

Newt Guilbault Community Baseball League, Inc.

Constitution and By-Laws



Updated April 2024

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REVISED AND UPDATED ON: April 19, 2024. This document supersedes any prior constitutional rules or by-laws. Approved unanimously

Article I. Name

Section 1.01 The name of this organization shall be “Newt Guilbault Community Baseball League, Inc.”

Article II. Purpose

Section 2.01 The purpose of this organization shall be to build the youth of the surrounding community through the highest ideals of sportsmanship and fellowship into the fine adult citizens of the future.

Section 2.02 The purpose is to be achieved by supervision in the game of baseball. The League Officials shall stress, primarily, the building of loyalty, honesty, and courage, and secondarily, the skill of baseball.

Article III. Statement of Affiliation

This league shall be affiliated with the Cal Ripken Division of the Babe Ruth League, Inc., a New Jersey Corporation, and shall be governed by, and shall comply with the principles, rules and regulations enunciated and decreed by Babe Ruth league, Inc. except as noted below.

Article IV. Sites of Principal Operations

The principal operations of this league shall be in and about the town of Montague, County of Franklin, and State of Massachusetts but may extend into such areas as provided for by the State, Regional, and National Headquarters rules and regulations.

Article V. Powers

The NGCL shall have the following powers in addition to the powers expressly or implicitly conferred on it by law:

Section 5.01 To make and enforce rules and regulations to govern itself on a local basis, but consistent with and not contrary to any rules and regulations promulgated by Babe Ruth League, Inc., to which this league is subject.

Section 5.02 The league shall reserve such powers as the league through its Board of Directors deems necessary to properly conduct operation of the league. These powers include, but are not limited to, solicit contributions, enter into contracts, hold rights to use and maintain property, etc.

Article VI. By-Laws and Government

Section 6.01 Composition of Board of Directors

The government of the league shall include a Board of Directors comprised as follows:

- a) One Team Manager from each team
- b) One representative from each team IF the Team Manager holds another position on the board.
- c) Eight individuals, each of whom, may also serve as a manager or coach of a team, to occupy the following offices (in order of rank): President, Vice-President, Secretary, Treasurer, Player Agent, Equipment Manager, Concession Stand Coordinator, Fundraising Coordinator and Field Maintenance Coordinator. The league shall attempt to fill the President and Player Agent positions with individuals who are not currently serving as a Team Manager or Coach of a team.

Section 6.02 Responsibilities of Board of Directors

The Board of Directors shall have the responsibility of general management of the affairs of the League, and they shall be considered the Officials of the League.

Section 6.03 Length of Term for Board of Directors

Members of the Board shall be elected to serve from time of election to the next annual meeting to be conducted in June of each year. The term will be July 1 to June 30 of the following year.

Section 6.04 Time of Election for Board of Directors

At the annual meeting, the last official act of the Board of Directors from the preceding year will be to nominate and elect the new Board of Directors for the upcoming year.

Section 6.05 Quorum

Each team having at least one representative or fifty percent (50%) of the Board will establish a quorum for any and all league meetings.

Section 6.06 Votes

Each member of the Board with the exception of the President, will have one vote and only one vote. In the case of a tie vote, the President will then cast the deciding vote.

Article VII. Amendments

Section 7.01 Making Amendments

The Constitution and By-Laws may be amended by giving notice at the annual meeting or any regular meeting. The secretary shall notify each member of the Board that By-Law and Constitutional changes are being brought up at the next meeting.

Section 7.02 Votes Needed for Adoption

Two-thirds (2/3) vote of the members present and voting is necessary for adoption. All members of the board will be notified in advance of this vote.

Article VIII. Duties of the Officers

Section 8.01 The President

- a) Shall be the Chief Executive Officer
- b) Shall preside at League meetings and the meetings of the Board of Directors
- c) Shall appoint various standing committees
- d) Shall perform such other duties as are usual for such an office.
- e) Shall cast the deciding vote in the case of a tie vote.

Section 8.02 The Vice-President

- a) Shall, in the absence of the President, perform all the duties pertaining to the office of the President.

Section 8.03 The Secretary

- a) Shall record all proceedings of the Board of Directors in a suitable permanent record to be provided for that purpose.
- b) Shall answer all correspondence
- c) Shall notify Board Members of the time and purpose of league meetings

Section 8.04 The Treasurer

- a) Shall keep accounts, records, and receive all contributions and deposits.
- b) Shall be the custodian of all funds and the books and accounts shall at all times be open to inspection by the Board of Directors.
- c) Shall make a detailed report to the Board, annually, or upon request by three members of the Board of Director. Each annual report shall be kept in a suitable permanent record.
- d) Shall submit the annual report by November 1st.

Section 8.05 The Player's Agent (deleted previous a, b, c, e, f)

- a) Shall investigate all infractions of the League Rules and Regulations and report the same to the Board of Directors.
- b) Shall perform other such duties as are usual for this office.
- c) Shall communicate between parents and Team Manager when there is an issue that can't be solved by the Team Manager or the President.
- d) See League Misconduct 11.03

Section 8.06 The Equipment Manager

- a) Shall be responsible for the purchase, storing, and distribution of the League equipment to the individual teams.
- b) Shall keep an inventory of this equipment for the Board of Directors.

Section 8.07 The Concession Stand Coordinator

- a) Shall be in charge of concession stand operations to include ordering, scheduling, and cleaning.
- b) Shall work with each team's parent representative to schedule parent volunteers to man the concession stand during league games.
- c) Shall notify the President if any issues arise or if team parent cooperation is not fulfilled.

Section 8.08 The Field Maintenance Coordinator

- a) Shall maintain the playing fields and grounds to ensure the safety of the players, coaches, and parents.
- b) Shall coordinate with the board, teams, and parents to schedule field days and work bees to make sure the fields are ready for play.

Section 8.09 The Board of Directors

- a) Shall meet at the call of the President.
- b) Shall perform all other duties assigned to them by the President.
- c) Adopt such rules and regulations for the conduct of its meetings and the management of the League as it may deem proper.

Section 8.10 The Team Representative (added this section and deleted The Parent Rep section)

- a) Shall represent the team for the good of the league

Section 8.11 Absence of President

In the absence of the President, at a meeting, the Vice-President shall act in his capacity; in his absence the secretary, followed in sequence by members performing the duties of Treasurer, Player Agent, and Equipment Manager.

Section 8.12 Fundraising Coordinator

- a) Shall represent the league and perform duties based on fundraising for the good of the league

Article IX. Election of Officers and Board of Directors

Section 9.01 Regular/Subsequent Elections

Regular election to be held at the annual meeting; and special elections at any official meeting. Vacancies that occur in the Board of Directors shall be filled as soon as possible, preferably at the current or next meeting.

Section 9.02 How to Elect Officers

The President, Vice-President, Secretary, Treasurer, Player Agent, Equipment Manager, Concession Stand Coordinator, Field Maintenance Coordinator and Fundraising Coordinator shall be elected as follows: All officers to be nominated from the floor and voted on, in order beginning with President.

Section 9.03 How to Elect Managers

Following the election of the officers, each Team Manager and/or Team Representative shall likewise be nominated and elected, in alphabetical order of team names.

Section 9.04 Votes Needed to Pass

Election shall occur upon majority vote of voting members present.

Article X. Managers and Coaches

Section 10.01 Electing Managers

Managers must be elected by the Board of Directors, prior to April 1st of the current season, in order to have options on the son(s) and/or daughter(s) for that season. Together, they shall be responsible for the selection and actions of their teams.

Section 10.02 Electing Coaches

New coaches must be elected by the Board of Directors, during the first meeting conducted after the Player Draft of the current season. Coaches with no children in the league, coaches from the prior year, or a parent wanting to coach whose child is already a member of that team can be voted in immediately following the manager elections.

- a) Background Checks – all persons having direct contact with children in the Newt Guilbault Community League are subject to a mandatory background check through the Babe Ruth League website. This will include, but may not be limited to Board members, managers, coaches, and volunteers. (language changed to represent Babe Ruth rules on this)

Section 10.03 Suspending Officers, Managers or Coaches

The Board of Directors, by two-thirds (2/3) vote of voting members at any duly constituted meeting, shall have the authority to suspend any officer, manager, or coach thereof whose conduct is considered detrimental to the best interest of the league.

Section 10.04 Complaints Against Manager/Coach

As a result of a complaint in writing by three (3) or more people to any member of the Board regarding a manager or coach, that manager or coach will be required to appear before a three person board, consisting of the President, Vice-President, and Player Agent. If this board finds no merit to the complaint, the case will be dropped. If there is merit to the complaint, the matter will be taken before the Board of Directors, where a secret ballot will be held, asking for the resignation of the manager or coach. A majority vote of all legal voting members, as outlined previously, will be the deciding factor.

Section 10.05 Number of Managers/Coaches per Team

The makeup of the coaching staff shall be:

- 1 Team Manager
- 1 Head Coach
- (up to but not mandatory) 3 Assistant Coaches

When a team manager or coach quits, becomes sick, or is otherwise to miss a game or games, the remaining manager or coach may appoint a temporary coaching assistant of his or her choosing. A coach left without a manager shall be considered the manager until the actual manager returns or a new manager is elected. In the absence of the team manager and coach for a game, the game may still be played officially, if the manager has arranged for another member of the Board of Directors to fill in for him.

Section 10.06 Fred Lego

The league hereby gives Fred Lego a lifetime appointment as a coach.

Section 10.07 George Bush

The league hereby gives George Bush a lifetime appointment as a coach.

Article XI. Membership

Section 11.01 Age & Residence Guidelines

Any youth meeting the requirements as set forth below shall be eligible to participate in the Newt Guilbault Community League, Inc.

- a) Youth must be at least nine (9) years of age prior to May 1st of the current year and must not reach the age of thirteen (13) before May 1st of the following year.
- b) Change of Residence: Any youth, after being inducted into the league, can continue to participate in the event their residence is changed outside league boundaries, with parents agreeing that transportation will be provided to practices and games.

Section 11.02 Dual Participation

Players participating in any school sport can practice or play for Newt Guilbault on the same day that they practice or play for their school, however if the child has pitched even one pitch outside of Newt that day, they may not pitch for Newt on the same day.

9 years olds will be allowed to play in both the major & minor leagues with priority being given to the major league schedule

Section 11.03 League Misconduct

- a) The Player Agent shall be informed of any allegations of league misconduct by any youth in the league. The Player Agent will follow procedures stated in the By-Laws and inform the manager of the team within 24 hours of the act.
- b) If the Player Agent investigates and finds reason to support the allegations, the manager shall appear, in the capacity of an advisor, with the youth before the Board of Directors, which shall have the full power to suspend or revoke such youth's right to future participation.

Section 11.04 Selection of Players

Players will be selected from a draft system to be determined each year by majority vote of the Board of Directors.

Section 11.05 Sponsors

Any organization, upon the approval of the Board of Directors, may sponsor a team in the league; however, the advertisement of liquor and tobacco will not be allowed on team uniforms.

Article XII. Rules Governing Players

Section 12.01 Miscellaneous Rules

- a) Each player must play a minimum of two (2) full defensive innings each game unless the player is under disciplinary action; however, when a player would have satisfied this requirement, but for the fact the game did not last a full six (6) innings, the rule shall not be considered violated.
- b) The league will maintain a pitchers book. Immediately following each game, both managers will register their pitchers and the innings they pitched in the just completed game in the pitchers book. Both managers, and a coach in the absence of the manager, must sign the book.
- c) Prior to the start of the game, both coaches must submit both a starting lineup and a list of all substitutes present for that game. Both managers must sign the score book for verification. A coach may sign in the absence of a manager.
- d) Late arriving players must be reported to the opposing team and are eligible provided it occurs prior to the start of the fifth inning.

Section 12.02 Extra Hitter (EH) (this section replaces the extra player section)

- a) All players over the 9 starters will be considered EH. All teams will bat all players present.

Section 12.03 Substitution Rule

- a) A substitute may replace a substitute and the starting player may still re-enter for the substitute. (As long as the minimum innings are met for the substituted player.) c) If a player re-enters illegally as a pitcher, fielder, or runner, there is no penalty except that s/he must be removed from the game immediately when discovered. If s/he re-enters illegally as a batter, such illegal re-entry is penalized according to official Baseball Rule 6.07, Batting Out of Order.
- b) Already used players will be allowed to re-enter if all substitutes have been used and an injury occurs. The selection of this substitute must be made by the opposing manager. This type of re-entry can only take place when an injury prevents a player from continuing in the game. The injured player, once removed from the game, cannot re-enter.

Section 12.04 Player Pools

The league shall maintain player pools for players who are not currently on official team rosters, yet are available to play should a replacement player be needed.

- a) Basic Player Pool: Shall contain those players who participated in the annual pre-season tryouts but were not initially selected to fill team rosters at the auction.
- b) Supplemental Player Pool: Shall contain those players who did not participate in the annual pre-season tryouts but wish to participate in the league.
 - 1) The Basic Player Pool must be exhausted prior to players being selected from the Supplemental Player Pool to fill team rosters.
- c) The Player Pools shall be under the supervision of the player Agent.

Section 12.05 Absences

Except as provided in Section .01 of this Article, any player who fails for any reason to play two (2) full innings in a game, shall be considered absent for that game. When a player has been absent for a total of three (3) games, the manager must report that fact, along with any information s/he has regarding the absences, to the Player Agent. All absent players must be listed in the pitchers book each game so the Player Agent, after conferring with the player, by telephone or in person, can take action as follows:

- a) If the Player Agent believes that the absences, in good part, were for non-disciplinary, legitimate reasons (e.g. sickness, injury, important family occasions, or otherwise) he may "clear" the player to continue to play. He will inform both the player and his manager of this decision.
- b) If the Player Agent feels the absences, in good part, were the result of discipline problems or are reflective of a lack of interest, he will either:
 - 1) Inform the player and his/her manager that any further such absences may result in a recommendation that the Board of Directors remove the player from the league; or;
 - 2) Suspend the player, informing the manager to take a player from the pool; and report immediately to the President, or next in charge, that a meeting of the Board of Directors is necessary. If a meeting is not already scheduled to occur within a week of said report, the President, or next in charge, will call for a Special Meeting to be held within one week of the Player Agent's report to him. At such meeting, the Player Agent will report the case to the Board of Directors, make any recommendations as s/he sees fit, and turn over the solution to the discretion of the Board (by majority vote).
- c) If a medical condition has existed for a player, which requires his continued suspension from play, he may clear him in advance to "sit out" for any number of games. If the player is to miss here (3) or more games in this manner, the Player Agent will inform the manager to take a replacement from the Player Pool.

Section 12.06 Multiple Absences

All absences after the third absence shall be reported to the Player Agent, and the Player Agent will act in accordance with the foregoing provision of this article. A manager who has a player who is expected to miss three or more games, for any reason, should inform the Player Agent and take a player from the Player Pool. This rule, as with other rules, may be amended for the playoffs.

Section 12.07 "8 Game" Rule

When any one player from the Player Pool "suits up" for any eight (8) games during the season (including play-off games), he or she shall be placed on the roster for the team last appeared for the following year. If the implementation of this rule conflicts with other rules or policies, this rule shall predominate.

Section 12.08 Positions

A player may play any position at the discretion of his or her manager or coach.

Section 12.09 Discontinued Participation

When a player discontinues participation in the league for reasons of health, s/he shall be automatically placed on the roster for his/her team for the following year (unless s/he is still medically unable to participate or quits). In any other situation, a player who has left the League shall be required to participate in the annual tryouts and shall be subject to the following provisions, notwithstanding any of the other provisions of these rules:

- a) Where the player seeks entry at the commencement of the season following discontinuance, the team to which s/he belonged shall have first option of reclaiming the player at the annual auction. If such an option is not exercised, the player is available to all teams.
- b) In the event the player seeks re-entry subsequent to the season following the discontinuance, the player shall be placed in the general auction of players at the commencement of the season in which the player wishes to re-enter.
- c) Any player wishing to be removed from his current team for any reason other than as specified in section 10.04 shall have the option to either remain with their current team or sit out a year and then re-enter the draft.

Article XIII. Auction (Draft) Rules

Section 13.01 Roster Requirements

All teams must maintain a full roster at all times. Age requirements remain in effect according to the following rules:

For a twelve player roster, each team shall adhere to the following age group requirements: a combined six (6) nine year old and ten year old players, and a combined six (6) eleven year old and twelve year old players. The age group requirements must be adhered to in the draft until the ages of the remaining players in the draft make this rule void.

Section 13.02 Responsible Parties

Managers and Coaches are responsible for drafting so that their rosters are in accordance with Section 13.01 of the League By-Laws.

Section 13.03 Determining Draft Order

Draft order will be determined by the league order of finish at the end of the regular season.

Section 13.04 Rules of Draft Order (voted on at the draft on 3/2/24)

At the beginning of each draft, the board will decide what the baseline number is based on the median number of players of all the teams. Once this is established, the teams will use their previous season's record to draft (starting with the team with the fewest wins) until the baseline is met for each team. Once baseline is met, the team with the fewest wins will have the first pick in each round of the draft, followed by the next team with the fewest wins. The team with the most wins will have the last pick. This order will continue throughout the draft, even when a team has filled its roster and withdrawn from the proceedings.

Section 13.05 Parents as Managers/Coaches

Parents acting as Managers and Coaches, as reported to the League prior to April 1st of the current year, will have their child automatically assigned to their team. If there is a new player and a new coach (child/parent) to be drafted, this needs to go through the draft order.

Section 13.06 Siblings

All siblings of current players shall be taken automatically at the beginning of the draft. In addition, all special considerations who want to play on a specific team must submit a letter to the Player Agent at least 1 week prior to the draft to be presented to the board and discussed at a meeting prior to tryout. Special considerations will be drafted the same way as siblings (i.e. 3rd round and on)

Section 13.07 Number of Rounds

The draft shall last as many rounds as is necessary to complete the rosters for every team. Once a team has completed its roster it shall withdraw from the proceedings. The withdrawal of one or more teams shall not change the order of the draft.

Section 13.08 Numbers of Picks per Round

Each team shall have one pick (once you get to your baseline number) per round and there shall be a five minutes time limit per pick.

Section 13.09 Time-outs

Time-outs are allowed after a round has been completed. The Player Agent may call a time-out anytime during the proceedings.

Section 13.10 Challenges

If there are any challenges during the proceedings, a vote of Managers will be taken to resolve the issue. The Player Agent will have the deciding vote in the case of a tie.

Article XIV. Pre-Game Rules

Section 14.01 Start Time

All games shall start at the time designated on the official league schedule or in the case of make-up games, at the time designated by the agreement of the managers when the game is scheduled. However, in the event of inclement weather, games may be started earlier. (added)

Section 14.02 Pre-Game Practice

Ten minutes of infield/outfield practice shall be allowed for each team. The visiting team shall have the use of the playing field beginning twenty minutes before game time and the home team shall have use of the playing field ten minutes before game time. In the event this schedule cannot be maintained because of player availability, the manager should cooperate to make the best use of this practice time to ensure proper warm-up of the players. No infield/outfield practice shall be allowed after the time the game was scheduled to begin. Catchers and pitchers may warm up at the discretion of the Team Manager. (added)

Section 14.03 Batting Practice

Pre-Game batting practice shall be prohibited after one-half hour prior to the scheduled game time.

Article XV. Rules Governing Pitching

Section 15.01 Number of Innings Allowed

The “Rolling 6” pitching rule will apply to the Major Leagues. The Rolling 6 rule is that no pitcher may pitch more than a total of six innings every two games. See the chart below. This rule does not reset over weekends or in between regular season and playoffs. . Violations of this rule will be subject to Protest. The penalty for violating this rule will be forfeiture of the game.

Innings Pitched Gm 1	Allowed to Pitch Gm 2
6	0
5	1
4	2
3	3
2	4
1	5
0	6

Section 15.02 Intentional Walks

No intentional walks shall be issued by a pitcher. The catcher must start/line up in the catcher’s box for each pitch. Each batter should have the opportunity to hit the ball.

Section 15.03 Hit by Pitch

In the event that a pitcher hits three batters during one game or two batters during one inning, that pitcher must be removed from the mound for the remainder of that game.

Section 15.04 Removed Pitchers

Only starting pitchers can re-enter the game as a pitcher as long as they were not removed by rule and as long as they are in compliance with Section 15.01. A pitcher once removed from the game by rule cannot re-enter the game as a pitcher.

Section 15.05 Warm Up

A pitcher must be warmed up by a member of his/her team or by a manager or coach. This may occur at any time. A player warming up a pitcher must wear a catcher’s mask.

Section 15.06 Curve Balls

A pitcher shall not pitch an intentional curveball. In the event the umpire determines that an intentional curve ball has been thrown, one warning shall be given, to both the pitcher and his/her manager. A second intentional curve ball thrown by that pitcher in the game shall cause that pitcher to be removed from the mound for the remainder of that game and the next game.

Article XVI. Miscellaneous Rules

Section 16.01 Non-League Games

No team shall schedule or play non-league games after the league schedule has begun without the approval of the Board of Directors by majority vote. A team may play non-league games prior to or subsequent to the conclusion of league play so long as such games are played at times when the league's insurance is effective.

Section 16.02 Make-up Games

Make up games (due to inclement weather) will be played when the board agrees on a good time to make up the game and the team responsible for the concession stand during that game will be responsible for the concession stand on the makeup day. (changed this to reflect current practice)

Section 16.03 Practice Scheduling

- a) A practice schedule will be drawn up each year prior to April 1st.
- b) Teams will draw numbers for both schedule and practice field assignments.
- c) Even numbered teams and odd numbered teams will have the field on alternate days.

Section 16.04 Parents and Managers

- a) Each team is allowed to have a Team Manager, a Head Coach and up to 3 Assistant Coaches on the bench. They shall be responsible for keeping the bench area clear of non-authorized personnel and controlling team members. The manager shall be responsible for providing accurate score keeping.
- b) In case of parental problems, the parent shall be advised by the Manager (or acting Manager), Player Agent, or other personnel authorized by the President, that League action may be taken concerning his or her child.
- c) When there is a problem with a player, the manager should notify the Player Agent.
- d) No player shall ridicule a member of the opposing team by referring to the player by name, nickname, nationality, sex, or physical characteristics.
- e) Only one representative of a team; manager or acting manager (previously said coach) shall be allowed on the field at any given time to question an umpire's call or consult a player. No player shall be allowed to protest an umpire's decision. If this occurs, the umpire shall have the option to remove the player from the game.
- f) Smoking or vaping (added) will not be allowed anytime on or within league grounds (leased or otherwise).
- g) Food, except for seeds, will not be permitted within the fences of playing fields, including dugouts. No gum whatsoever shall be used during games.(added)
- h) When the pitcher has entered windup, there shall be no chanting. (added)

Section 16.05 Fifteen Run Rule

After four (4) innings, if there is a difference of fifteen runs or more in a game, the umpire shall be allowed, with the consent of both team managers or acting managers, to declare the leading team the winner of the game. If such occurs the game may continue unofficially, if and for so long as both managers agree. The umpires shall remain for the play of the unofficial game, but no longer than one and one-half hour after the commencement of the game.

Section 16.06 Passing of Rules

Any rules passed by the Board of Directors must remain in effect for the current season. Only rules judged grossly unfair may be entertained and changed by unanimous vote.

Section 16.07 Schedule Established Date

The regular season schedule, playoff schedule, format, and all playing rules must also be established by March 15 of the current year.

Section 16.08 Twenty Run Rule

When there is a difference of twenty runs in a game, the leading team shall have won the game at that point. The game may continue unofficially, if and for so long as both managers agree. The umpires shall remain for the play of the unofficial game, but no longer than one and one-half hour after the game started.

Section 16.09 Passed Ball 4

- a) When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box, ready to receive delivery of the ball, baserunners shall not leave their bases until the ball has been delivered and has reached home plate. Once the catcher has secured the ball and the runner has stopped his forward progress, all runners must immediately return to their bases. Note: the ball remains live and should the catcher make an errant throw to the pitcher or make a play on the runner, the runner can attempt to advance.
- b) On a passed ball 4, when the pitcher has the ball in the circle, no runner can advance; unless (s)he has rounded the base with the intention of advancing to the next base before the ball reaches the circle.

Section 16.10 5 Run Rule

1. Before each game team, managers will decide if they want to use the 5 run rule for the game. This would mean that after 5 runs per inning, the opposing team would then bat, regardless of outs or if the batter is still up. They would communicate this decision (to use the 5 run rule or not) to the umpire. The last inning would be an open inning, which gives both teams an opportunity to score as many runs as possible. 10 run rule: When the score is a 10 run difference, (WITH OR WITHOUT THE 5 RUN RULE), there is no stealing home on pass balls, stealing bases other than home is okay, walked in runs and hits are fine.

Article XVII. Ground Rules for Crocker and Montague Fields

Section 17.01 Persons Allowed Inside of Dugout

Only a manager, coaches, and scorekeeper will be allowed inside the confines of the dugout, once play has started. These people must avoid interference with any play being made on the field. All equipment is to be stored inside the dugout at all times. No bats or helmets will be allowed on the field, with the exception of the batter.

Section 17.02 Dugout & Dead Ball Area

The dugout is a dead ball area. No balls will be accepted as caught when trapped against the building or its screening. No ball caught on a deflection will be considered as caught.

Section 17.03 Additional Bases

One additional base will be rewarded under the following circumstances, subject to the discretion or the opinion of the umpire-in-chief:

- a) A pitched ball bounding over the top of the backstop.
- b) A pitched ball lodging beneath the backstop.
- c) A ball thrown from the playing area lodging beneath the backstop.
- d) A ball going through the gate, at the side of the dugout.
- e) A ball thrown from the playing area that enters the dugout.
- f) A ball, either thrown or batted, stuck underneath the fencing.
- g) A thrown ball that goes under the fence.
- h) A thrown ball that goes over the fence.
- i) A thrown ball that is deflected over the fence.
- j) A fielder caught on the fence by his uniform or part of his equipment.

Section 17.04 Fly Balls & “Stepping” into Dugout

If a fielder catches a ball and steps into the dugout, the ball is in play as long as the fielder is not interfered with by team members occupying the dugout. Runners may advance at their own peril.

Section 17.05 Fly Balls & “Falling” into Dugout

If a fielder catches a ball and falls into the dugout, the ball is dead. Any base runners are advanced one base beyond the base they occupied prior to play, without jeopardy.

Section 17.06 Ground Rule Doubles

A batted fair ball bouncing over or through the fence will be a two base hit.

Section 17.07 “Avoid Collision” Rule

An “avoid collision” rule will be in effect to protect fielders from potential injury from collisions with runners. The basic rule is that runners must avoid collision and contact with fielders. Sliding is preferred at or near a base, but sliding is not necessary if collision or contact can otherwise be avoided. A runner not avoiding collision or contact appropriately shall be called out. Incidental contact, including the contact resulting from a fielder attempting to make a tag, shall not be considered sufficient to call a runner out under this rule. Flagrant collision contact caused by a runner or an attempt by a runner to injure an opposing player are grounds for ejection at the umpire’s discretion. This is a judgment call and is not subject for protest.

Section 17.08 Team Requirements

- a) The Home team will occupy the first base dugout.
- b) Both teams will supply ball retrievers for foul balls on their side of the field. If the ball is hit over the backstop then the hitting team will retrieve the ball

Section 17.09 Fake Tag

Any player faking a tag in order to force a runner to slide unnecessarily, or to take other actions to avoid contact, is guilty of obstruction. The runner will be awarded those additional bases which the umpire judges the runner would have attained without the obstruction. The umpire will issue a warning to both teams and eject any subsequent violators.

Section 17.10 Stealing

No leads are allowed and players must keep their foot on the base until the ball crosses the front part of home plate. Runners cannot steal when the pitcher has the ball in his possession and is at the pitching mound and the player is behind the plate.

Section 17.11 Sliding

Sliding head first into any base is prohibited and will result in the runner being called out. Diving back to a base is permissible.

Section 17.12 Bats

- a) All bats shall be stamped with the USA baseball stamp.
- b) Bats shall not be more than 33 inches in length, nor have a barrel in excess of 2-5/8 inches in diameter.
- c) The penalty for using or attempting to use a bat in violation of Section 17.12, shall be as follows:
 - 1. The batter is out. It does not require that a pitch be thrown to a batter attempting to use the illegal bat for an out to be charged to the batter.
 - 2. No advancement on the bases will be allowed.
 - 3. Any out(s) made during a play shall stand.
- d) If the same batter attempts to use an illegal bat a second time during a game, an out will be charged and the player will be ejected from the game.

Section 17.13 Thrown Bat

- a) If in the judgment of the umpire-in-chief, the bat was thrown unintentionally, a verbal warning will be issued to the batter in question. No penalty will be assessed unless the bat is thrown intentionally.
- b) If, in the judgment of the umpire-in-chief, a bat is thrown intentionally, the batter will be called out and ejected from the game.

Section 17.14 General Safety: Cups and Helmets

- a) Helmets are required to be worn when the players have a bat in hand during play and while warming up.
- b) Cups are strongly encouraged to be worn.

Article XVIII. General Rule

Any situation that may develop, which is not covered in these By-Laws, will be ruled upon by the Board of Directors in the best interests of the league and league participants.

Article XIX Tournament Teams

Section 19.01 Deciding Age Groups for Tournament Teams

- a) Immediately following the player draft, a Board of Directors meeting will be scheduled to decide what age groups the league will offer for tournament teams. Due to the ever changing numbers of players in the different age groups, the tournament teams will need to be voted on annually.
- b) The different age groups that can be offered are 9u, 10u, 11u, or 12u. The Board will decide what age groups/group can be supported by the number of players currently in the league and the interest shown to play for the tournament teams by those players.
- c) The President will take motions from the floor as to what age groups/group the tournament teams should be for the upcoming year.
- d) The Board will then discuss the tournament team options. At the conclusion of the discussions, the President will call for a vote as to what the tournament teams will be for the upcoming baseball season. The majority vote of all legal voting members will decide the age groups for the tournament teams. The President has the deciding vote in case there is a tie vote.

Section 19.02 Electing Tournament Team Managers and Coaches

- a) Once the age groups/group is decided upon, the President will then take nominations from the Board for managers of the tournament teams and then vote on them. The majority vote of all legal voting members will decide the manager for the tournament teams. The President has the deciding vote in case there is a tie vote.
- b) The managers will then be allowed to appoint up to three coaches to be on the coaching staff. Note: All coaches and the manager have to be a rostered coach during the regular season to qualify per Cal Ripken Tournament rules.

Section 19.03 Tournament Team Tryouts

- a) The Tournament team's manager and coaches will decide a time and location for team tryouts no later than two weeks after the start of the season to allow the team to practice together and develop a team atmosphere before tournament season starts.
- b) They will post dates and times for tryouts at the concession stand and notify all regular season managers so they can inform their teams of the tryouts.
- c) Any child meeting the minimum regular season participation requirements will be allowed to try out for the tournament teams.
- d) A child may try out for multiple tournament teams but will only be allowed to participate on one tournament team as per Cal Ripken Tournament Rules.
- e) Because these tournament teams are 12u, 11u, 10u, or 9u children who are younger than

the age assigned to the tournament team will be allowed to try out and play for older tournament teams. This decision will be made by the tournament team manager.

- f) After tryouts, the manager and coaches of the tournament teams will decide what players make the team. Their decision is final and the Board of Directors has no power over this decision.
- g) Within two days of the tryout, tournament team rosters will be posted at the concession stand.

Section 19.04 Tournament Team Governing

- a) The tournament team will be governed separately from the league with each manager being the executive officer and coaches assisting with decision making.
- b) Any decision, other than personnel decisions, will be voted on by the coaching staff and the majority rules. In the event of a tie vote, the manager will cast the deciding vote.
- c) All player matters, issues, or problems will be handled at the discretion of the manager and their coaches.
- d) If a tournament team decides to fundraise, the dividing up of the fundraising money will be voted on by the tournament team boards.

Section 19.05 Tournament Fees/Payments

- a) The tournament fees will be covered by each team through tournament team fundraising.

Article XX Fall Ball

Pitching

- 1. No 12 year olds can pitch (league age 12).
- 2. No pitcher can throw more than (2) two innings in a game, even if the game goes into extra innings.
- 3. Pitchers can throw fast balls and change ups. No curveballs allowed.
- 4. Pitcher is removed on the 2nd trip to the mound by the coach in the same inning or if they hit (2) two batters in the same inning or (3) three batters total.

Hitting

- 1. We play round robin batting. Every player that is present bats.
- 2. If for some reason a player cannot bat, they will be skipped without penalty.

Free Substitution

- 1. Players may re-enter anytime. The batting order cannot change.

Sliding

- 1. There is a no contact rule. There is a no mandatory slide rule. However, if it is a close play, sliding must occur or the player could be called out by the umpire. This is at the umpire's discretion. The offensive player must avoid contact with the defensive player.

Slashing

- 1. Slashing is prohibited. Once you show bunt, you have to bunt, otherwise you are out.

Mercy Rule

- 1. An inning is over once the offensive team has scored 5 runs.
- 2. There is a 15 run mercy rule after 4 complete innings.
- 3. If the difference after 5 complete innings is more than 10 runs, the game is over.
- 4. Teams can continue to play if both of the coaches agree to continue after a mercy rule has been met, however, no new inning can start after the 2 hour mark.
- 5. The 6th inning does not have a run limit.

General Rules

1. Players can base coach but must wear a helmet
2. There is no protesting. The umpire's decision is final.
3. Managers and coaches are responsible for the conduct of their players, parents and families.
4. Parking at the fence is at your own risk.
5. Each team's managers and coaches are responsible for raking the infields after each game.
6. There is no smoking or vaping of any kind on or around the Newt Guilbault fields.
7. If a game needs to be called due to inclement weather, it will not be rescheduled.
8. If a team is short a player, they may ask another team's player to volunteer to play for them.
Please note, only rostered players are able to fill in. It is also acceptable for the team to play with (8) eight players.

Ejections

1. The umpire may handle or inform managers (1) one warning, if the umpire allows.
2. If the problem persists, the umpire may eject the player, manager, coach and or parent.
3. If a person is ejected from the game, they are to immediately leave the property and may not be welcomed back.

