

# Evergreen Park Baseball Club Statement of Ethics and Rules

(Rev. 01-01-2021)



# STATEMENT OF ETHICS

## PURPOSE

- A. The object of this club shall be to implant in the youth of our community ideals of good sportsmanship, honesty, loyalty and courage.
- B. This objective will be achieved by providing recreational activity for as many of our youth as the organizational personnel deems necessary and as parental participation will allow. **All shall bear in mind that exceptional athletic skill and the winning of games are secondary and that the formation of sound character is of prime importance.**
- C. Though the name Evergreen Park Baseball Club may be construed as limited, registration of participants will be open to any child, male or female, within the age limits of their respective playing divisions.

## ***THE SPORTSMANSHIP CODE OF BABE RUTH BASEBALL***

Develop a strong, clean, healthy body, mind and soul.

Develop a strong urge for sportsman-like conduct.

Develop understanding of and respect for the RULES.

Develop courage in defeat, tolerance and modesty in victory.

Develop control over emotions and speech.

Develop spirit of cooperation and team play.

Develop into real true CITIZENS.

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## **GUIDELINES FOR MANAGERS AND COACHES**

1. No manager or coach is permitted to enter the field of play to question or argue an umpire's call while the game is in progress.
2. Managers and/or coaches are prohibited from encouraging or inciting fans to engage in unsportsmanlike conduct of any kind.
3. Managers and coaches must refrain from profane, abusive and vulgar speech at all times while pursuing their managerial responsibilities.
4. Managers and coaches must keep an up-to-date and accurate scorebook, adhering to all rules of substitution, (entry and re-entry of players), and playing time. **Coaches must enter last names for each position used in the scorebook.**
5. Managers and coaches must maintain proper bench decorum by requiring players, (while not on the field of play), to remain on the bench at all times and not engage in any kind of boisterous or unsportsmanlike behavior.
6. Managers/Coaches are expected to hold a reasonable amount of practices before and/or during the scheduled season. Teams holding practices during regular schedule season must leave the field a minimum of one (1) hour before the start of any scheduled games to allow for field set up. It is highly recommended that teams practice at least twice a week in preseason and once a week during the season.
7. For liability purposes, Managers/Coaches are to immediately notify the Equipment Manager of any defective equipment. Managers/Coaches must also immediately remove and isolate the defective equipment from further use until properly repaired or replaced.
8. **EJECTIONS** - If a Manager or Coach is ejected from a game, he or she will be suspended for three days and one Game with **NO CONTACT WITH YOUR TEAM**. Your team may practice during this time; however you are **NOT ALLOWED** to attend. You may attend the game when you serve the suspension, however you will not be allowed in or near the dugout. In addition, a board review of the ejection will occur. Finally, a second ejection will result in an automatic expulsion from the EPBC.
9. Any questioning of an umpire's call is to be communicated to the Umpire by the **MANAGER** only. As the Manager, you are responsible for the actions of your coaches.
10. Profanity directed at umpires will not be tolerated. The umpires may cite this as a reason for being ejected.
11. Scores should be submitted, via email, to the Board member, who is responsible for record keeping.

## **GUIDELINES FOR PLAYERS**

1. Players are required to wear full uniform (cap, shirt and pants) for all scheduled games. All shirts must be tucked in. All pants should be the color gray.
2. Players who fail to attend practices or games without proper notification may be suspended for one game at the discretion of the manager after notifying the commissioner with the approval of the opposing managers.
3. Players are expected to show respect for manager, coaches, teammates and opponents during all practices and games.
4. Players using profane or abusive language may be excused from practice and will be removed from the game immediately if any such infraction occurs, and the umpire concurs.

## **GUIDELINES FOR SPECTATORS**

1. Spectators who offer verbal abuse to umpires, managers, coaches, or players will be asked to leave the park. Failure to do so may result in forfeiture of the game.
2. Village ordinance prohibits the drinking of alcoholic beverages in the parks. No alcoholic beverages may be consumed during the game or after.
3. Under no circumstances are spectators allowed to stand behind the screen at any field. It goes without saying that all officers, managers and those who represent the EPBC at or during any function, are responsible for their own conduct both on and off the field of play. Managers are responsible for the enforcement of the policies set forth in this statement as well as their own conduct, their players' conduct and that of the spectators attending the game. Breach of ethical conduct must be referred to the appropriate parties as outlined in the By-laws, for disciplinary action.

## **GENERAL GUIDELINES FOR ALL**

1. No Manager or Coach can be confronted or approached by anyone other than the opposing manager with the approval and direction of the umpire, before, during or immediately after the game, (whether inter-league or tournament) in regards to a player on the team, playing time, position on the field, place in the batting order or conduct on the field or in the parks surrounding areas. A criticism or discussion on the above topics made by a player's parent or guardian must be conducted privately outside the presence of any player or child or parent or member of the EPBC for at least 24 hours after the conclusion of the game.
2. At no time can a manager, coach, member, parent, player or spectator, use profanity or abusive language or aggressive behavior against any player, child, coach, manager or umpire.

# EVERGREEN PARK BASEBALL CLUB

## PLAYING RULES

It is implied that the umpire has complete control and will be the authority in issuing warnings and disciplinary actions. The enforcement of these rules is at the discretion of the umpire.

1. Pee Wees, Minors and Majors: All players must have played defense for three innings in a six inning game unless the team does not play defense in the bottom of the sixth inning, then two innings.
2. Managers will meet with the umpire five (5) minutes before game time to go over ground rules.
3. Profane or abusive language will not be tolerated by anyone. Noncompliance will result in an **EJECTION**.
4. Complete catcher gear is a **MUST** (including protective cup). Only one team warning will be issued. Further noncompliance will result in a **FORFEIT**.
5. Players in the dugout must be orderly. Only one team warning will be issued. Further noncompliance will result in a **FORFEIT**.
6. Harassment will not be tolerated by **ANYONE**. This also means harassment aimed at the umpire. No improper names. Only one team warning will be issued. Further noncompliance will result in a **FORFEIT**.
7. There shall be no players or spectators on or behind the backstop. Only one team warning will be issued. Further noncompliance will result in a **FORFEIT**.
8. If a player arrives at a game after the first pitch of the third inning, he can be declared ineligible to play by the manager. The manager will notify the opposing manager of his intentions as to whether the player will play or not.
9. Pitching limitations are according to Cal Ripken rules with these exceptions: If a game fails to reach the regulation minimum number of innings and is called, the innings pitched in that game will **STAND** and will be credited under pitcher limitations (6 innings per week). Week starts on Sunday and ends on Saturday.
10. A pitcher will be limited to the following number of innings per game and per week, according to his/her division:
  - A. PEE WEES: Two (2) innings per game, six (6) innings per week.
  - B. MINORS: Two (2) innings per game, six (6) innings per week.
  - C. MAJORS: Three (3) innings per game, six (6) innings per week.
11. Two (2) calendar days' rest rule: Any Majors Division pitcher who pitches more than two (2) innings in one (1) game is ineligible to pitch again for two (2) complete calendar days following the day of the game pitched. ILLUSTRATION: A pitcher who pitched three (3) innings on Monday is ineligible to pitch again until Thursday.
12. The "2 Days' Rest Rule" shall supersede all other pitching rules, especially including the weekly pitching limitation rule. ILLUSTRATION: Notwithstanding the end/start of consecutive pitching

- weeks, a pitcher who pitches three (3) innings on Saturday is not eligible to pitch again until Tuesday.
13. For pitchers, an inning is defined as one (1) pitch
  14. Stealing covered by Babe Ruth/Cal Ripken Rulebook. LOCAL RULES...
    - For PEE WEES, runner(s) may advance after contact.
    - For MINORS, runner(s) may advance when pitched ball reaches front of home plate. Teams will be given one (1) warning for a base runner leaving early. Any further infractions will result in the base runner being ruled out. No stealing of home allowed. The exception is when the catcher throws to a base or position other than the pitcher.
    - For Majors, lead-offs are permitted. Balks will be enforced through teaching
  15. With the exception of the pitcher or injury, no player substitution allowed during an inning.
  16. Bunting is permitted in the MAJORS and MINORS (not in PEE WEES).
  17. Infield fly rule is called in the MAJORS and MINORS (not in PEE WEES).
  18. Throwing bats or equipment is not allowed. Only one team warning will be issued. If further noncompliance with the thrown bats, batter will be call OUT. Further noncompliance with equipment will result in **EJECTION!**
  19. For PEE WEES and MINORS, third strike caught or not, batter is out; a foul tip third strike caught, batter is out. For MAJORS, batter may attempt to advance to first base on a dropped third strike.
  20. If an overthrow goes into a deal ball area, the runner will get the base he is going to. If there is an overthrow at first base, the runner will be awarded second base. An overthrow that stays in the playing area, the runner will advance at their discretion.
    - For PEE WEE, on an overthrow or passed ball to First Base, a batter is permitted to advance to Second Base – **and no further** – at his discretion, but he is subject to being put out while advancing until he reaches Second Base safely. All other base runners may advance as far as they are able, at their discretion, but are also subject to being put out while advancing until they reach the intended base safely.
  21. Interference will be called if a runner interferes with fielder making the play. Additional base(s) will be awarded if fielder interferes with the runner while not making a play. This is clearly an umpire's judgment call and cannot be questioned. (Rule 7.06)
  22. **It is mandatory to slide and/or avoid contact at all times. If there is a play at the plate and there is any contact the runner is out.** The umpire will call out base runners who do not comply with this rule. A second offense by the same player will result in an automatic ejection from a game. Overly aggressive play by the runner or fielder could result in ejection. Managers/Coaches are strongly urged to discourage headfirst sliding into a base. If a runner slides head first into Home he is out.

23. **No** person (player or coach) on the same team as a player can physically aid another player.
- Non-compliance:**
  - If the offensive team, runner is out.
  - If the defensive team, runner(s) may advance one base.
24. Pitchers may not wear wristbands, 1 arm sleeve, batting gloves on throwing hand. Shirts must be tucked in. If they wear long sleeves, they may not be white, gray, or any neon color. Players may wear black batting glove under mitt. Batters may not wear jackets and shirts must be tucked in.
25. Baseball bat must have USA Baseball stamp and barrel diameter can not exceed 2-5/8, Cal Ripken Division. (03/01/18 USA BASEBALL RULE)
26. No shoes with metal spikes are permitted in PW, MINOR, MAJOR
27. Protests made due to ineligible players, or on playing time of a player, will be considered at any time during the playing season. Any infraction is cause for forfeiture.
28. In PEE WEE, MINOR and MAJOR divisions, a pitcher must face and complete at least one batter. If they leave the pitching position for any reason, they may not return to the pitching position in the same game.
29. Any and all rules not aforementioned are covered in the CAL RIPKEN RULES AND REGULATIONS.
30. In PEE WEES, MINORS and MAJORS, free defensive substitution, except for the pitcher, is allowed.
31. In PEE WEES, a defense shall consist of ten (10) players. A 4 player outfield will be utilized – no short center.
32. In PEE WEES, MINORS and MAJORS, an offensive team will use a pre-determined continuous batting order.
33. In PEE WEES, when a batter receives a walk (four [4] balls), the manager or coach of the team batting will go to the mound and pick up the count to the batter. The pitcher will stand in the pitcher's mound area to play defense. (Pitcher cannot leave the pitcher's mound area to play a different position.) If the batter does not put the ball in play, after the count he had (ex-1-2 count=1 pitch), he will be called out. A foul ball on his last pitch will not be considered an out. If the batters last pitch is fouled, additional pitches are allowed until the batter does not foul a pitch. If the manager or coach cannot throw a hittable pitch or pitches, the batter will be called out. It is strongly encouraged to pitch on a knee to the hitter.
34. An Extra Hitter (EH) may be used at the BABE RUTH level.
35. For PEE WEES, MINORS, MAJORS and BABE RUTH, a pitcher who hits three (3) batters in a game will be removed from the pitcher position.
36. For PEE WEES, MINORS and MAJORS divisions, ***intentional walks are NOT permitted.***
37. For ALL LEVELS, when a batter squares to bunt and pulls the bat back, he may not swing. If the batter swings he will be ruled out for violation of this safety rule.
38. It is strongly encouraged to speed up run for the catcher, using the last out.

## **SAFETY REMINDERS**

1. One batter in the on-deck area at a time. It is encouraged to use the on deck circle of the batter side (ex-right batter, on deck 3<sup>rd</sup> base side).
2. Managers and/or coaches shall keep players orderly in, on and around the bench area.
3. Players playing catch in a warm-up area should be away from spectators.
4. All players must wear a protective cup.
5. All players must wear a heart guard.

## **CALLED/SUSPENDED GAMES**

You will not get a warning! The umpires have been instructed to let the teams play as long as they can, no matter what the score. As soon as the umpire feels that it is not safe to continue, the game will be called.

**EXCEPTIONS:** Note the following rules:

1. A six (6) inning game is a regulation game. If because of darkness, lightning, rain or any other reason further play is unwise, a game that is called is official provided four (4) complete innings have been played (*3-1/2 innings if the home team is winning.*)
  - 1.1 **Night Games:** All night games shall have a curfew of 10:00 p.m. No half innings shall start at or after 10:00 p.m. Games that are not official shall be continued at the next scheduled meeting between the two teams, or at a scheduled make-up date.
2. Games called as unofficial will be completed as defined in the Cal Ripken Rulebook. Normal pitcher and player rotation rules apply to any make-up game.
3. At the point in the game where the home team is leading by their respective slaughter rule while an official game, the game will end immediately.
4. PEE WEE and MINOR SLAUGHTER RULE – Ten (10) runs. (03/01/18) after 4 innings (*3-1/2 innings if the home team is winning.*)
5. MAJOR SLAUGHTER RULE – Ten (10) runs. after 4 innings (*3-1/2 innings if the home team is winning.*)

## **DIMENSIONS/GROUND RULES**

### **BASES**

- **PEE WEE** 60 Feet
- **MINORS** 60 Feet
- **MAJOR** 70 Feet

### **MOUND**

- **PEE WEE** 40 Feet and staked
- **MINORS** 46 Feet and staked
- **MAJOR** 50 Feet and staked

### **BATTERS BOX**

- 35" by 72" and 4" away from home plate. It will extend 36" from the center of the plate in both directions. A 30" bat placed from the front and rear of the plate is OK.

## **RESPONSIBILITIES / STARTING TIME**

### **HOME TEAM RESPONSIBILITIES**

- At Duffy Park, Home Manager on Field #1 for night games is responsible for escorting concession girls to their car(s) after game.
- Home team sets up field and sits on the third base side. Home team must clean up their dugout and spectator stand area after the game.
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### **AWAY TEAM RESPONSIBILITIES**

- Away team playing on Field No. 1 at Duffy Park is responsible for running the scoreboard.
- Away team must clean up their dugout and spectator stand area after the game.

### **GAME STARTING TIME**

- Starting times will be noted on all schedules. The umpire will call a forfeit at fifteen (15) minutes after the scheduled start time, if not enough players are there for either team. **NOTE:** A team may play a game with eight (8) players; the 9<sup>th</sup> batter position will be an automatic out.

## **GROUND RULES**

1. Any batted ball that hits any part of a tree that is in the playing area will be considered a deal ball.
2. Any ball that, because of a throwing or field error hits any part of a tree, the ball will remain live unless it goes into a dead-ball area; in that case, the overthrow rule for that league will come into effect.
3. On any field that has a fence that is in play, the ball will be ruled dead if it goes under, over or through any part of the fence.
4. Any ball (except a batted ball) that hits off the fence and stays in the playing area in a live ball.
5. The **DEAD-BALL AREA** will be defined as the area beyond the field of play in accordance with the following boundaries:

### **92<sup>nd</sup> MILLARD – DUFFY PARK**

- NORTHEAST FIELD #1:** An imaginary line will be drawn from the furthest point of the backstop fences.
- NORTHWEST FIELD #2:** An imaginary line will be drawn from the furthest point of the backstop fences.
- SOUTHWEST FIELD #3:** An imaginary line will be drawn from the furthest point of the backstop fences.
- SOUTHEAST FIELD #4:** An imaginary line will be drawn from the furthest point of the backstop fences.

### **99<sup>th</sup> CENTRAL PARK – SOUTHWEST SCHOOL**

#### **SOUTHEAST FIELD (CENTRAL PARK):**

The east boundary (first-base line) shall be the fence and an imaginary line drawn from the fence running parallel to the first-base line. The south boundary (third-base line) will be the furthest point of the backstop running parallel to the third-base line.

#### **NORTHWEST FIELD (PARKING LOT):**

The west boundary (first-base line) will be the same as the third-base line of the Southwest field. The North boundary (third-base line) will be the same as the first-base line, that is, from the furthest point of the backstop running parallel to the base line.

#### **SOUTHWEST FIELD (GRASS FIELD):**

The South boundary (first-base line) will be the same as the third-base line of the Southeast field (furthest point of the backstop running parallel with the third-base line). The West boundary (third-base line) will be the same as the first base line of the northwest field.

## SCHEDULED GAMES

1. All games (both regular and playoff games) must be played as scheduled except for the inclement weather or unsuitable field conditions. Only the league commissioner or the Club President may officially cancel a game.
2. The League Commissioner or the Club President acting in his/her absence will reschedule postponed or suspended games at the earliest possible date. Managers will have no say in when and the location (grass if necessary) games will be played.
3. Failure to field a team for a scheduled or rescheduled game will result in forfeiture for one or both teams.
4. Managers should consider their obligations to the boys that they coach and be aware that failure to play a game constitutes an injustice to the boys and their parents who are the participants and supporters of the Evergreen Park Baseball Club.
5. Our organization exists for the youth of Evergreen Park and the communities in our boundary. Our adherence to the scheduled-game policy must take precedence over any other consideration that would deny them the opportunity to play, including flex.
6. If, however, four (4) or more boys from a team must attend **the same function**, (i.e. Graduation, Boy Scout Camp, or Band Concert, Volleyball, etc.) it may be sufficient cause for rescheduling a game and will be rescheduled by the Commissioner. Manager/Coaches of the same team, who must attend **the same function**, may be sufficient cause for rescheduling a game.
7. A manager, with approval from the league commissioner or a Board member, may call up one player from the next lower league (e.g., from Minors Pirates to Majors Pirates) to fill a roster position for one game in the event that a team cannot field nine (9) players for that game. This replacement player must play corner outfield and bat last in the batting order. (This rule applies to Minor and Major Leagues only). The opposing manager and umpire will be made aware prior to the start of the game that there is a “called up” player participating in the game. (added 1/17)
- If there is a conflict with game time (for example both Minor and Major Pirates are playing at the same time) and the same team call up does not work, a call up from another team (e.g., from Minor Pirates to Major Athletics), must be approved by the commissioner and Executive Board Member. (added 1/17)

## T-BALL RULES

1. The first 20 minutes will be considered practice time. Games will start 20 minutes after the scheduled start time (for example a 5:30 game time means 20 minutes of practice and the game should start at 5:50).
2. All games are two (2) innings.
3. Bases shall be 50 feet apart.
4. NO stealing or lead-offs.
5. NO infield fly rule.
6. Scores will not be kept.
7. All players must play three (2) innings of defense.
8. Players must **ROTATE POSITIONS** during each game.
9. A line, 43 feet from the tee, will be drawn for the pitcher to stand behind.
10. A semi-circle, centered at the tee, extended to both foul lines will be drawn. A batted ball will have to pass the line to be considered a fair ball.
11. A batter is expected to hit the ball in a reasonable amount of swings. If a batter cannot hit the ball in a reasonable amount of swings, the Manager/Coach may assist the batter to make contact with the ball.
12. Three (3) Coaches from the defense will be allowed on the field for instruction. Coaches must stand **behind** the infielders.
13. Coaches must **not** touch a live ball at any time.
14. All batters and base runners **must wear a helmet**, during games and practice.
15. All players bat in a pre-assigned order.
16. Each inning, a team will bat until each player bats once.
17. Offensive team coach will serve as the defensive team's catcher. The coach is responsible for making adjusting the bating tee and for personal instruction. The coach is also responsible for making any plays at the plate, (i.e. tagging base runners and force outs).
18. Base runners are not allowed to advance an overthrown ball.

## **PROTESTING GAMES**

A protest will only be considered when it is based on the violation or interpretation of the Official Baseball or Local Rules; or by not playing the boys in accordance with the rules of the Baseball Club.

### **A PROTEST WILL EVOLVE AS FOLLOWS:**

1. The protesting Manager shall immediately and respectfully and before any succeeding play begins, notify the umpire that the game is being played under protest.
2. Following the notice of protests, the umpire and both Managers will review the rules (official and local). If the umpire is convinced that his/her decision is correct, he will notify the opposing Manager that the game will be played under protest. The umpire will then indicate in both scorebooks at the time of the game that the ruling occurred, (i.e. batter, batter count, etc.)
3. Complete the attached Protest Form and send to the Commissioner within 72 hours after the game. A fee of \$25.00 (to be returned if the protest is won) must be submitted with the form. If the protest is denied, the \$25.00 fee will be donated to the Evergreen Park Baseball Club.
4. The Executive Board will review the Protest and their decision will be final.
5. Protests made due to ineligible players or on playing time of a player will be considered at any time during the playing season.
6. Judgment calls made by the umpire **cannot** be protested and/or argued.

# EVERGREEN PARK BASEBALL CLUB

## GAME PROTEST FORM

Date of Game: \_\_\_\_\_

League Division: \_\_\_\_\_

Home Team: \_\_\_\_\_

Home Team Manager: \_\_\_\_\_

Visiting Team Manager: \_\_\_\_\_

Umpire: \_\_\_\_\_

Nature of Protest

(Be specific by citing rule violated, etc. Use back if more space is needed)

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\_\_\_\_\_  
Date

\_\_\_\_\_  
Protesting Manager's Signature

Decision of Rules and Ethics Committee: (UPHELD / DISALLOWED)

Reason for Decision: \_\_\_\_\_

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\_\_\_\_\_  
Committee Chairperson

\_\_\_\_\_  
Committee Member

\_\_\_\_\_  
Commissioner

\_\_\_\_\_  
Committee Member

\_\_\_\_\_  
Committee Member

\_\_\_\_\_  
Committee Member

## **PLAYER DRAFT PROCEDURE & POLICY**

1. The draft shall be closed to all except for Managers, (or in their absence, a board member), League Commissioners and Executive Board Members.
2. The Division Commissioners must approve all trades. The League President may approve trades in the absence of the Division Commissioner.
3. You are allowed up to three trades. ALL must be reviewed and approved by the Commissioner or league president. They can veto a trade if they deems it to be one sided and not in the best interest of the EPBC. Also all trades must be completed on the evening of the draft.
4. Any trades that are made are confidential and should remain within the draft. **This is NOT to be made Public Knowledge.** No child or parent wants to find out that they were traded for any reason.
5. All trades must be of the same age. *EXAMPLE: A 10 year old player may be traded for a 10 year old player. A 10 year old player may not be traded for a 9 year old player.*
6. There shall be a re-draft every season.
7. Each Manager will be allowed to protect one (1) player (their child). In the event a Manager does not have a child registered in their Division, they may select to protect any unprotected player from their previous year's team.
8. If the manager has more than one child in the same Division and they are the same age – the players will be slotted third, fourth, etc. for that age group.
9. If the manager has more than one child in the same Division and they are different ages – each will be slotted third for that age group.
10. Protected Players – Peewee Draft Only: Peewee managers will be eligible to protect two players, who will be automatically slotted onto their teams. One player will be their son or daughter and the other will be a player from their team from the previous season. If the manager has no son or daughter on the team, they will be allowed to protect two players from their team from the previous season. New managers will protect a player from the team they were assigned. These players will be designated and placed on their respective teams prior to the start of the actual draft.

### **Slotting of Players**

1. Regular “A” All-Star pitchers from the previous year are considered to be first round picks.
2. Previous year All-Star players including “B” pitchers are considered to be second round draft picks.
3. A Manager's non-All-Star child will be slotted in the 3<sup>rd</sup> Round.
4. The draft will start, by age group, with a random drawing to determine which Manager chooses first and so on. The Manager that is determined to choose first selects a player from the pre-determined age group. Once all of the managers have selected a first round choice, the Manager that selected last in the first round will now select first in the second round. *EXAMPLE: Round*

*#1 – Teams select in lottery order 1-4. Round #2 – Teams select in lottery order 4-1.*

5. Draft will go by age group beginning with the oldest players first until all players of that age group have been selected.
6. Second age group will start in reverse order from the older age group. *EXAMPLE: eight (8) teams pick Nos. 1 to 8 for 10 year olds. Drafting of 9 year olds starts at #'s 8 to 1.*
7. If it is found the draft has started and all eligible players are not on the board, the draft will be started over for that age group.
8. Once the draft concludes, it will not restart.
9. If a player registers after the division drafts are completed, the new registrant will be slotted randomly by lottery onto a team, beginning with those teams that have fewer players than the other teams.

## **Babe Ruth Division**

1. Teams shall consist with a minimum of eleven (11) players and a maximum of fourteen (14) players.
2. The draft will start, by age group, with a random drawing to determine which Manager chooses first and so on. The Manager who is determined to choose first selects a player from the pre-determined group. Once all of the Managers have selected a first round choice, the Manager that selected last in the first round will now select first in the second round. *EXAMPLE: Round #1 – Teams select in lottery order 1-4. Round #2 – teams select in lottery order 4-1.*

*Every player from that age group must be selected BEFORE the start of the next age group.*

3. The Manager that is determined to choose first selects a player from the pre-determined age group. Once all of the Managers have selected a first-round choice, the Manager that selected last in the first round will now select first in the second round. *EXAMPLE: Round #1 – Teams select in lottery order 1-4. Round #2 – Teams select in lottery order 4-1.*
4. All siblings will be placed on the same roster and slotted.
5. All players that play on a high school team shall have that status noted before the start of the draft.
6. There shall be a one (1) hour time limit at the conclusion of the draft where player trading may take place. A Manager may remove themselves from any trading activities by informing the Commissioner and the Managers. No trading may take place outside of the draft location. All rosters are considered final after one (1) hour time limit.

## Major and Minor Divisions

1. Teams shall consist with a minimum of eleven (11) and a maximum of fourteen (14) players.
2. The draft will start, by age group, with a random drawing to determine which Manager chooses first and so on. The Manager who is determined to choose first selects a player from the pre-determined group. Once all of the Managers have selected a first round choice, the Manager that selected last in the first round will now select first in the second round. *EXAMPLE: Round #1 – Teams select in lottery order 1-4. Round #2 – teams select in lottery order 4-1.*
  - 2.1 *Every player from that age group must be selected BEFORE the start of the next age group.*
3. Teams are required not to exceed one (1) more player than the average for that age group in the division. *EXAMPLE: There are eighty (80) twelve year old players and ten (10) teams.  $(80/10) + 1 = 9$ . Each team shall not exceed nine (9) twelve year old players.*
4. All siblings will be placed on the same roster and slotted.
5. There shall be a one (1) hour time limit at the conclusion of the draft where player trading may take place. A Manager may remove themselves from any trading activities by informing the Commissioner and the Managers. No trading may take place outside of the draft location. All rosters are considered final after one (1) hour time limit. 6.

## 6. Pee Wee Divisions

1. Teams shall consist with a minimum of eleven (11) and a maximum of fourteen (14) players.
2. The draft will start, by age group, with a random drawing to determine which Manager chooses first and so on. The Manager who is determined to choose first selects a player from the pre-determined group. Once all of the Managers have selected a first round choice, the Manager that selected last in the first round will now select first in the second round. *EXAMPLE: Round #1 – Teams select in lottery order 1-4. Round #2 – teams select in lottery order 4-1.*
  - 2.2 *Every player from that age group must be selected BEFORE the start of the next age group.*
3. Teams are required not to exceed one (1) more player than the average for that age group in the division. *EXAMPLE: There are eighty (80) eight year old players and ten (10) teams.  $(80/10) + 1 = 9$ . Each team shall not exceed nine (9) eight year old players.*
4. All siblings will be placed on the same roster and slotted.
5. There shall be a one (1) hour time limit at the conclusion of the draft where player trading may take place. A Manager may remove themselves from any trading activities by informing the Commissioner and the Managers. No trading may take place outside of the draft location. All rosters are considered final after one (1) hour time limit.
6. Home team is responsible for chalking or spray painting a line four inches from home plate for which batters must stand behind while batting. **DO NOT CHALK THE GRASS.**

## PLAYOFFS

### Post-season Tournament for Peewees, Minors, Majors

Match-ups will be based on regular season standings where 1 seed plays the 8 seed, 2 plays 7, etc. (If there is either an odd number of teams or a number that does not allow seeding, the first place and possibly the second place teams are given first round byes.)

### Tie-Breaker Process

- 1) Win-Loss Record.
- 2) Head-to-Head Competition.
- 3) Fewest Runs Allowed in Head-to-Head.
- 4) Run Differential with Maximum of ten (10) Per Game in Head-to-Head.

*NOTE: If, in the event of a three-way tie, the three-way tie is broken **upon or before** completing criteria #4, and if a two-way tie still remains, the two teams remaining tied will revert **at that time** back to criteria #2 to break the two-way tie.*

- 5) Fewest Runs Allowed in the regular season.
- 6) Coin Toss.

An example of divisional scores follows, showing how to see 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place.

Game 1	NE	5	SE	1	Game 6	SE	8	PSW	5
Game 2	SE	4	OV	1	Game 7	MWP	2	SE	1
Game 3	OV	6	NE	3	Game 8	OV	4	PSW	0
Game 4	NE	5	MWP	2	Game 9	MWP	6	OV	0
Game 5	PSW	4	NE	2	Game 10	MWP	4	PPSW	0

### **Criteria #1: Overall Record**

Midwest Plains (MWP) finishes in first place with 3 wins and 1 loss.

Pacific Southwest (PSW) is eliminated with 1 win and 3 losses.

New England (NE), Southeast (SE) and Ohio Valley (OV) each have 2 wins and 2 losses; therefore there is a 3-way tie for 2<sup>nd</sup> place. After applying the tie breakers, one team will move into 2<sup>nd</sup> place, one into 3<sup>rd</sup> place and the third team will be eliminated.

These three teams move to Criteria #2.

## **PLAYOFFS**

**-continued-**

### **Criteria #2: Head-to-Head Competition**

NE defeated SE. SE defeated OV and OV defeated NE.  
These three teams are still tied and must move to Criteria #3.

### **Criteria #3: Fewest Runs Allowed in Head-to-Head**

NE allowed 13 runs; SE allowed 13 runs, and OV allowed 13 runs.  
These three teams are still tied and move to Criteria #4.

*NOTE: If, for example, in Criteria #3, NE allowed only 12 runs, while SE and OV allowed 13 runs, NE would be seeded second, and SE and OV would immediately revert back to Criteria #2 rather than continuing on to Criteria #4. Since NE defeated SE, NE would be seeded 3<sup>rd</sup> and SE would be eliminated.*

### **Criteria #4: Run Differential (Maximum of +/- 10)**

Run differential = (Score of team being determined) – (Score of opposing team) for each game.

NE: (5-1) + (1-4) + (3-6) + (5-2) = (+1)

SE: (1-5) + (4-1) + (8-5) + (1-2) = (+1)

OV: (1-4) + (6-3) + (4-0) + (0-6) = (-2)

Ohio Valley is eliminated because it has (-2) run differential; NE and SE are still tied at (+1).

*Note: If, for example, the score of Game 6 had been 18-5 instead of 8-5, SE would have been credited with a maximum of +10. PSW would have been charged a maximum of -10.*

The three-way tie has been broken at Criteria #4 with the elimination of OV.  
NE and SE, still being tied, revert back to Criteria #2: Head-to-Head Competition.  
NE defeated SE so NE will be seeded 2<sup>nd</sup> place and SE will be seeded 3<sup>rd</sup> place.

## **ALL-STAR PROCEDURES AND RULES**

1. Evergreen Park Baseball Club will sponsor one (1) tournament per age group.
2. All-Star Managers are determined by the executive board.
3. The Manager of the all-star team will choose his team, based on feedback from other managers, as well as personal observation, during both the flex and regular season. **These players must participate in flex, to be considered for All-Stars.** Managers of the All-Star teams will have the final decision, as to who will be asked to participate on each All-Star Team. For any player who does not make the team, the All-Star Manager, of that age group, will notify that player.
4. A “B” team can exist, if enough players and coaches have expressed interest.
5. If we have enough for two teams at the 8 year old level, the rosters will be divided even.
6. All-Star Managers will select All-star teams. After the All-Star team is picked, All-star Manager will select two (2) coaches.
7. All team rosters must have a minimum of eleven (11) players and a maximum of fourteen (14) players.
8. Evergreen Park Baseball Club at its discretion agrees to contribute up to \$1,000.00 maximum per division (10, 11 and 12 year-olds) toward one (1) Manager and one (1) Coach’s lodging for Cal Ripken/Babe Ruth Tournaments, Regional and World Series, unless paid for by Cal Ripken/Babe Ruth.
9. The 10, 11, and 12 year old All-Star team’s are strongly encouraged to participate in the Cal Ripken State series, sending only an “A” level team, to this tournament. **If any age group decides not to attend this tournament, the above allotment listed in rule 8, will not apply.**

## FUNDRAISING

1. All funds raised are property of the Evergreen Park Baseball Club.
2. All funds collected must be recorded with the Secretary of the Evergreen Park Baseball Club for deposit with the Treasurer into the Club's account.
3. All funds raised will be distributed at the discretion of the Executive Board.
4. Funds collected should NOT exceed the amount necessary to cover the cost of the team uniforms and/or the cost of an overnight hotel stay during a tournament.
5. Funds raised within an age group will be distributed at the discretion of the Executive Board within that age group only. Proper receipts are required to recoup funds within sixty (60) days.
- 6. Flex/All-Star Managers/Coaches must NOT solicit the Evergreen Park Baseball Club's regular season sponsors for donations.**

## **ALL-STAR PROCEDURES AND RULES**

**- continued -**

### **Flex / All-Star Uniforms**

1. Uniforms will be supplied by the league, but paid for by the players. (Players are responsible for full cost of uniform which includes but not limited to a jersey, hat, belt, pants, and socks).
2. Flex / All-Star uniforms, for all age groups, will be the same and purchased with Executive Board approval.
3. One (1) All-Star Manager and three (3) Coaches.
3. A hat and jersey/coaches shirt will be provided by the Evergreen Park Baseball Club for one (1) All-Star Manager and three (3) Coaches of each age group.

## FLEX

1. Our Flex program offers teams to compete in a variety of Part-time travel leagues in our area. Based on interest we will be fielding teams at the 8 and 9, year old level.
2. As long as there are enough players to field a team, no child shall be cut. If there are enough players for two teams at any age level, the teams will be selected by the managers after our winter sessions and prior to the first game and will be split evenly. Each team will play approx. 10-15 games (weather permitting) on Sundays (generally in the morning) and some Wednesday evening games (not to conflict with In house games). The Season runs from approx. 4/15 through 6/30. Here are a couple of things to consider:

- Games will be against other part-time travel teams from the Chicago land area. The schedule will include at least 4/5 home games and 4/5 away games.

- In the event we have enough players for two teams at an age level those teams will be split evenly based on talent. This evaluation will be done by the specific age group coaches after the winter indoor sessions and prior to the start of the first game. If there are not enough players to field two teams we will accommodate all players on one roster and the coach will rotate the roster during the season to give every player at least 10 games.

- Manager will be selected by the Executive Board and the Sunday league coordinator.

-Practice, and game schedules will be determined by each individual coach. Any flex practice that conflicts with a regular season in-house practice, the in-house practice will take priority. We anticipate limited indoor practice starting in January and continuing until the start of the season.

- Cost should be approx. \$200 for the Sunday team and is in addition to the regular house baseball registration fee.

- The All-Star team will be selected at the conclusion of the Baseball Club season as it has in the past. **In order to participate in All-Stars, you must participate in the flex season.** The All-Star team will be selected by the All-Star manager (All-Star Manager is selected by the board). The team will be selected based on the 6 month flex season of practices and games. Participating in the Sunday league does not guarantee a spot on the All-Star team. In the event we have enough interest in All-stars we may offer two teams. If we do have enough interest, two teams offered at the 8 year old level would be split evenly and there would be "A" and "B" teams at the 9,10,11,12 year old level.