplement. No game scores, statistics or standings will be kept. **Skills Day attendance is mandatory.**

Game Play

MIN 2

For dates on which multiple games are scheduled on the same field, no inning may start after 1 hour and 45 minutes from the game's scheduled start time. On dates with only 1 game scheduled or no game following it, the game will be considered complete after 6 innings or after 1 hour and 45 minutes of playing time.

MIN 3

No on-deck batters are allowed.

MIN 4

No head first slides are allowed.

MIN 5

Teams should always play their games even when less than nine players are available.

MIN 6

Adults may be used to coach first and third base.

MIN 7

Managers must alternate players defensively so that no player is on the bench for 2 consecutive innings. Free defensive substitutions are permitted.

Umpires

MIN 8

The team at bat must supply plate and base umpires.

MIN 9

No walks are permitted. The pitcher will call strikes.

MIN 10

The infield fly rule will not be called or enforced.

Base runners

MIN 11

Base stealing, taking leads from bases or advancing on a wild pitch is not allowed.

MIN 12

On a fielder's overthrow (when the ball leaves the fielder's hand) which goes over the fence, base runners are granted one base. The base runners get the base they were advancing toward at the time of the overthrow plus one additional base. Overthrows from the infield that hit the fence are live and playable. Overthrows from the outfield, base runners advance at their own risk.

Pitching

MIN 13

The manager, coach or an adult will pitch to batters on his/her team. (The designated pitcher will not participate/interfere with any ball hit into play.) The designated pitcher must pitch from the mound, not in front of the mound. **In the event there is no mound, the pitcher must pitch from at least 40 feet away from the batter.**

Batters

MIN 14

All players on a team bat in rotation with no substitutions.

MIN 15

An inning will end for the hitting team when:

A) Three outs are made.

OR

B) Five runs are scored.

MIN 16

No bunting is allowed.

MIN 17

Only wood and composite bats may be used. The weight-length may not exceed 7.

MIN 18

Runners may advance after a hit at the coach's discretion. Coaches will use their judgment to determine the appropriate advancement (e.g., if a hit is judged a single, the runner stops at the next base, while if a hit is judged a double, the runner stops at the second base, and so on).

Fielding

MIN. 19

All players must be positioned at the appropriate spot in both the infield and the outfield. The 1st Baseman and 3rd Baseman should be no closer to home plate than even with the base.

MIN. 20

Outfielders should be positioned well into the outfield grass, at least 20 feet from the infield dirt. If an outfielder is playing on or close to the back edge of the infield and either throws out or forces out a runner, that runner is deemed safe. (This is a judgment call to be made by the coach of the team at bat.)

Section 10: Instructional

Game Play

IL 1

Games will not last more than approximately 1 hour or more than 2 or 3 innings.

IL 2

In the event of inclement weather, the managers shall agree on cancellation and inform the Division Vice President.

IL 3

Teams may play with less than 9 players.

IL 4

Bases should be placed approximately 45 feet apart except when playing on a regulation Youth Baseball diamond.

IL 5

Game scores statistics and standings will not be kept.

IL 6

No on-deck batters are allowed.

IL 7

No head first slides are allowed.

IL 8

Skills Day attendance is mandatory.

Equipment

IL 9

No metal cleats are permitted.

Ball Placement

IL 10

The manager, coach or an adult designate shall set the ball on the TEE for players on his/her team.

IL 11

This manager, coach or adult shall not participate or interfere with a ball hit into play.

Field Play

IL 12

All team players should be positioned on the field during defensive innings. All coaches shall be positioned behind defensive players.

IL 13

All players on a team shall bat in each inning regardless of the number of outs. After the last batter hits the ball, the 1/2 inning will end when he/she is out on the bases, the third out is made or a defensive player tags home plate with the ball.

IL 14

The infield fly rule will not be called or enforced.

IL 15

No defensive player may be positioned in front of an imaginary line drawn from 1st base to 3rd base before the ball is hit into play.

IL 16

Managers will call all outs but the runners are allowed to run the bases.

Batting

IL 17

All players bat in rotation with no substitutions.

IL 18

There will be no strikeouts.

IL 19

An adult must assist players having difficulty hitting the ball. The adult assisting the batter must be advised not to hit the ball too hard.

IL 20

Managers and coaches must take steps to prevent batters from throwing their bats after they hit.

IL 21

Bunting is not allowed.

Catching

IL 22

Catchers must wear a catching helmet at all times during defensive play including games, warm-ups and practices.

IL 23

Managers should designate one of the more physically developed players as the catcher to avoid injury.

Base runners

IL 24

Base stealing and leading from the bases is not allowed.

IL 25

Runners are not allowed to advance on an overthrow.

IL 26

Adults should be designated as base coaches.

Section 11: Patriot Division

Objective

The Patriot Division is an instructional division for children with special needs. The objective is to provide a flexible environment in which players can learn baseball and experience the thrill of participating in a team sport. Players are encouraged to move into conventional divisions of Chelmsford Youth Baseball when appropriate.

Parental Participation

PD 1

A parent or guardian is required to be in attendance at all games and practices.

Eligibility

PD 2

Children currently receiving educational assistance under Massachusetts Educational Directive Chapter 766 are eligible. Additionally, children may be accepted based on PARENTAL recommendation and League approval.

PD 3

Players do not have to be residents of Chelmsford.

PD 4

Players must be between the ages of 5 and 18.

Teams

PD 5

Teams will be formed at the beginning of a season by attempting to balance the experience and abilities of the players. The safety of all the players is of prime concern. As an example, for the upcoming season, there will be two teams (Red Sox and Yankees), each of which will be further split into a consistent number of teams depending on skill level. Thus for example, there may be a Red Sox A team, a Red Sox B team, a Yankees A Team and a Yankees B Team. A teams play each other and B teams play each other.

PD 6

The guideline is to limit teams to a maximum of 12 players.

PD 7

Players may be moved between levels (A, B, etc.) depending on the mix of players. A player's development or other circumstances subject to the agreement of the managers and the parents(s)/guardian(s).

Managers/Coaches

PD 8

A manager will coordinate the activities of the coaches and players on a field. Each set of teams (e.g... Red Sox A and Yankees A) will have a manager.

PD 9

Coaches should be mature enough to work with the players and provide instructions. The recommended minimum age is 12.

PD 10

It is recommended that there be designated coaches or adults to pitch and catch for the duration of the game.

PD 11

Coaches should refrain from eating, drinking and smoking while in the playing area.

PD 12

For the offensive team, the recommended number of coaches is:

- 2 coaches for dugout/bench area responsible for controlling the equipment and directing the batting order;
- 1 coach at the home plate area assisting the batters; and
- 1 coach on each baseline assisting the base runners.

PD 13

The defensive team coaches should match the offensive team in number (5). The coaches should be positioned to provide maximum benefit to the defensive players. The offensive baseline coaches and the designated pitcher and catcher should assist with the instruction of the defensive players.

Game Play

PD 14

Games will start promptly at the scheduled time.

PD 15

No inning will start after 8:00 PM except for night games. The intent is to play as many innings as possible up to a maximum of 4.

PD 16

Bases shall be placed approximately 45 feet apart except when playing on a regulation Youth Baseball diamond.

PD 17

In the event of inclement weather the managers shall agree on cancellation and inform the Division Vice President. Canceled games will not be made up.

PD 18

Teams may play with less than 9 players.

PD 19

Game scores statistics and standings will not be kept.

Equipment

PD 20

Managers will be provided with balls, bats, bases, batting helmets and team shirts.

PD 21

Parents should use discretion in providing players with additional protective equipment.

PD 22

Players must provide their own gloves.

PD 23

Players should be discouraged from bringing their own bats. No metal bats are permitted.

PD 24

Players should wear sneakers or rubber spikes.

Pitching

PD 25

No player shall pitch. A coach/adult shall be the designated pitcher. The object is to pitch at an appropriate speed to allow the batter to hit the ball.

PD 26

The designated pitcher should minimize interference with any ball hit into play.

Field Play

PD 27

All teams are encouraged to play defensively. If more than 8 positions are required, players should be placed behind second base and additionally in the outfield.

PD 28

A half-inning consists of all team members coming to bat irrespective of the number of outs.

PD 29

The infield fly rule is not applicable.

Batting

PD 30

All players bat in rotation with no substitutions.

PD 31

Balls and strikes will not be called. No strikeouts or walks.

PD 32

The designated home plate area coach must assist players having difficulty hitting the ball. As a guideline, if a player swings and misses 5 times, he/she should be assisted. The designated home plate area coach must be advised by the manager to make sure the ball is not hit too hard.

PD 33

A batting tee may be used if desired by the player.

PD 34

On deck batters must be behind the protective fencing or sufficiently away from home plate to avoid injury.

PD 35

Managers/coaches must take steps to prevent batters from throwing their bats after they hit.

Catching**PD 36**

The designated catcher should be a coach or an adult.

Base running**PD 37**

Base stealing and taking leads are not allowed.

PD 38

One base is allowed on an overthrow out of fair play.

PD 39

Baseline coaches should assist in directing base runners.

Section 12: Ground Rules

Note: Managers should discuss all ground rules with the plate umpire prior to game time.

Senior League Fields**Ayotte**

Extra Base Hits: With regard to the stone wall ranging from left to center field, a batted ball which reaches the wall safely or which is caught on the wall surface is a ground rule double. A fly ball which fairly clears the wall on the fly is a home run. If a fielder catches a fly ball and his/her momentum carries him/her on to the wall, the batter is out. This is an umpire judgment call.

Out of Play: The areas outside a straight line running from the end of the fences along first and third base to the outfield wall are out of play. Any ball caught in these areas is ruled a foul ball.

High School Fields 1 & 2

Out of Play: The areas outside a straight line running parallel to the foul lines from the ends of the backstop to the outfield are out of play. Any ball caught in these areas is ruled a foul ball. The benches should act as a guide in determining the out of play lines.

Extra Base Hits: Any ball which drops on the fly or is fielded within a soccer field area during a soccer game is ruled a ground rule double. If a soccer game ends during the course of a game, then the entire field will be in play (i.e., no ground rule doubles) at the top of the next inning. This rule does not apply when outfield fences are in place.

Section 13: Draft Rules (YLM and SLA)**Draft Sequence -- SLA**

The Senior League A draft will be a cooperative placement among the managers with a goal of making the teams as balanced as possible. The ages, skill level and positions played of the returning players will be

considered, and new players will be added with the goal of creating parity. New players will be considered based on a combination of tryout scores and coach's evaluations. If only one data source is available, then that data will be used in the evaluation.

Draft Sequence -- YLM

The draft will be made up of two phases. In Phase One, which will comprise the first two rounds, only 10-year olds will be taken. The purpose of Phase One is to ensure that the best 10-year-old talent is spread throughout the league, as evenly as possible. The order that teams pick in the first round will be reversed in the second round, and the order in the third round will be the same as the first round will be reversed in the second round.i.e., in an eight team league, teams will make picks in the following combinations:

Team 1 – 1st and 16th

Team 2 - 2nd and 15th

Team 3 – 3rd and 14th

Team 4 – 4th and 13th

Team 5 - 5th and 12th

Team 6 – 6th and 11th

Team 7 – 7th and 10th

Team 8 – 8th and 9th

Prior to the draft, in the same order as specified in Phase Two below, teams will choose which combination they want.

In Phase Two, the team that wins the Town Championship will draft last (8th) in the remaining rounds of the draft. The team that was the runner-up in the championship series will draft next to last (7th). The remaining 6 playoff teams will draft in place depending on their playoff finish in reverse order. If teams are eliminated at the same point in their playoff run and a tie breaker is necessary. It will be (a) regular season won/loss record, if tied, (b) head to head, (c) coin flip.

YLM Draft Process

| League Age | Number of draftees per team | Manager's Option | Brother's Option |
|------------|-----------------------------|-------------------------------|-------------------------------|
| 10 | 2 min. | Round assigned by division VP | Round assigned by division VP |
| 11 | 6 max | Round assigned by division VP | Round assigned by division VP |
| 12 | 6 max | Round assigned by division VP | Round assigned by division VP |

Draft Selection Sequence

| Draft Position | Round 1: | Round 2: | Round 3: | Round 4: Any Age | Round 5: Any Age |
|----------------|--------------|--------------|----------|---------------------|---------------------|
| | 10 Year Olds | 10 Year Olds | Any Age | Any Age | Any Age |
| 1 | 1 | 20 | 21 | 31 | 41 |
| 2 | 2 | 19 | 22 | 32 | 42 |
| 3 | 3 | 18 | 23 | 33 | 43 |
| 4 | 4 | 17 | 24 | 34 | 44 |
| 5 | 5 | 16 | 25 | 35 | 45 |
| 6 | 6 | 15 | 26 | 36 | 46 |
| 7 | 7 | 14 | 27 | 37 | 47 |
| 8 | 8 | 13 | 28 | 38 | 48 |
| 9 | 9 | 12 | 29 | 39 | 49 |
| 10 | 10 | 11 | 30 | 40 | 50 |

YLM Draft Pick Compensation Policy

Purpose

The purpose of this policy is to address how, if at all, a team in YLM will be compensated if it loses a player with remaining eligibility (i.e. a returning 11 or 12 year old) from its roster at some time other than during the season. (If a team loses a player during the season, under Local Rule 7, it picks up a player from Farm that was in that year's draft pool).

Policy

The following shall apply in order of priority:

1. Departing Players Who Played With 12 Year Old All-Stars. If the departing player was on the roster of a 12 Year Old District All-Star team as an 11 year old and leaves the team before his/her 12 year old season, the team losing the player would receive a sandwich pick between the 2nd and 3rd round of the next draft.
2. Departing Player Drafted in Round 1. If the departing player was originally drafted in the first round (#s 1-10), the team losing the player would receive a sandwich pick between the 3rd and 4th round of the next draft.
3. Departing Player Drafted in Round 2. If the departing player was originally drafted in the second round (#s 11-20) the team losing the player would receive a sandwich pick between the 4th and 5th round of the next draft.
4. Departing Player Drafted in Other Rounds. If the departing player was originally drafted in any other round (e.g. Rounds 3-7), the team losing the player would receive no compensation other than an additional pick in the next draft.
5. Remaining Eligibility/Players who Return. At the option of the Manager, the departing player remains rostered to the team that drafted him/her for the remainder of his/her eligibility in YLM. If the departing player subsequently returns to his/her team after the team has received compensation for him/her, the team would forfeit a 4th round pick in the next draft.

Draft Pool Ballot (YLM Only)

Following the YLM Fall try-outs, the YLM Managers, who observed the try-outs, will be asked to provide a ballot sheet listing, by try-out number only, those players who in their judgment demonstrated sufficient playing skills to be included in the following years Spring draft pool. The YLM Vice President depending on the draft requirements of collective YLM Teams will establish the maximum number of players they can so designate. The league Vice-President will tally the ballots and create a YLM Draft Pool listing for use at the Spring Draft. If spring try-outs are held, a second ballot may be held (at the discretion of the YLM Vice President) to add additional players to the draft pool in time for the spring draft. To be eligible for the final draft list, a player must be named on at least 60% of the submitted ballots. If pool of players created when using the 60% rule is insufficient to yield a draft pool large enough to meet the draft requirements, a lower percent (50% or lower) may be used. Requests for a waiver for players who fail to receive the 60% recommendation requirement will be addressed on an individual basis and granted only for extremely compelling reasons.

Duration of Title

1. Each player drafted to YLM or SLA shall for the duration of his or her YLM or SLA career is the property of the team to which they were drafted, unless changes to the number of teams is made and players need to be moved in the best interest of the league.
2. No trades are allowed.
3. Players wishing to be removed from a YLM or SLA roster must be assigned to a YLM B or SLB roster for one year and then tryout and re-enter the draft in the following year.
4. A player may only play 3 years in both YLM and SLA.

Brother/Sister Options

A manager has the option to draft eligible brothers or sister of a player on his/her team from the previous year, provided that the Division Vice President is notified in writing before the draft. This option must be exercised on the round assigned by the Divisional Vice President.

Sons or Daughters of Managers

A manager with a draft-eligible sons or daughter has the option to draft them provided he/she notifies the Division Vice President in writing prior to the draft. The division vice-president will determine the draft round that must be used to select a son or daughter.

Sons or Daughters of Coaches

There are no coach's options.

Section 14: Guidelines for Conducting Play

In order to increase the enjoyment of all concerned, lessen distractions and decrease wasted time, the Board of Directors encourages all managers, coaches and umpires to become familiar with and implement the following guidelines. The Board believes that a quick moving game is best for all. Note: These are guidelines, not rules.

Umpires Should:

1. Stay at their position between innings, and at least return to their positions very quickly.
2. Start the game on time.
3. Hustle players in and out between innings.
4. Limit player conferences during the game.
5. Where possible issue a warning prior to ejection.

Managers and Coaches Should:

1. Prohibit the ball from being thrown around the field after an out.
2. Have catches keep their shin guards on between innings unless they are going to bat.
3. Know substitutions before the start of a half inning.
4. Minimize controversies with umpire - set a positive example; and
5. Use 3 game balls, particularly in Senior League Division, to prevent passed balls with no one on base, foul balls, etc. from causing game delays.
6. Clear the field and bench area immediately after the final out so the next game can start.

THE USE OF TOBACCO AND ALCOHOLIC BEVERAGES IN ANY FORM IS PROHIBITED ON THE PLAYING FIELDS, BENCHES OR DUGOUTS.

Section 15: Statistics

Reporting

Within 24 hours after each game in YLMBC, YLM, SLB and SLA, both team managers must complete and sign the Game Summary Sheet and place it in the appropriate league mailbox at the Route 110 location. Once the form is signed and submitted, the game results are official and final; there is no right to appeal.

Trophies

Trophies will be presented to the winners of the individual statistics in the various divisions as follows:
For YLMBC: None
For YLM: None

Jackets

The league will award baseball jackets to any CYB team that wins a District League Championship title or a Pony League Championship.

Section 16: Player Development Exception Policy

Player Development Exception Policy for Minor league players looking to advance to Majors C Division

By rule, players are required to be placed within Minor League Division by age. However, in certain situations a player may be permitted to advance to Majors C.

The following conditions and all criteria must be satisfied for league consideration and approval

A parent must submit a notification in writing to the league acknowledging the following.

- The child MUST be seven (7) years of age.**
- The child MUST be in second (2nd) grade at the time of the notification**
- The child MUST have played in town, CYB Minors, the previous year**
- The child MUST be turning eight (8) in a birth month of May, June, July, August or September for consideration**
- The Parent will be made aware that the child will be playing in the Majors C division for the next 3 years**
- The VP of Minors and possibly the manager from the previous year may be consulted to determine the player's skill level.**

This player development Exception Policy is specific to players at age 7 only. There is no other player, play-up policy for any other age groups.