

2011

*Aston Valley
Baseball League*



LOCAL LEAGUE RULES

INTRODUCTION/FORWARD

This handbook is designed to be a guide for present and future members of the ASTON VALLEY BASEBALL LEAGUE.

The Philosophy, objectives, procedural statements and other information contribute to the smooth operation of the ASTON VALLEY BASEBALL LEAGUE.

No handbook could possibly provide all the answers to all the Baseball League questions, but familiarity with this manual, along with good judgment should help in making good decisions for the League.

All items in this handbook are subject to revision periodically. Ideas for improvements are encouraged at any time. The various chapters in this manual deal with all facets of our league operation. Any part of this manual shall be considered the "rules" of the ASTON VALLEY BABE RUTH program and should be adhered to accordingly.

PHILOSOPHY

The safety and the well being of young players is a primary concern of the ASTON VALLEY BABE RUTH LEAGUE. The League believes that through sound conditioning, immediate attention to injuries, development of sportsmanship, proper execution of fundamentals and proper care of equipment and fields we can accomplish this aim.

The Major objective of the ASTON VALLEY BABE RUTH LEAGUE program is to provide wholesome opportunities for the children of Aston to develop from their experiences, favorable habits and attitudes through the baseball program.

The League Executive Board and Staff in the Baseball Program serve for two reasons: first, to teach skills so that the children may improve themselves and derive more satisfaction and enjoyment of the game; second, is to teach and instill values -- values that will enable them to improve as individuals and values that they will carry with them throughout life.

REGULATIONS FOR MANAGERS/COACHES

MANAGERS RESPONSIBILITIES

1. All Managers must conduct their program in a manner that insures the safety of each player.
2. Meet with the division commissioner to set up practice schedule for the fields available.
 - A. Teener League use Sun Valley fields A & B.
 - B. Major League uses Cage field and Aston Elementary fields.
 - C. Minor uses Weir II and Vinsmith fields.
 - D. Rookie uses the Rick Owsley Field and Vinsmith field.
 - E. T-Ball uses Weir T-Ball field, Pennell field far side.
3. Select Coaching staff of maximum three (3) Coaches.
4. Select Team Parent. The Team Parent is an integral part of your team and the League as a whole. Through these volunteers over half of our league finances are generated. Also, the proper communications are made between you and your team and the League and your parents through the Team Parent.
5. Secure equipment and uniforms from Equipment Manager, to be distributed from the concession stand at a scheduled day and time to be determined by the Executive Board.
6. Upon conclusion of the League draft secure an accurate roster from player agent and contact parents of new players and contact parents of veteran players. At this time each parent should be invited to the first practice for orientation.
7. The League recommends two weeks or six (6) practices before scrimmages are scheduled. This will ensure time for proper fundamentals to be taught and familiarize Managers and Coaches with the team.
8. There is no limit to the number of scrimmage games before the regular season (as described in #7). The Manager schedules his own scrimmages with other Managers within his division.
9. The season schedule will be provided by the Player Agent to each Manager and games will be played on specified dates.

10. Responsibilities on day of game:

- A. Head Coach or acting head coach of the Home team obtains umpire money from the concession stand. Money will be located in cash box and you must sign book including date, division and team playing. This applies to all games regardless of field location. Umpire must be paid before the game begins.
 - B. Key to equipment room may be obtained from concession stand cash box and must be returned immediately. (Bases, rakes, shovels, field liners, etc.). Both teams are responsible for preparing the field for the game and should arrive one hour before game time.
 - C. In case of inclement weather and the field is not playable as determined by the appropriate League Commissioner, Player Agent, or League President (unless that Officer is involved in the game), the game will be rescheduled by the player agent. The League Official must notify the player agent that the game has been cancelled. It is essential the decision on an unplayable field be made 1/2 hour before game time so that the umpire can be notified. If the umpire shows up at game time he must be paid.
11. Managers/Coaches are responsible for their team's dugout behavior. Game excitement and cheering for their teammates is fine. General rowdy behavior and/or yelling at the opposing team members are not permitted.
12. If a player is reprimanded and/or if he/she does not play (the required innings in a game,) or is under suspension for one or more games, then a written report will be submitted within 24 hours to the appropriate Commissioner. Opposing manager is to be notified immediately before the game starts or, if during the game, immediately.
13. All scorebooks will be kept in ink, no erasing. Scorebooks will be surrendered for examination upon request from any AVBL Manager within that age division, the Commissioner of that age division or the Executive Board.
14. All players must wear a supporter and cup while playing or practicing. Managers will stress this to players.
15. League officials, Managers, Coaches, and players only are permitted in the dugout area. All spectators will stay in the bleacher area only. Only the on deck batter is allowed in the on deck circle during play.
16. A Manager can officially be listed on one team roster only.
17. Each team can officially have only one Manager and three coaches listed on their team roster. In references to freezes, all Managers must be registered with the League Secretary before opening day.

18. Every manager must attend at least six general membership meetings each year, with the January "RULES" meeting being mandatory.
19. The home team will provide one new baseball and one good baseball for the game. The home team will occupy the first base dugout area. The home-team will provide for scoreboard operation as applicable.
20. The Manager is responsible for insuring parents are available for concession stand coverage on the day of the game. If a parent does not show up the manager must find a replacement immediately. If no other parent or young adult (15 yrs. or older) is available then assign one of the team's Coaches to cover the duty.
21. Immediately upon conclusion of the game, the Manager should line his/her team up for the traditional shaking of hands.
22. Post game talks should be limited if another game is immediately following. If a Manager desires a longer amount of time he/she should remove their team and equipment from the dugout and gather the team away from the field area.
23. Both game Managers and Coaches are responsible for cleaning the dugout and field maintenance following the game. Home team Manager must return the three (3) bases to the equipment room and lock it up. On Saturdays last home game Manager of the day will do this duty.
24. At the end of your team's regular season you will collect all equipment as soon as possible. Teams participating in playoffs will collect their equipment after they have participated. Certain items are retained by the players (e.g. hats, socks).
 - A. A date and time will be determined by the Executive Board for handing in equipment at the concession stand.
 - B. Managers are responsible for all items to be returned to the Aston Valley Baseball League.
25. Sportsmanship award: Managers are to turn in the name of the player selected for this award to their Commissioner at a time determined by the League. This young person should be the player on the team who has exhibited the most positive attitude toward sportsmanship that season. He/she is not necessarily the best player on the team.

MANAGERS/COACHES CODE OF ETHICS

The Manager and Coaching staffs are the main link between the Aston Valley Baseball League and the parents. Your attitude and actions during league games and/or practices become in essence the league's attitude. What the parents see you do on the field becomes what people believe to be league philosophy of Coaching. Obviously, under certain circumstances during a game, a Manager or Coach can become frustrated. Sometimes an umpire's judgment call on a play can be upsetting but as the adult in charge we must show some restraint. The Manager/Coach attitude during games will also become the players' attitude toward the game.

The Aston Valley Baseball League was never intended to develop the intensity of a High School, College or Professional program. Intensity in a baseball game should never reach a level that detracts from the basic rules of good sportsmanship.

Only the Manager may question an umpire's ruling. The Manager shall not allow any coaches, players, or parents to question or harass an umpire. The Manager may never leave the dugout or coach's box to talk to an umpire, without first receiving the umpire's permission.

Any Manager, Coach, or Player who, during a discussion/argument, causes physical contact with an umpire, whether intentional or not, will be suspended from AVBL. The length of the suspension (up to and including lifetime), will be decided by the AVBL Executive Board, based on the facts surrounding the incident. The AVBL Executive Board must meet within 72 hours of the incident to hear the facts and rule on the suspension.

CODE OF CONDUCT

All umpires have been instructed by the Executive Board to strictly adhere to the following rules and enforcement procedures:

1. Any player or Coach observed using offensive or profane language will be immediately ejected from the game. Any player observed "intentionally" throwing equipment (particularly a bat), should be ejected from the game.
2. The calling of balls and strikes is judgmental at best. Any attempt of the Manager/Coach to harass or coerce the umpire shall result in one warning. If the harassment continues after warning the Manager/Coach will be ejected from the game.
3. Other judgment calls excluding rules violations are to be treated as a given in above rule #2.

4. Prudent judgment concerning injuries is expected from all Managers/Coaches. The ultimate outcome of a game related injury is subject to league guidelines.
5. Perceived violations of the rules of Babe Ruth Baseball or AVBL Local League rules should result in an immediate protest with the umpire. The game should not be delayed by verbal protests by Managers and or Coaches.
6. It is essential that every Manager/Coach of the Aston Valley Baseball League encourage and promote the Ideals of Fair Play and Good Sportsmanship to players and parents of this organization.
 - A. Manager of opposing teams shall maintain control of their respective field situations at all times. Managers shall not allow parents, players or Coaches to disrupt play or intimidate any other players, umpires, or any other member of the opposing team. Umpires should, when such an incident arises, take steps to continue the game without further interruption. Should the situation continue and when all reasonable methods of control have failed, he may call the game a forfeit.
 - B. Managers will within 24 hours, notify the Player Agent or the President of the Aston Valley Baseball League of the circumstances surrounding the incident. The game shall be considered no game for both teams until final disposition is made by the Executive Board.
 - C. Any Board Officer who observes such an incident must do what he can to resolve this problem firsthand. A game may be stopped only when the umpire feels that the situation is beyond reason and that conditions are detrimental to the game and youth of this league. Team Managers should handle all conversations or disputes on the playing field and be a reasonable distance from players and fans so they are unable to hear what is taking place.
7. If a Manager/Coach/Player is ejected from a game, he/she must leave the playing field including dugout/on deck area. The closest area an ejected Manager/Coach can be is in the parking area. An ejection results in an immediate suspension for the next game. Two ejections during the season will result in that Managers/Coaches/Player removal from the position. The Manager/Coach may reapply next season and his status will be reviewed by the Board and voted on by the Board for approval. A Player will be suspended for the remainder of the year from the AVBL. Second offenses may be appealed to the Executive Board within 24 hours of the incident.
8. No smoking is permitted on the playing field including dugout, on deck area or batting cages.

PLAYERS REGULATIONS

Managers/Coaches must stress the following rules concerning their players:

1. If in the course of a game, in particular late innings, a player is removed from the game by the umpire for unsportsmanlike behavior or a player is injured etc., and all subs have been used, the opposing Manager may re-enter a substitute. First choice would be the player that was in the spot in the batting order earlier, if no player was there earlier, then the Manager may re-enter the sub of his choice. The Manager must report the incident to the President of the league and submit a written report to the league Secretary within 24 hours. The rules committee chairman will be submitted a written report.
2. Games are to be played as long as the umpire feels it is not too dark for child safety or general rule #3 is not imposed.
3. All players must be in complete uniform, including shirts tucked in, and wear all mandatory equipment. Umpires will enforce this rule. Any player not in compliance will be ineligible to play.

DRAFTING RULES

1. All players presently on an Aston Valley Baseball League team are frozen on the roster and will not be a part of the draft unless they are graduating to the next age group.
2. All players not rostered must try-out for league draft. Common try-outs will be held according to age groups. Players unable to attend try-outs for valid reasons, such as illness or injury will notify a league official prior to the try-outs and then submit in writing to the Executive Board, justification of their absence. If a player no-shows for try-outs without Executive Board approval, the League Commissioner, Player Agent, and team Managers will determine how to draft the no-shows prior to the draft. If a unanimous decision cannot be reached, then the Player Agent will decide. No other players will be allowed entrance into the league unless authorized by the Executive Board.
3. The Rookie Division all 6 year old players, after receiving approval from the Executive Board, may enter the existing Rookie League draft process. A maximum of two six year olds may be drafted or frozen, in the event of manager freezes by any one team. Six year olds, once drafted by a team will remain with that team until that player graduates to the Minor League Division unless a league-wide redraft is required for the Rookie Division. Six year olds will be drafted at the end of the Rookie League draft.

- 4a Rookie, Minor, and Major Draft selections will be determined as follows:
- * Team receives 1/2 points for all returning players
 - * Team receives 3 points for all returning all-stars (7 yr. old not included)
 - * Team receives 3 points for all all-star freezes (brothers, manager)
 - * All points are totaled. Draft order is from least to most points.
 - * Tie breaker will be 1) playoff record, 2) regular season record and 3) coin toss
- 4b Teener Draft selections will be based on the team's previous year: (1) playoff-record, (2) regular season record. The league champions draft last, the playoff runners-up will draft next to last and then the rest of the teams in reverse order of their won/loss record. A coin toss will decide all tie situations.
5. Any team with three or less returning players will have an extra (bonus) pick at the end of each even numbered draft round (2, 4, etc.).
6. In the case of an expansion team, the roster will be filled by the expansion team having the first pick in the draft and a bonus pick at the end of every odd numbered round (1,3,5,etc.). The expansion team will have a pick in each round of drafting. In the case of two or more expansion teams participating in the draft, a coin toss will determine their drafting order.

Example:

<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>
Regular pick	Regular pick	Regular pick
EOR pick*		EOR pick*

* EOR = End of round pick (bonus)

7. Players will be drafted in order to a pre-determined equal number per team as set by the Executive Board. The remaining players will be selected by option, before the draft begins. The team picking last in the draft has the first option. They will have the option to select an additional player or pass the option to the next team in reverse draft order. Remaining player or players must be selected by the team or teams remaining without an option.
8. A drafting board will be completed that will show the required ages, as determined by the AVBL Executive Board, that must be selected by each team. Every team must draft to be within the age distribution, plus or minus (x#) players. The plus or minus number will be determined by the AVBL Executive Board prior to each year's draft.
9. Each team will be given two minutes to select a player, if after two minutes a selection has not been made then that pick is forfeited and the next team will be notified to select.

10. FREEZES: All intended freezes must be reported in writing to the player agent before the day of the draft by the team. The player agent will determine legality of all reported freezes and consider requests of special cases which will be subject to approval by the Executive Board. There will be no first round freezes. Multiple 2nd round freezes will become 2nd, 3rd, and 4th round picks.
- A. All Manager sons/daughters freezes are to be third round picks. If a manager son/daughter played on a traveling all star team the previous year, they will be a 2nd round freeze.
 - B. No coaches freeze.
 - C. Brother/sister freezes will be third round picks with the exception to rules 10A. and F. (All-star team brother/sister freezes will be 2nd round picks)
 - D. In the case of multiple son/daughter, brother/sister freezes they will be drafted in the second, third, and fourth rounds, with the exception to rule 10A.
 - E. In case a Manager has multiple 2nd round freezes, these freezes become 2nd, 3rd, and 4th round picks.
 - F. All freezes are to be selected by the fourth round with the exception of brother/sister freezes as outlined in 10E.
11. Any late sign ups, approved by the Executive Board after the draft is completed, will be placed in the draft the following year.

ASTON VALLEY LOCAL LEAGUE RULES

GENERAL RULES

1. All current year Babe Ruth rules apply to Teener, Major and Minor Leagues except where modified by AVBL Local League Rules herein.
2. There are no limits to any age grouping within each Divisions Team.
3. Any League officer not involved in playing the game may call a game if child safety is involved and the umpire does not.
4. If an umpire fails to show up, the game may be rescheduled. If by mutual agreement of the managers, a game can be played if a substitute umpire(s) can be found prior to 6:45 p.m. It is recommended that two (2) substitute umpires be used. (A parent from each team).
5. Schedules will be approved by their respective Leagues and picked by the number of the team according to the # of the draft order. (Lottery in Teener League).
6. All AVBL rule change, addition or deletion proposals must be submitted to the Rules Chairperson prior to the January Executive Board meeting. Any proposal submitted later must be approved by the Executive Board and then approved by a two-thirds majority vote of the general membership.
7. If a team does not have the minimum of nine (9) players on the field ready to play 15 minutes after the scheduled time of the game, that team will forfeit the game. Umpire has official time.
8. Home plate umpires must give each pitcher one warning before calling a balk. Pitcher may pitch from the side of the rubber as long as the pivot foot is touching the rubber. Minor League only: There are no balks, warnings only.
9. In the Aston Valley Baseball League any one of the starting players who has left the game may re-enter once in the same position in the batting order if his substitute has completed the required innings of play. A pitcher may not be re-entered to pitch again. A substitute may not re-enter unless an injury occurs as in the Babe Ruth rule book.
10. Each player in Major and Minors must play three (3) complete innings, including at least one (1) at bat in each game. In the Teener League each player must play three (3) consecutive innings.
 - A. One complete inning constitutes being in the line-up prior to the first pitch of the inning through the last pitch of the inning.

11. A continuation game will be played as if being played on the day the game started, including eligibility of players and pitchers. Exception: A pitcher will not be permitted to pitch more than seven (7) innings Teener League or six (6) innings Major/Minor Leagues in the week the game is continued, even if he had eligibility left at the time the game was stopped.
 - A. Any innings pitched in a rained out unofficial game will not count against the seven (7) or six (6) inning eligibility of a pitcher. All official games which have not been completed and are tied will be continued from the point of the stoppage. This continuation game will be scheduled by the Player Agent.
 - B. Any game suspended after at least two full innings will be played as a continuation game at a later date. Games suspended with less than two full innings will be declared "no game" and will be replayed at a later date.
12. All players must be entered into the lineup no later than the top of the fifth inning, and opposing Managers notified of all changes.
13. Pitching Rules for Teener, Major and Minor Leagues:
 - A. Any one pitcher may pitch a maximum of six (6) innings per playing week or six (6) innings in any two consecutive days. This will also apply in the case of overlapping playing weeks. This will be seven (7) innings for the Teener League. This rule does not apply to tournament play.
 - B. Any one pitcher can pitch up to two (2) innings a game without a rest day. This will be three (3) innings for the Teener league. Any pitcher that pitches more than two (2) innings must have at least one (1) day's rest. This will be three (3) innings for the teeners.
 - C. A pitcher who pitches more than three (3) innings must have three (3) days rest. This will be four innings for the Teener League.
 - D. Once a pitcher is removed from the game as a pitcher, he may not return to pitch again in that game in which he was removed.
 - E. Major and Minor Leagues – Pitch Count per Game. No pitcher will exceed 70 pitches in any 1 game. If the pitcher is at 70 pitches during a batter at the plate, the pitcher is eligible to finish with the batter and then must be removed.
14. Games must start with nine (9) players, when injury causes the availability of only eight (8) players, the team will be permitted to complete the game with eight (8) players.

- 15. All Leagues will adhere to the sliding rule. When the ball is in play and a defensive player has possession of the ball and a tag is imminent, the runner must slide or attempt to go around. No hurdling!!! There will be no head first slides in the Rookie, Minor and Major's with the exception of diving back to the bag. Runner is automatically out if violating this rule.**
16. All batters and base runners must have chin straps in place while batting or running except in the Teener league.
17. Cancellations: The only reasons that will be acceptable for rescheduling a game will be:
- A. Rainouts, i.e., the field is not playable.
 - B. If a team will not have enough players available because of official school or church function. The Player Agent must be notified three days in advance or no cancellation will be permitted.
 - C. Outbreak of major illness, i.e., chicken pox, measles, etc. Managers must supply proof upon request.
 - D. If a team has nine (9) players the game must be played.
18. Rescheduling: The Player Agent will be responsible for rescheduling all cancelled and continuation games. There will be no flip-flopping (exchanging of playing dates) without first consulting the Player Agent. The following guidelines will be considered in rescheduling:
- A. Teams will play on Sundays (for cancellations) at 12:00pm, 2:00pm, 4:00pm and 6:00pm.
 - B. Teams will play back to back games but not three (3) consecutive days.
 - C. No team will be required to play four (4) games in one (1) calendar week.
19. If a team is going to be short players for a game, a lower division player may be asked to play. No lower division player may start a game in place of a rostered player. Lineups should be exchanged within five minutes of game time and players arriving after that time do not have to be in the starting lineup. The lower division player must play three full innings. The lower division players may not pitch when brought up to play in the next division.
20. With two outs, a team may use a courtesy runner for the catcher. Courtesy runner must be a player not presently in the line-up. If there are no extra players, the player who made the last out must be used.

21. Time limits are established for games that have another game scheduled immediately following that game (Saturdays & Sundays): a new full inning may not start after two (2) hours in the Majors, Minors, Rookie, and Tee-Ball leagues, and two and a half hours in the Teener League.
22. Tournament Play: All tournament teams are subject to tournament rules and not the Aston Valley Local League rules.

LOCAL LEAGUE RULES

T-BALL LEAGUE

1. All games are played on the T-Ball field
2. Both teams will supply equipment. Equipment should be in the storage box at the field.
3. Batting:
 - A. Six year old teams will use the MVP (junior) pitching machine set at 25 mph maximum.
 - B. Five year old teams will use the Tee and after 9 games they can progress to the pitching machine at the coaches' discretion.
 - C. Each batter will get four pitches. If a ball is not put in play, then the Tee will be used.
4. On Saturdays and Sundays, the first game managers will set up the equipment. Team managers of the last game will return equipment for storage.
5. All teams will clean up the dugouts and field after each game.
6. All players are to bat in a designated order, whether they play in the field or not.
7. Ten players can play on defense.
8. If a team does not have nine players to start the game, players may be borrowed from the other team or players may be contacted beforehand to play either down or up from affiliated teams.
9. No players are to sit on the bench for more than one consecutive inning.
10. No players will play at a position more than two innings.

11. Coaches are encouraged to take the field with their players for instruction purposes and safety. On offense, a coach should be at first, third and behind home plate.
12. A team parent or coach should be in the dugout for safety reasons during the game.
13. No smoking or foul language is permitted on the playing field.
14. The nine batter rule will be used. One half an inning is complete after three outs or nine batters come to the plate.

LOCAL LEAGUE RULES

ROOKIE LEAGUE

1. Rookie League will use a pitching machine set at 42' feet from home plate.
2. A maximum of ten players may come to bat in one inning.
 - A. When the tenth batter comes to bat it will be assumed that there are two outs.
 - B. Tenth batter in any inning must make contact or strike out (swinging or called).
 - C. If the tenth batter strikes out the inning is over.
 - D. If the tenth batter hits the ball and is out before reaching first base, no runs will score.
 - E. If the tenth batter hits the ball and is not put out before reaching first base, play will continue until one out is made or a defensive player has possession of the ball in the infield. On a hit ball that does not reach the outfield, each runner is allowed a maximum of one base. On a hit ball that reaches the outfield, each runner will be allowed a maximum of two bases.
3. Rookie League base stealing is permitted from all bases except third to home. No runner on third base can score unless he is batted home.
 - A. Maximum of two successful steals per inning. A double steal involving two (2) players constitutes the maximum steals per inning. If a player goes from first to third with no play being made on runner, this constitutes two steals. No runner may advance on any overthrow made during a steal attempt.
 - B. In the Rookie League, when runners are on first and third base, the catcher has a free throw to second base if the runner on first base attempts to steal second base. The runner on third base cannot advance.

- C. In the Rookie League, runners can not leave the base on a steal until the ball has crossed the plate.
- D. In the Rookie League, infielders must stay in their positions and the catcher must stay down and behind the plate until the ball has crossed home plate. Catchers cannot move up in the batter's box to the plate which would impede the batters swing when a steal has been called.
4. The infield fly rule will not be in effect for Rookie League games.
 5. A Rookie League outfield coach will be optional and at no time will the outfield coach be allowed to stop play for instruction or interfere with the pace of the game in any manner.
 6. Four outfielders are permitted in Rookie League games. The four outfielders must be in an umbrella formation. No shortfielder or extra infielder is permitted. Nine players are needed to start a game and at least eight players are needed to finish a game.
 7. The Commissioner of the Rookie League shall at the beginning of the season, establish and make known to the managers, the speed at which the pitching machine will be set. The Pitching Machine will be set to 41 mph for the entire 2010 season including play-offs. Each batter shall get up to 4 strikes during the 1st half of the regular season. Each batter shall get 3 strikes with a warning after the second strike for the 2nd half of the season including play-offs. If the last strike is hit foul, the batter will continue to bat until the ball is hit in play, or the batter strikes out. The pitching machine will be operated by an offensive coach. An umpire will call balls and strikes. There are no walks in the Rookie League.
 8. All players are to bat in a designated order whether they play defense in a particular inning or not.
 9. All players in the Rookie League must play at least three complete innings. A player may only play any particular position a maximum of two (2) innings per game. Unlimited substitution is permitted. ***The maximum number of innings a player can sit the bench per game is 2.***
 10. On a batted ball, play will stop when the ball has crossed the plane of the infield.
 11. At the start of each play, the 'pitcher' must be within eight (8) feet of the pitching machine. Position area will be marked with a circle.
 12. Any time the ball contacts the pitching machine, whether batted or thrown, even if it hits a player first, the play is 'dead'.

- 13. Live pitching will be used for the first 2 innings of each game. The following rules apply only to those 2 innings.*
- A. At the start of the season, coach pitch will be introduced prior to player pitch to help prepare the players to see live pitching.*
 - B. During the first 2 innings, if the coach pitching makes contact with a batted ball the umpire will call a dead ball and all runners advance 1 base.*
 - C. Player pitch will start at the quarter point in the season (game 4).*
 - D. Inning 1 & 2 will be player pitch. Inning 3 – 6 will be pitching machine.*
 - E. Baseball 8 & 7 year olds ONLY are eligible to pitch and play catcher during the first 2 innings. Player's age must be 8 or 7 on or before May 1st.*
 - F. Any one pitcher may pitch a maximum of two (2) innings per playing week. One pitch thrown constitutes one inning pitched. Sunday is the start of a new baseball week.*
 - G. Once a pitcher throws 4 non strikes to a batter, the offensive team coach will continue pitching until the batter either strikes out or puts the ball into play. Player pitch resumes with the next batter.*
 - H. Pitcher will be removed once 2 batters are hit a by a pitch in one inning*
 - I. Maximum of 5 pitches for warm up between innings and during a pitching change*
 - J. Maximum 6 runs scored or 10 batters during the first 2 innings. Which ever occurs first.*
 - K. No Steals, No Bunting & No Balks.*
 - L. No Walks. 1st base will be awarded if a batter is hit by a pitch from a player, not a coach.*
 - M. We will use 3 strikes with 1 warning on the first called 3rd strike.*
 - N. Mandatory coaching clinic to help prepare coaches to teach proper mechanics.*
 - O. Pitching mound will be 42 feet.*
 - P. Home team is responsible for having the pitching machine setup prior to the game and the Away team will be responsible for bringing the machine onto the field at the end of the 2nd inning.*

LOCAL LEAGUE RULES

MAJOR AND MINOR LEAGUE ONLY

1. Fourteen run rule: If after 4 1/2 innings and the home team is ahead by 14 runs or more the game shall end. If the home team is behind by 14 runs they will get to bat in the bottom of the 5th inning and should they score enough runs to reduce the score below losing by 14 runs the game will continue. The team that is behind has the option to continue the game, but the game is officially over at the point at which the 14 run rule applies.
2. At these levels there should be no "Fake Bunts" leading to a full swing.

MINOR LEAGUE ONLY

1. In the Minor League, any one pitcher may pitch a maximum of three (3) innings per game and no more than six innings per week.
2. Intentional Walks are not permitted in the Minor League.
3. Four outfielders are permitted in the Minor League games. The four outfielders must be in an umbrella fashion. No shortfielder or extra infielder is permitted. A team must finish the game with the same number of players it began with, except in the case of injury. If a team has ten or more players, this is not optional.
4. A maximum of seven (7) runs per inning will be allowed in the Minors with the exception of the sixth (6th) inning and above, when unlimited runs may be scored.
5. Only one run may score per inning on a non-batted ball. (i.e., only one steal home per inning on balls thrown back from catcher)

TEENER AND MAJOR ONLY

1. Teams will have a maximum of two (2) minutes between innings. The timing will start with the last out of the inning. If the defensive team is not ready, a ball will be awarded to the next batter every ten seconds. If the offensive team is not ready, a strike will be called on the next batter every ten seconds. Umpire will give warning with fifteen (15) seconds remaining.
3. Teams may use an extra player. The extra player would be part of a ten batter line-up. The extra player must play the field as per general rule 10, and may not change positions in the batting order. This is optional in the Teeners only. In the case of an injured player and no substitute is available, it will not be an automatic out if that player cannot bat when it is his/her turn.

LOCAL LEAGUE PLAYOFF SYSTEM

MINOR AND MAJOR LEAGUE

1. All teams will make the playoffs. Home and away designation will be determined by a coin toss called by the higher seed team. The team winning the toss gets the choice of home or away. The league commissioners will develop the specific playoff system to be used prior to the start of the regular season. The board will review each playoff system.

TEENER LEAGUE

1. All teams will make the play-offs. Home and away designation will be determined by a coin toss called by the higher seed team. The team winning the toss getting the choice of home or away. The league commissioner will develop the specific play-off system. To be used prior to the start of the regular season, the board will review each play-off system.
2. The Player Agent will be in charge and oversee all aspects of post season play. (Setting schedule, etc.)

ROOKIE LEAGUE

1. All teams in the Rookie League will make the playoffs. Home and away designation will be determined by a coin toss called by the higher seed team. The team winning the toss getting the choice of home or away. The playoffs will be a double elimination tournament with teams seeded by Division and regular season record.

TEAM PARENT GUIDELINES

1. PRACTICES AND CANCELLED GAMES. Make sure you have a list of names and phone numbers of all children on your team. You may be asked to call them for practice, rainouts, or cancelled games. It is best to talk with the parents whenever possible. Messages left with children do not always get relayed to the parents.
2. TEAM PICTURES. Remind the players that they should not wear their uniforms until picture day. Have the children arrive 15 minutes before picture time, have a list of all players with you and keep players together.
3. CONCESSION STAND DUTY. It is your job to schedule parents to work the stand. Please make sure you check before your game to see if your parent is there. Inform the parent to sign in when he/she arrives so their team gets credit. Make sure that when there is a make-up game you know what parent is scheduled for the stand and let them know.

4. FIELD MAINTENANCE DUTY. It is your job to schedule parents to work on the playing fields. This work is done every Sunday during the season at 12:00 noon. Normally the work can be accomplished in less than two (2) hours. It is important that someone represents the team each week.

ALL STAR TOURNAMENT TRAVEL TEAMS

Aston Valley provides teams (after the regular season) to participate in tournaments in any of the following age categories as directed by the Executive Board:

TEENERS: 15 YR. OLD TEAM, 14 YR. OLD TEAM, 13 YEAR OLD TEAM
MAJORS: 12 YR. OLD TEAM, 11 YR. OLD TEAM
MINORS: 10 YR. OLD TEAM, 9 YR. OLD TEAM
ROOKIES: 8 YR. OLD TEAM, 7 YR. OLD TEAM

The 14-15 year, 13 year, 11-12 year, and 10 year old teams will participate in the annual Babe Ruth National Tournament and other tournaments if possible locally, with approval of the Executive Board. This would depend on how far a team goes in the National Tournament. Our commitment is to the Babe Ruth Tournament first. The 9-10 year old and 7-8 year old teams may play in two (2) local tournaments at the discretion of and with the approval of the Executive Board.

Voting for the tournament teams:

1. Each Manager will submit nominations from his team for tournament play no later than the third Sunday in May.
2. He will nominate at least three (3) and no more than five (5) players for entry onto a ballot. Players should be listed in order of consideration having the best player listed first and so on. The nominated player's two strongest positions will also be provided for listing on the ballot.
3. The ballot will contain a listing of all nominated players. Each manager of the associated age group will select nine (9) players from the ballot with the option of one write-in vote. Any ballot with less than 9 votes will be voided. The top six vote getters will be placed on the team with all tied vote getters up to the 9th position also being placed on the team. The tournament team Manager will have the option to select the final three (3) players for the remaining slots. If no ties occur in the voting, the first six players will be placed on the team and the remaining will be selected by the tournament team manager. Managers can not vote for players on their teams.
4. Managers of Tournament teams will be selected by the appropriate League Commissioner. Selections will be based on Tournament coaching experience. Regular season won/loss record may be considered. Selections are subject to Executive Board approval.

5. Selecting Coaches. All Managers, in order of current regular season standings, should be considered to Coach Tournament teams first before regular season Coaches will be permitted to coach tournament team. Coaches for post-season teams will not be considered or nominated until the player roster is set. Selection will be subject to Executive Board approval.
6. To be eligible for tournament teams, each parent and player must sign a commitment letter which will include: dates of possible play, and whether their would be a conflict with another sport, extended vacation, or camp of any kind. Violation of this commitment, without approval of the Executive Board, will result in a one year suspension of that player from tournament play.
7. All Star Tournament Teams will carry 12 active players and three alternates. Alternates will be rostered but not notified of their selection until or unless they are needed. Once notified, Alternates will remain on the tournament team until the end of tournament play that year.

A special thanks to the following members for their time and effort in producing this manual:

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