

## **Park Playing Rules**

These rules and regulations pertain to spectators, managers and players alike and cancel all rules and regulations prior to this writing.

The Bryant Athletic Association (BAA) Board of Directors consist of the President, two Vice Presidents, three Two-Year Directors, three One-Year Directors, Immediate Past President, Park Director, Player Agents, Equipment Manager, Safety Officer, Umpire-In-Chief, Secretary and Treasurer.

The Board of Directors will represent the parks at all meetings and act as a middleman for the BAA. Only the BAA. may change the Park Rules and Regulations. The Board of Directors will handle all protests not settled during the playing of the game. The Board of Directors will make the final decision after a complete investigation or in accordance with procedures set forth by the BAA.

### **PARK RULES**

1. No profane language, any bikes or motor vehicles, skates, skateboards in the park area. No alcoholic beverages allowed. No harassment of or by umpires, coaches, players or spectators. No littering. No spectators on the playing field. No horseplay in the park area. Any person guilty of vandalism shall be prosecuted to the limit of the law. No tobacco products will be permitted in the dugout or on the field. No loud music.
2. The Bryant Athletic Association will be responsible for preserving order on the park premises. Violators of the above rules will be subject to removal from the park area.
3. All league games stopped due to weather, and in the event of a make-up, will be considered suspended.
4. No infield between games.

### **MAKE-UP GAMES**

The Park Director will reschedule all make-up games at the earliest available playing date. With the exception, no team will play more than 3 league games in one week. Make-up games on Sunday cannot begin prior to 1 p.m.

## PLAYER RULES

1. A player, in order to keep his/her eligibility, must not have missed more than two (2) games or practices, unless such absences are excusable. He/She must notify manager or coaches of any absentee before games or practices.
2. A manager, before dropping a player, must first notify the baseball player agent and Board of Directors in writing for their approval. If a player is dropped he/she could be suspended for the next calendar year.
3. Players, managers, coaches, and spectators will govern themselves according to the rulebook in their respective division. Any player, manager, coach, or spectator who is ejected from a game for any reason must appear before the Board of Directors before he/she will be allowed to return to another game as a player, manager, coach, or spectator. Players will appear with parents (if possible). The Board of Directors will determine the amount of time of their suspension. All player suspensions will be served by the player in uniform in the dugout at the next played game or games. Manager's or coach's suspensions will be served by not coaching or managing anywhere in the ball park and not allowed in the dugout during played game or games. Any spectators suspended will not be allowed in the ball park during their suspension. Played games do not include a forfeit or a rained out game. Any violations during the suspension of the manager, coach, player, or spectator will result in further Board action. EXCEPTION: Any coach ejected during tournament play may participate thru the conclusion of that tournament, but must go before the Board of Directors before participation in another tournament or league game.
4. Blue League Eligibility:
  - (a) Cal Ripken Blue Division
    - i. In 2012 and 2013, all 10,11 and 12 year olds are eligible for the Cal Ripken Blue Division.
    - ii. In 2014 and thereafter, all Cal Ripken eligible 10, 11 and 12 year olds that participated in the BAA program in the previous year and any new player new to school district will be eligible to play.
  - (b) Babe Ruth Blue Division
    - i. In 2012 and 2013, all 13 and 14 year olds are eligible for the Babe Ruth Blue Division.
    - ii. In 2014 and thereafter, all Babe Ruth eligible 13 and 14 year olds that participated in the BAA program in the previous year and any new player new to school district will be eligible to play.

## **MANAGERS AND COACHES RULES**

1. Managers shall not schedule mandatory practices on Saturday or Sunday once the regular season has started.
2. No person may purchase or return equipment unless authorized by the Equipment Manager. A purchase order, issued by the Equipment Manager is required to purchase any equipment. All managers will turn in all equipment and uniforms, immediately after their last regular season game to the Equipment Manager.
3. No more than three (3) coaches (this includes the manager) will be allowed on the playing field (this includes the dugout) at any one time. Managers will be responsible for the selection and behavior of their coaches.

## **SELECTION OF MANAGERS FOR TEAMS**

1. All new prospective managers must complete an application and be interviewed by the elected officials of the BAA and approved and assigned to a team by these elected officials before managing a team. The assignment process shall be conducted in the following order: 1) if a selected manager's son/daughter/grandchild is on a vacant team, that manager will be assigned to the team their son/daughter/grandchild is a member of; or 2) candidates will mutually agree on team assignments; or 3) positions will be randomly assigned by pulling from a hat.
2. All managers and coaches will be required to assist in calling bases and in some cases to be field director. The Park Director will assign duties. Failure of manager to provide someone for field director, concession stand or base umpires will result in \$300 fine and suspension of manager for minimum of one calendar week. The Board of Directors will meet to decide if further action is warranted.
3. Once a manager is selected, he remains as manager of that team unless he resigns or is removed by the Bryant Athletic Association.
4. Any action taken by a manager or coach that is unsportsmanlike, is not in the best interest of the players or the club, is not in the sense of equal and fair play, or is against BAA rules shall be grounds for investigation by the Board of Directors. The Board of Directors will determine what constitutes unsportsmanlike conduct, equal and fair play, and what is in the best interest of players and club.
5. All managers are required to hold a team meeting prior to their first practice.
6. All managers are required to attend manager's meetings including annual BAA coach's certification clinics.
7. Failure to comply with rules #5 and #6 can subject manager to removal by board action.

## **TEE BALL PLAYING RULES**

*The Current Cal Ripken League Rulebook Will Apply  
With The Following Exceptions:*

1. Playing age shall be 4 -5 year olds.
2. A team may practice no more than three (3) times in a two-week period and not more than twice in any one week.
3. The soft type baseball will be used for games and practices.
4. The team on defense will have a pitcher position player, 1<sup>st</sup> baseman, 2<sup>nd</sup> baseman, shortstop, and 3<sup>rd</sup> baseman. All infielders, including the pitcher, will play a minimum of 46 feet from home plate. All remaining players will be outfielders and will play no closer than the grass line that separates the outfield from the infield.
5. Games will be 4 innings in length. Each team will bat round robin. Each player will bat twice each game. If a team fields an even number of players (10 for example), it will bat half (5) the first inning and five (5) the second inning. If a team fields an odd number of players, it will bat one more player in the first and third innings than in the second and fourth innings. The offensive inning will end when the last batter of the inning completes his or her time at bat. Outs are not to be recorded. Score will not be kept.
6. Two (2) adults will be allowed to coach defense. No touching players or ball. Offensive coaches are not allowed to touch the runners.
7. The ball will be placed on a tee and the batter has five swings to hit the ball fair before he or she is retired.
8. No stealing bases.
9. One base advance is allowed on overthrow at first base.
10. Time will be called when the ball is controlled by the defense on the infield with no runner attempting to advance.
11. In order to teach players of this age the basic rules of baseball, runners put out while running the bases will be retired to their dugout.
12. Omit 25 arc rule in Cal Ripken rulebook.

## **INSTRUCTIONAL LEAGUE PLAYING RULES**

*The Current Cal Ripken League Rulebook Will Apply  
With The Following Exceptions:*

1. Each team will have a minimum of ten and a maximum of eleven players on its rosters.
2. Playing age shall be as follows: 6 & 7 year olds with 5 year olds player agent and board approved.
3. Regulation games shall be 5 innings.
4. All teams must bat round robin.
5. All players will play on defense. Teams with game line up of 9 will have: All positions field, a pitcher, a catcher, 3rd, ss, 2nd, 1st, and 3 outfielders. Game line ups of 10 may have two pitchers, catcher, 3rd, ss, 2b, 1b. \*If there is only one pitcher, you can have four outfielders. If you have two pitchers you can have three outfielders. Game lineups of 11 will have 2 pitchers, a catcher, 3rd, ss, 2nd, 1st, and four outfielders. Game line ups of 12 will have two pitchers, a catcher, 3rd, ss, 2nd, 1st and five outfielders.
6. For a game to start, each team must have a minimum of 8 players (5 minute grace period) and must finish with at least 7 players or the game will be a forfeit.
7. If a team loses a player due to ejection, the player's spot in the lineup will be an out, otherwise the spot will be skipped without penalty.
8. No inning shall start after one hour and twenty minutes.
9. If after 5 innings game is tied and time has not elapsed, one extra inning will be played to break the tie. If game is still tied after one extra inning, each team shall receive credit for ½ game win.
10. Pitching will be done by the pitching machine. In the event that the pitching machine is inoperative, an adult selected by the manager of the offensive team will do pitching. Pitching must be overhand. Under no circumstance will pitching be done by a player. Distance will be determined by adjustment of the machine. If the machine will operate properly at 46 feet, the machine will be set at this distance. In the event that an adult is pitching, he will pitch from 46 feet.
11. Pitching Machine will have a foot setting of 8 with the power arm to be adjusted for a strike.
12. The batter will get 5 pitches, excluding any pitch as determined by the umpire, but will continue at bat in the event of a foul ball with a maximum of 7 pitches. There will be a minimum of one umpire and the machine will be fed by an umpire. Should a batted ball hit the pitching machine, it will be ruled a single and every base runner will advance one base, if forced. Should a pitched ball from the machine hit a batter, it will be ruled a no pitch unless the pitch was in the strike zone (as determined by the umpire). If the machine is wild, the umpire will adjust immediately (umpire judgment).

13. Offensive team's turn at bat ends with (3) outs or (4) runs.
14. The pitcher must keep one foot in contact with the pitching circle until the pitch is made. The pitcher must be even with or behind the pitching machine until the pitch is made.
15. If the pitcher has control of the ball in the pitching circle prior to a base runner advancing to the halfway hash mark, that runner is allowed to advance, but is sent back if he is safe. If he is put out, he is out. No other runners will be allowed to advance regardless of the runner being out or safe. In the event the ball is controlled by defense on the infield with no runner attempting to advance, time will be called.
16. Defensive team may have one coach in the field to direct the position and throws of fielders. He will not be able to touch a player and will be considered as part of the playing field. The defensive coach must be in the outfield behind the infielders.
17. No player may deliberately roll the baseball to another player. Penalty is a balk.
18. There will be no stealing. Runners will only advance by the batter hitting the baseball.
19. There will be no bunts faked and then hit away. The penalty will be an out and team will be warned. The second offense in the same game will result in an out and ejection of the player and manager.

**Rookie AA Pitching Machine PLAYING RULES**  
*The Current Cal Ripken League Rulebook Will Apply*  
*With The Following Exceptions:*

1. Teams will have lineups of all 7 & 8 year olds.
2. Teams will bat round robin with free substitution and no player sitting out on defense more than one inning.
3. For a game to start, each team must have a minimum of nine players (5 minute grace period). Teams may finish the game with eight players. If a team loses a player due to ejection, the player's spot in the lineup will be an out, otherwise the spot will be skipped without penalty.
4. Regulation games shall be 6 innings.
5. No inning shall start after 1 hour and 10 minutes unless the game is tied. If after 6 innings game is tied and time has not elapsed, one extra inning will be played to break the tie. If game is still tied after one extra inning, each team shall receive credit for ½ game win.
6. There will be no bunts faked and then hit away. The penalty will be an out and the team will be warned. The second offense in the same game will result in an out and the ejection of the player and manager.
7. 10 players will play on defense. Teams will have one pitcher, a catcher, a 1<sup>st</sup> baseman, a 2<sup>nd</sup> baseman, a 3<sup>rd</sup> baseman, a shortstop, and the 4 remaining players will play in the outfield. Players must play in the outfield grass.
8. If a team loses a player due to ejection, the player's spot in the lineup will be an out, otherwise the spot will be skipped without penalty.
9. Pitching will be done by the pitching machine. In the event that the pitching machine is inoperative, an adult selected by the manager of the offensive team will do pitching. Pitching must be overhand. Under no circumstance will pitching be done by a player. Distance will be determined by adjustment of the machine. If the machine will operate properly at 46 feet, the machine will be set at this distance. In the event that an adult is pitching, he will pitch from 46 feet.
10. Pitching Machine will have a foot setting of 9 with power arm to be adjusted for a strike.
11. The batter will get 3 strikes, but will continue at bat in the event of a foul ball. Should a batted ball hit the pitching machine, it will be ruled a single and every base runner will advance one base, if forced. Should a pitched ball from the machine hit a batter, it will be ruled a no pitch unless the pitch was in the strike zone (as determined by the umpire). If the machine is wild, the umpire will adjust immediately. (umpire judgement) There will be two umpires, one feeding the machine and one calling balls and strikes behind the plate.

12. Offensive team's turn at bat ends with (3) outs or (4) runs.
13. The pitcher must keep one foot in contact with the pitching circle until the pitch is made. The pitcher must be even with or behind the pitching machine until the pitch is made.
14. In the event the ball is controlled by defense on the infield with no runner attempting to advance, time will be called.
15. No player may deliberately roll the baseball to another player. Penalty is a balk.
16. Stealing is allowed on all bases.
17. Any team not meeting substitution requirements will forfeit that game and the manager will go before the BAA board and will be suspended a minimum of 1 game.

### **ROOKIE AAA PLAYING RULES**

*The Current Cal Ripken League Rulebook Will Apply  
With The Following Exceptions:*

1. Teams must have a lineup of 10 players per game.
2. Playing age shall be 7, 8 & 9 year olds.
3. Teams will bat round robin and have free substitution with no player sitting out on defense more than 1 inning. All 9-year-olds must play prior to being substituted by any 8- and 7-year-old. (All 7s and 8s must sub their inning prior to any 9-year-old).
4. Teams may finish the game with eight player's. If a team loses a player due to ejection, the player's spot in the lineup will be an out, otherwise the spot will be skipped without penalty.
5. No inning shall start after 1 hour and 30 minutes unless the game is tied. Ties will be played out. A complete game shall be 5 innings.
6. Omit infield fly rule.
7. Change Cal Ripken pitching rule 0.06 (1) to read pitcher May pitch 5 innings per calendar week.
8. There will be no bunts faked and then hit away. The penalty will be an out and the team will be warned. The second offense in the same game will result in an out and the ejection of the player and manager.
9. Any team not meeting substitution requirements will forfeit that game, the manager will go before the BAA board and will be suspended a minimum of one (1) game.

## **CAL RIPKEN 10 – 12 PLAYING RULES**

*The Current Cal Ripken League Rulebook Will Apply  
With The Following Exceptions:*

1. Each team will consist of a roster of 15-18 players and will have a AA and AAA division. AAA rosters will consist of 15 players. Players not listed on the AAA roster will be on the AA roster and will not be eligible to play AAA. AA rosters will consist of 12 players. All rosters must be submitted to the player agent prior to the first league game.
2. AA & AAA teams will have a lineup of 10 players per game. Teams will bat round robin and have free substitution with no player sitting out on defense more than one inning.
3. Any team not meeting substitution requirements will forfeit that game and the manager will go before the board and be suspended a minimum of 1 game.
4. All innings pitched by any player in AA or AAA games will count toward that player's maximum pitching innings for that week (per Babe Ruth / Cal Ripken rulebook). Any pitcher that pitches in the AA game will not be eligible to pitch in the AAA game on the same calendar day.
5. In AA games, players will not be allowed to fake a bunt and then swing away. Penalty will be an out and second offense will result in an out and ejection of player and manager.

**Cal Ripken Blue 10-12 Playing Rules**  
*The Current Babe Ruth League Rule Book Will Apply*  
*With The Following Exceptions:*

1. The Board of Directors will appoint an oversight committee of 5 people to provide general oversight including jurisdiction over the following:
  - (a) Tryouts for League and Tournament teams
  - (a) Selection and Assignment of a minimum of 50 players consisting of a range of 18-24 Twelve (12) year old players, 15-20 Eleven (11) year old players, and 12-15 Ten (10) year old players.
  - (b) League teams will consist of 10 players on 5 teams.
  - (c) Tournament teams will consist of a minimum of 10 players. Teams will be formed for the following: 10 Year Old Team, 11 Year Old Team, 12 Year Old Team, and 12 and Under Team.
  - (d) Selection and/or approval of tournaments.
2. League playing rules will be as follows:
  - (a) Teams will bat round robin and have free substitution with no player sitting out more than one inning.
  - (b) No player will pitch more than six outs per week.
3. Regular Season Tournament playing rules will be as follows:
  - (a) In pool play, teams will bat round robin and have free substitution with no player sitting out more than two innings.
  - (c) No player will pitch more than 12 outs per tournament.

## **BABE RUTH PLAYING RULES**

*The Current Babe Ruth League Rule Book Will Apply  
With The Following Exceptions:*

1. Each team will consist of a roster of 15 – 18 players and will have a AA and AAA division. AAA rosters will consist of 15 players. Players not listed on the AAA roster will automatically be on AA roster and will not be eligible to play AAA. AA rosters will consist of 12 players. All rosters must be submitted to the player agent prior to the 1<sup>st</sup> league game.
2. AAA teams will have a minimum lineup of ten players per game. All players on the lineup sheet must play a minimum of six (6) consecutive defensive outs and 1 time at bat in all AAA games. AA teams will have a maximum of ten (10) players per game on lineup sheet. AA teams will have free substitution, bat round robin with no player sitting out more than one (1) inning. Any player not participating in AA game must play all of the AAA game, barring injury, ejection, illness, or disciplinary action. (Any team not meeting substitution requirements will forfeit that game *and* the manager will go before the board and be suspended a minimum of one (1) game).
3. All innings pitched by any player in AA or AAA games will count toward that player's maximum pitching innings for that week (per Babe Ruth rule book). Any pitcher that pitches in the AA game will not be eligible to pitch in the AAA game on the same calendar day.
  - (a) In AAA games, all substitutes must enter the game after all starters have played six (6) defensive outs and batted once. This is to be done at the end of an inning or ½ inning.
  - (b) A starter may re-enter once at any point in the batting order, provided the re-entrants substitute has played six (6) consecutive defensive outs and batted at least once.

**Babe Ruth Blue 13-14 Playing Rules**  
*The Current Babe Ruth League Rule Book Will Apply*  
*With The Following Exceptions:*

1. The Board of Directors will appoint an oversight committee of 5 people to provide general oversight including jurisdiction over the following:
  - (a) Tryouts for League and Tournament teams
  - (b) Selection and Assignment of 30 players consisting of 15 Thirteen (13) year old players and 15 Fourteen (14) year old players. League teams will consist of 10 players on 3 teams.
  - (c) Tournament teams will consist of a minimum of 10 players. Teams will be formed for the following: 13 Year Old Team, 14 Year Old Team, and 14 and Under Team.
  - (d) Selection and/or approval of tournaments.
2. League playing rules will be as follows:
  - (a) Teams will bat round robin and have free substitution with no player sitting out more than one inning.
  - (b) No player will pitch more than six outs per week.
3. Regular Season Tournament playing rules will be as follows:
  - (a) In pool play, teams will bat round robin and have free substitution with no player sitting out more than two innings.
  - (b) No player will pitch more than 15 outs per tournament.
4. Post Season All Star Teams:
  - (a) Post Season All Star Teams will be selected by the managers with input from the oversight committee.

## TIME / RUN LIMITS

DIVISION	TIME LIMITS	RUN LIMITS
Instructional	1 hr. 20 min.	(4) runs per inning
Rookie AAA	1 hr. 30 min.	(4) runs per inning
Rookie AA	1 hr. 10 min.	(4) runs per inning
Cal Ripken AA White	1 hr. 30 min.	(4) runs per inning
Cal Ripken AAA White	1 hr. 45 min.	No limit
Cal Ripken Blue	1 hr. 45 min.	No limit
Babe Ruth AA	1 hr. 45 min.	(4) runs per inning
Babe Ruth AAA	2 hours	No limit
Babe Ruth Blue	2 hours	No limit

*THE OFFICIAL START OF A GAME BEGINS WHEN THE FIRST BATTER OF THE VISITING TEAM STEPS INTO THE BATTER'S BOX*

## **SWING PLAYERS**

1. The following applies to all divisions except Cal Ripken AAA White and Babe Ruth Blue Divisions
  - (a) A swing player's priority is always with his regular season team.
  - (b) Swing players are allowed to play only with their managers and the parents approval.
  - (c) A swing player may play only to prevent a forfeit.
  - (d) Swing players are not allowed to pitch.
2. Cal Ripken White Division
  - (a) AA teams may swing a 9 year old player from Rookie only to prevent a forfeit.
3. Rookie Division
  - (a) AA teams may swing from the Instructional Division. The player must be an 7 year old.
4. Instructional Division
  - (a) Teams may swing from any T-Ball team. The player must be of a 5 year old playing age.
5. Cal Ripken Blue and Babe Ruth Blue Divisions
  - (a) May swing a player from another team in same league. Player must be the same age or younger as the player not attending that game.

## **ROUND ROBIN BATTING**

All players will be listed in the batting order. If a player is injured or becomes ill that player may be removed from the batting order without penalty (an out will not be charged when that player is unable to bat). In the event the player can re-enter the batting order later, he will enter at the same batting position.

## BASEBALL DRAFT RULES

**Suspend current Cal Ripken and Babe Ruth draft rules for 2012. Draft rules for Cal Ripken and Babe Ruth White leagues will be determined by the Board of Directors after tryouts.**

1. All players not assigned to a team must attend try-outs. A player who does not tryout will be placed in the player pool. Tee-ball is exempt.
2. After tryouts and prior to the draft, the Board of Directors shall establish the number of teams in each league.
3. No team shall have more than 8 players of any age group with the exception of Babe Ruth and Cal Ripken 10 - 12.
4. All teams shall have a minimum of 10 players and a maximum governed by what the sanctioned league allows. All players that sign up and try-out will be drafted to a team
5. DRAFT: Shall consist of the Manager and one coach from each team, provided the coach does not have an undrafted child, grandchild, niece, nephew, brother or sister in the draft.
6. Ties in league standings will be determined by coin toss to establish position in draft rotation for next season. This process will be done during the post season all-star selection.
  - (a) In case of a tie for a league championship where head to head cannot be used to determine the champion; the teams tied will be declared co-champions.
7. ROOKIE AND INSTRUCTIONAL DRAFT RULES:
  - (a) Rookie League 7-9 will draft their teams prior to the Instructional League and will have rosters of 18 at the end of the draft. 9 year olds must play AAA live pitch and 8 year olds can swing on AA pitching machine & AAA live pitch. 7 year olds can only play AA pitching machine.
  - (b) All 9 year olds will be drafted first and until the 9 year old player pool is exhausted. There will be no more than eight 9 year olds per team. Teams with fewer players than the team with the highest number of players will receive a supplemental draft pick in order of last years league standings. The 8 year old draft will begin when all 9 year olds have been selected followed by the 7 year olds. The 9's will be drafted from top to bottom. The 8's and 7's will be drafted from top to bottom, bottom to top. There will be a minimum of two and a maximum of three 7 year olds per team. Managers may request that a 9 year old be reviewed by the player agent for placement in the Rookie AA division to prevent possible injury due to that player's ability. If both player agents are not in agreement, the board will make the final decision.
  - (c) Instructional Managers will draft all 7 year olds and then draft the 6 year olds until rosters are complete.

(d) The draft rotation will be in the reverse order of the previous season's standings.

**Exception:** Instructional will draw for draft order and their draft will be top to bottom, bottom to top until draft is completed.

8. CAL RIPKEN DRAFT RULES:

(a) 11 & 12 year olds will be drafted 1<sup>st</sup>. Teams will draft in reverse order of last year's league standing. After each round, there will be a supplemental draft. Teams with fewer players than the team with the highest number of players get a supplemental draft pick in order of last year's league standings. This continues until all teams are even or until all 11 & 12 year olds are drafted.

(b) The 10 yr old draft will be done in reverse order of league standings from the previous year and will be drafted top to bottom, bottom to top until teams reach the maximum number of players or until the 10 yr old pool is exhausted.

9. BABE RUTH DRAFT RULES:

(a) 14 & 15 year olds will be drafted first. Teams will draft in reverse order of last year's league standing. After each round, there will be a supplemental draft. Teams with fewer players than the team with the highest number of players get a supplemental draft pick in order of last year's league standings. This continues until all teams are even.

(i) 1<sup>st</sup> Round....then 1<sup>st</sup> Round supplemental

(ii) 2<sup>nd</sup> Round....then 2<sup>nd</sup> Round supplemental

(iii) 3<sup>rd</sup> Round....then 3<sup>rd</sup> Round supplemental

(b) The 13 year old draft will be done in reverse order of league standing from the previous year and will be drafted top to bottom, bottom to top until teams reach the maximum number of players or until the 13 year old pool is exhausted.

(i) 1<sup>st</sup> Round....then 1<sup>st</sup> Round supplemental

(ii) 2<sup>nd</sup> Round....then 2<sup>nd</sup> Round supplemental

(iii) 3<sup>rd</sup> Round....then 3<sup>rd</sup> Round supplemental

(iv) 1<sup>st</sup> Round - reverse order of league finish

(v) 2<sup>nd</sup> Round - order of league finish

(vi) 3<sup>rd</sup> Round – reverse order of league finish, etc.

10. Children, grandchildren, nieces, nephews, brothers and sisters of managers will be selected as follows: The first son or grandson must be selected by the 3<sup>rd</sup> round; any additional Children, grandchildren, nieces, nephews, brothers and sisters must be drafted in the next subsequent rounds.

11. If a player is moved from one team due to a new manager being selected for a team, the team who lost the player will receive the first draft choice of the team who gained the player. A Rookie manager can select either 9 or 8 year old as their first draft choice.
12. Brothers in the spring program at the same time:
  - (a) If a manager drafts a brother, he will advise the player agent immediately. Then manager will or will not protect the other brother. If he elects to protect the other brother, he will do so on his next draft choice, otherwise the brother is free to be drafted by any manager.
  - (b) If a manager has a player on his team who has a brother in spring training, he must advise the player agent before the draft begins if he wishes to protect or unprotect the other brother in the pool. If he protects the brother, he must draft the brother within the first three (3) rounds of the appropriate age group draft.
13. TRADING: Following the draft, managers may trade players until (7) days after the draft is completed. They must have the Board's approval.
14. Any manager who picks up an eligible player after the draft is completed, to replace a player who has been lost, shall not be charged with any option player in the next season's draft and said player will take the place of the player whom he replaced.
15. BLIND DRAFT: shall be held 3 weeks after the draft. It shall consist of players in the player pool. The first pick shall go to the team with the least number of players. In the event there is more than one team with the least number of players, then they shall pick in the original draft order. Once the same number of players is reached the remaining players shall be drafted where the original draft left off.
16. PLAYER POOL: shall consist of players who fail to try out or who sign up after the draft and before the blind draft date.
17. In the event a manager wants to replace a player who has moved, quit, or suffered a season ending injury, the manager may replace the player as follows:
  - (a) If loss occurs prior to the blind draft date the selection shall be made from the player pool on the blind draft date. If no player is available, the swing player rule shall apply.
  - (b) If loss occurs after the blind draft date, the swing player rule shall apply.
18. All managers must notify in writing the Player Agent or President of the league if he desires to release a player after the season is over. The player involved will be notified that he will have to go through registration and try-outs to be eligible for a team. Should a manager fail to notify the proper person in time for said player to participate in the try-out, the player shall be considered a member of the team. The above requires Board approval.
19. Any manager who desires to release a player shall notify in writing the President or Player Agent in his league and shall state the reason for his action. The player shall be

contacted by either the President or Player Agent to determine if the manager is justified in taking this action. If action is justified, the player and parents will be told of his release. Otherwise, the player will remain a member of the team.

20. Any parent who feels it necessary to request a change of teams shall contact the Player Agent. The Player Agent shall then gather the facts through interviews. The information is then reported to the Board of Directors. The Board shall determine if a legitimate reason exists and a change is justified. If the change is in the best interest of the player, then he must go through the draft and can be drafted by any team except the one he is leaving. The manager of the player's team shall be informed and consulted at all points while the matter is being considered.
21. Any player who signs up after the draft who was on a team the previous season and still in the same league shall be placed back on previous years team. If previous team is at the maximum number of players he will be ruled ineligible.

## REDUCTION OF DIVISION

When it becomes necessary to reduce the number of teams in a division, the following process will be used:

1. Fewest number of returning players
2. If a tie, the team without a returning manager
3. If still a tie...by coin flip

All players will return to the draft, and if a manager loses a team through reduction, he shall have first choice of any team without a manager.

## EXPANSION OF DIVISION

1. In the event of multiple expansion teams within a division, a coin flip will determine which expansion team manager will select 1<sup>st</sup>. Selection will alternate from that point forward until allotted picks are completed.
2. Expansion teams will be formed as follows:
  - (a) Rookie League: Expansion team will receive the first three 9 year old draft selections and then will become the first selector in the regular draft rotation.
  - (b) Cal Ripken: When it is necessary to expand in this division, the board will decide the means to expand. Any board member who manages or coaches, or has a child or grandchild in this division shall be excluded from the decision making process.
  - (c) Babe Ruth: When it is necessary to expand in this division, the board will decide the means to expand. Any board member who manages or coaches, or has a child or grandchild in this division shall be excluded from the decision making process.

## POST SEASON RULES

1. The minimum number of All Stars per team will be set by Babe Ruth / Cal Ripken rules. The All Star manager will decide the maximum number of All Stars, not to exceed the maximum set by Babe Ruth / Cal Ripken. This must be done prior to the start of the selection process.
2. After the All Star team is selected, the manager has the option to select one manager's pick provided it does not exceed the maximum set by Babe Ruth / Cal Ripken.
3. The 6 and under and 7 year old age groups will have tryouts to determine the All Star teams. The Board of Directors will approve a committee of 5 members including a player agent who will chair the committee and collectively they will determine the final roster.
4. All Star managers shall be selected by committee of elected board officials. Manager selection guidelines include regular season standings, post season experience, sportsmanship and results of an interview process.
5. Selection Committees – All Stars will be selected by the following committees:
  - (a) Babe Ruth Blue Division Managers
  - (b) Babe Ruth White Division AAA Managers
  - (c) Cal Ripken Blue Division Managers
  - (d) Cal Ripken White Division AAA Managers
  - (e) Rookie 9 year olds AAA Managers
  - (f) Rookie 8 year olds AAA Managers
  - (g) 7 year olds Board Appointed Committee
  - (h) 6 and Under Board Appointed Committee
6. Selection of the Cal Ripken All Star teams shall be in the following order:
  - (a) **Blue Division**
    - i. 12 & Under 50/70
    - ii. 11 year old 50/70
    - iii. 10 year old 46/60
    - iv. 12 & under 46/60
  - (b) **White Division**
    - i. 12 & Under 46/60
    - ii. 10 year old 46/60
7. Babe Ruth - To be determined by Board of Directors

8. All Star Selections – Any player receiving unanimous votes during the selection by either the AAA managers, Rookie managers or Board appointed members depending on their respective divisions shall be placed on the All Star team. If the team cannot be completed by unanimous vote, the remainder shall be filled by majority vote at a time determined by the Player Agent.
9. If a manager is selected that is not currently a league manager, then the selected manager shall be allowed to sit in on their team's post season selection meeting for input.
10. All-star managers will be required to have their team and parents provide workers for post-season tournaments hosted by the B.A.A. The tournament director of the tournament will advise the manager as to what schedule the team will work and the number of workers needed.
11. No All-Stars will be selected and posted until after all regular games have been completed for the league they represent except for Cal Ripken Blue and Babe Ruth Blue Divisions.