



# VE Arbutus Baseball Operations

## June 2021

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## Change History

- 2020-Nov-1, Added rules callups: maximum number of games, fielding position, and batting order.
- 2020-Feb-7, Corrected the number of umpires for Minors/Majors playoffs. Moved “Baseball Draft” section into an article. Corrected the expansion team draft picks. Removed General game play rules since each division has its own set of rules.
- 2020-March11, Move rules for each division into a separate document.
- 2020-July Added missing section Playoffs
- 2021-Made correction on the number of umpires in playoff games.
- 2021-Added clarity for playoff seeding

## Article I. Managers and Coaches

Section 1.01 Each Manager is responsible for his/her team's practice/game equipment.

Section 1.02 The Executive Officers will appoint a Baseball Rules Committee (also referred to as a baseball rules committee) annually consisting of seven (7) members: one representative from each of the four baseball divisions (minus Tee-Ball), two random members involved with baseball, plus the baseball commissioner. The committee will review and prepare for vote all possible rule changes and interpret and resolve rules disputes throughout the year. (The term of the Baseball Rules Committee ends when new rules committee members are appointed.)

Section 1.03 Only Managers and coaches can coach the bases. In extreme cases, the league will allow another adult coach when a coach is absent.

Section 1.04 Managers and coaches are permitted to warm up pitchers between innings.

Section 1.05 Managers and coaches shall wear appropriate attire (official team hat and shirt or league Manager/coach shirt are strongly recommended).

Section 1.06 Managers that lose a player below the team's original roster (player that will not return in the season) must take the first available player on the waiting list. The waiting list consists of players not currently playing, as maintained by the Executive Officers. If there are no players on the waiting list, a Major League Manager may pick a 10 or 11 year old from the Minor League teams and a Minor league Manager may pick a 7 or 8 year old from the Rookie League. If no players are on the waiting list by June 1st, Managers may select a player from the next league below with permission from both the player and parent(s) if they elect to play on both the teams to finish the season. If, after June 1st, a team loses one player, the team may field with a short roster under the Manager's discretion without choosing a player from the waiting list. If a Manager loses a second player (vacation, sickness, absenteeism, etc.), he may pick up a new player within 10 days from the second game missed by the absent player. The Manager must contact the Player Agent, who will give him a list of available players, or all games played with a short roster will be forfeited. When a player who has been injured and replaced is ready to return to the team, the substitute may be returned to the minor league. This does not guarantee the replacement a place on that team the next year.

Section 1.07 After the season begins, a player must be on his/her team's roster for at least ten (10) calendar days and play in at least two (2) games before being picked up by a team in a higher league.

Section 1.08 Reasonable effort shall be made by the Managers to utilize call-ups. The same player may not be called up more than 3 games in a row and not more than 10 games per season.

Section 1.09 No league call-ups shall start over regular roster players. Violation of this rule may result in an appeal and/or forfeit of the game in which the player started.

Section 1.10 Callup players may play a max of 6 games unless approved by the baseball commissioner.

Section 1.11 Callup players must bat at the end of the batting order and must play outfield or catcher.

Section 1.12 If a call-up is utilized, that player must receive playing time (in the game he/she was called up), in accordance with the minimum playing time rules below (six consecutive defensive outs and one at bat for a complete game).

Section 1.13 Each player must play six (6) consecutive defensive outs and bat one (1) time for each game as long as the game is considered a full game. If a player misses the minimum playing time under this rule, that player must start the next scheduled game (not applicable for continued games) and play until the player gets the minimums for the previous game plus the current game requirements. The rules committee will review any complaints filed regarding a violation of this rule. Managers will receive a verbal warning for the first violation of this rule. A second violation will lead to a one (1) game suspension for the Manager and the player in question will play the entirety of the next scheduled game, following the ruling. Repeated violations will result in more harsh suspensions.

Section 1.14 If a Manager resigns during mid-season play, any person interested may apply for the team. Those interested must submit a "Managers and Coaches questionnaire" to the Executive Officers. The applicants will be presented to the voting body for nomination. Final selection will be by majority vote of the entire voting body. Managerial vacancies occurring during mid-season play will be filled ASAP after the vacancy is created.

Section 1.15 Managers must register their coaches with the Player Agent prior to April 1st. If it becomes necessary to add coaches after league play begins, the Player Agent will enter into the official team record book the day of each addition.

Section 1.16 Only Managers are to approach the umpire in charge on protests and questions.

Section 1.17 Only the Manager, approved coaches (including scorekeeper), and players of the team are allowed in the dugout.

Section 1.18 All Managers are required to submit a team equipment inventory to the league prior to the first game of the season. An inventory will also be required no later than two weeks after the end of the season.

Section 1.19 All Managers will be voted on annually to determine if they will be retained. The majority vote of other Managers and League Officers shall determine outcome. The vote will be a private paper ballot, and the results will be made to the league immediately. At that point, the Manager will either be retained or asked to turn in his/her equipment to the league ASAP.

Section 1.20 All Managers must adhere to the VE-Arbutus Little League Rules, including fair play and sportsmanship. Any infractions will be reviewed, with decision and penalty rendered by the rules committee. Infractions include but are not limited to: blatant or repeated failure to notify a player of games and/or practices, ridiculing a player on either team in any manner, manipulating tryouts and/or the draft. Penalties will be decided by the rules committee on a case-by-case basis.

Section 1.21 All Managers and coaches shall sign a code of conduct prior to coaching any practice or game. Code of conduct will explain duties and responsibilities when participating in VE-Arbutus baseball league and associated functions. The rules committee, on a case-by-case basis, will decide results of any infraction, and penalties.

## Article II. Umpires

Section 2.01 Umpires have absolute and final authority on the playing field, except for errors of baseball rules, in which a protest must be filed.

Section 2.02 Umpires may contact Managers for correction or warning of any infraction or misconduct by an individual player or coach before any action is taken.

The umpire-in-chief shall be the umpire with the most tenure or most actual amount of on-field experience.

Majors – Regular Season: (2) Umpires

Majors – Playoffs: (2) Umpires and (3) Umpires for the championship series

Minors – Regular Season (1) Umpire

Minors – Playoffs: (2) Umpires and (3) Umpires for the championship series

Rookie AA – Regular Season: (1) Umpire

Rookie AA – Playoffs: (2) Umpires

Rookie A – Regular Season: (0) Umpires

Rookie A – Playoffs: (1) Umpire

## Article III. Draft

Section 3.01 Teams will draft on the following basis: The regular season champion will pick last. The remaining teams will draft in reverse order of standing of the regular season. In case of a tie, a coin flip will decide the draft order. If the league establishes a new team, the new team will pick first in the draft order. The draft is non-snake format

Section 3.02 Expansion teams will choose as follows: the first and last picks in the round 1 and round 2 and the #1 pick in each subsequent round until the roster is complete.

Section 3.03 Any recommendation by a Manager not to draft a certain player will not be considered unless the player has a physical or mental handicap. This decision must be approved prior to draft day.

Section 3.04 All players must be registered and drafted into their age-designated division. The designated commissioners will address each request for a kid to play in a different division outside of the age.

Section 3.05 Teams will be allowed a minimum and maximum number of players in each age group. The formula for determining this is as follows: number of players in each age group divided by the number of teams. This quotient is then rounded down for the min and rounded up for the max.

Section 3.06 The exact min and max players will be determined by the Executive Officers prior to the draft.

Section 3.07 The league officers will only accept league signups after the draft after review.

Section 3.08 The Managers in the division will rank any automatically placed players.

Section 3.09 Managers will automatically have their children on their teams. Players' first cousins will be automatically placed on their teams if a specific request is made during registration (league may ask for proof of relation).

Section 3.10 Any forced draft picks (Manager's child, players' sibling, players' first cousin) are to be placed in the draft round according to a paper consensus vote, by Managers in that league, of the player's actual draft value. Removing the one highest and one lowest draft value, and taking an average of the remaining draft values will tally the consensus vote. If the tally does not result in a whole number, the result will round up to the next whole number (i.e. if the player's draft value averages to 2.2, that player will be assigned as a third round draft pick).

Section 3.11 Drafted players will return to the same team in subsequent seasons. Extenuating circumstances will be reviewed by the Executive Officers prior to the draft.

## Article IV. Players

Section 4.01 The league must check players' birth certificates at the beginning of each player's first year in the league, before he/she can play.

Section 4.02 Age limits for each league are as follows: T-Ball (4-5), Rookie A (6- 7), Rookie AA (7-8), Minor (9-10), Major (11-12). Special requests for a player to move up or to be held down can be made to the league, and each will be addressed on a case-by-case basis. The league Managers and Executive Officers will make decisions.

Section 4.03 Any player who has fund-raising money outstanding from a previous season may not participate in any games until all money is paid in full. Any player who has outstanding monies owed to the league after set deadlines of the present season may not participate in games until all money is paid in full.

Section 4.04

## Article V. Pitchers

Section 5.01 Eleven (11) and twelve (12) year-old players are only allowed to pitch in the Minor League with unanimous approval of the Minor League Managers. Each player case will be determined on a case-by-case basis.

Section 5.02 Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.

Section 5.03 A pitcher, once removed from the mound, may not return to the game as a pitcher.

Section 5.04 The pitcher must be removed from the pitcher position when that pitcher has reached his/her pitch-count limit, based on age, as noted below. Once removed from the pitcher position, that player may remain in the game at another position.

Section 5.05 Age 11-12: 85 pitches per day

Section 5.06 Age 9-10: 75 pitches per day

Section 5.07 Age 7-8: 50 pitches per day

Section 5.08 If a pitcher reaches his/her pitch-count limit while facing a batter, that pitcher may continue to pitch until any one of the following conditions occurs: the batter reaches base, the batter is put out, the third out is made to complete that half-inning.

Section 5.09 Pitchers must adhere to the following rest requirements:

Section 5.10  $\geq 66$  pitches in a day: four (4) days of rest

Section 5.11 51-65 pitches in a day: three (3) days of rest

Section 5.12 36-50 pitches in a day: two (2) days of rest

Section 5.13 21-35 pitches in a day: one (1) day of rest

Section 5.14 1-20 pitches in a day: zero (0) days of rest

Section 5.15 A day of rest is defined as a calendar day in which that player does not deliver any pitches

Section 5.16 If a pitcher reaches a day of rest threshold while facing a batter, the pitcher may continue to pitch until one of the following conditions occurs: the batter reaches base, the batter is put out, the third out is made to complete that half-inning. That pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided the pitcher is removed from the pitching position or the game is completed before delivering a pitch to another batter.

Section 5.17 All pitching rules apply in all cases. If a team is scheduled for a double-header during the regular season, a pitcher may pitch in both games provided all pitching rest rules apply in accordance to LL rules. There will be no double-headers scheduled for the championship series.

Section 5.18 A pitcher that delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that game.

Section 5.19 A catcher that receives pitches in four innings in a game cannot play the position of pitcher for the remainder of that game. A catcher may be used to pitch, but can only play the position of catcher for up to three (3) innings.

Section 5.20 All teams in all divisions (Major, Minor, Rookie, T-Ball) will bat each player in their normal batting order. Each player will have a spot in the batting order, without the need to substitute in for another player on offense. Even if that player is currently sitting on defense, he/she will have a spot in the batting order.

Section 5.21 Any player quitting during the season will be ineligible for the remainder of that season. The governing body can approve exceptions to this rule on a case-by-case basis. Any player already on a team from the previous year who does not sign up prior to the league assigned deadline is considered as "quit". A player that spends one full year away from a team will be re-entered into the draft upon returning.

Section 5.22 Any player refusing to play for a team once he/she is drafted is automatically out of the league and cannot be reinstated during that season.

Section 5.23 Any player wishing to re-enter the draft in a division in which they are returning must fill out the appropriate form requesting removal from his/her previous team. Adequate reason must be provided, and all requests will be reviewed by the board and the rules committee. Each request will be reviewed on a case-by-case basis. Teams that lose players from re-entering the draft will receive an additional pick at the end of the round in which those players are ranked. Players will be ranked following the same process as ranking forced draft picks.



Section 5.24 All players available for a draft and all new players to the league are required to tryout in that given year, with the exception of T- Ball. Any player required by league rules to tryout must do so, or may become ineligible to play for that season. The rules committee will evaluate special circumstances for players missing tryouts on a case-by-case basis. The rules committee will evaluate special circumstances for players requesting to remain in a lower division on a case-by-case basis. A player who requests to remain in a lower division will not be eligible for All-Stars.

Section 5.25 Any attempts to prevent a player from being drafted by any available team will not be tolerated. The rules committee will review any such attempts, which may result in disciplinary action.

Section 5.26 A Manager cannot return a player to a lower league without review and a majority vote from the governing body. No player can be moved to a lower league once the halfway point of the season is reached.

Section 5.27 A player may be dropped from the league on the request of a Manager or Officer, in writing to the league, for not attending practices and games without proper reasons, or misconduct. PLAYING IN ANOTHER LEAGUE IS NOT A PROPER REASON. A player may also be suspended from playing in a game for any of the above reasons. A written report, explaining any case, must be submitted immediately to the Executive Officers and rules committee, and must be ruled upon prior to any actions being taken.

Section 5.28 In any case in which a player or player's parent or guardian stipulates reducing that player's role on his/her team in any capacity, it must be made known to all teams affected, and that request will be upheld throughout the entire season, including playoffs and championship series, unless approved otherwise by three-fourths of the entire voting body by paper vote. The rules committee will outline the situation to the voting body prior to voting.

## Article VI. Scorekeepers

(a) The scorekeeper's duties shall be as follows:

Section 6.02 Keep the list scorebook (include team names and date played)

Section 6.03 Limit the number of people in the press box to two (2)

Section 6.04 Keep a record of the starting time

Section 6.05 List innings pitched (outs recorded) and by whom

Section 6.06 Get out and put away controls for the scoreboard

Section 6.07 Check with umpires on home runs, etc.

Section 6.08 Record any protest in the scorebook and the situation at the time of the protest (outs, men on base, score, balls and strikes, etc.)

Section 6.09 Call in the scores of the games to the appropriate person

Section 6.10 The scorekeeper shall be minimum age 10, unless approved by both Managers.

## Article VII. Play of Game and Division Rules

### Section 7.01

Each division shall follow the designated division rules contained in a separate document.

## Article VIII. Playoffs

Section 8.01 All teams will make the playoffs. Each playoff round is reseeded where the lowest seed team plays the highest seed team. All playoff rounds preceding the championship series will be a one-game playoff, and the higher seeded team will be the home team. The championship series for the major and AAA division will be the best-of-three series with the higher seeded team being the home team in game one and game three.

Section 8.02 Playoff games have priority over any all-star games and must be played as scheduled by the league. No game may be moved once scheduled unless approved by the league.

Section 8.03 Two (2) umpires will be assigned for all playoff games for the Major divisions along with the championship game for AAA and AA. One (1) umpire will be assigned for AAA, AA and Rookie A playoff games.

Section 8.04 Winning percentage is used to determine standings. Ties count for  $\frac{1}{2}$  of a win. Any regular season position ties that impact the team position in the playoffs will be resolved by the following:

1. Head to Head competition
2. Review of total runs against, for all regular season games
3. Review of total runs for, for all regular season games

Section 8.05 There shall be at least one (1) day rest for all teams between the end of the regular season and each subsequent round of the playoffs. This includes games that must be made up or resumed.

Section 8.06 A player must have participated in 75% of the regular season games, barring injury or extenuating circumstances to be evaluated by the Executive Officers, to be eligible for the playoffs.

## Article IX. All-Star Teams

Section 9.01 Nominations for all-star teams will occur by team Managers. Major League Managers will nominate 12, 11, and 10 year-old players. Minor League Managers will nominate 10, 9, and 8 year-old players. Rookie Managers will nominate 8 and 7 year-old players. If more than 12 kids are nominated for each age group, individually aged teams will occur. If not, a combined team of aged-eligible players may occur.

Section 9.02 Voting for all-star teams will be done annually by the Managers of the teams, at a point in the regular season in which all teams have played each team in their league at least once. Rookie and Minor Managers may vote for the combined 7 & 8 year-old team. Minor Managers may vote for the 9 year-old team. Minor and Major Managers may vote for the 10 year-old team. Major Managers may vote for the each of the 11 and 12 year old all-star teams.

Section 9.03 All nominations are to be submitted to the Executive Officers.

Section 9.04 Each Manager will submit his/her team's nominations, plus one player from each other team in their league. The nominations will be placed on a ballot, and the league Managers will vote for their top 12 choices for each age group. The top 12 vote getters will make up the all-star team. Alternates may be chosen at the discretion of the all-star team Manager. Team Managers will revote on any ties on the all-star ballots until the situation is resolved. In the event of a tie, the Managers of the players involved in the tie will be removed from the voting. A list of vote getters will be kept for each age group.

Section 9.05 All players, including alternates, will receive uniforms.

Section 9.06 Managers of the all-star teams will be voted by managers.

Section 9.07 Only league-assigned Managers and coaches have the authority (with Officers' approvals) to enter teams into all-star tournaments. The all-star team Manager may choose his/her coaching staff.

Section 9.08 All-star Managers will make every effort to avoid schedule overlap of tournaments entered. To assist this effort, league-funded tournament entries will be limited to two (2) per team unless the league officers authorize additional entries.

Section 9.09 The league will vote on all-star teams that would compete prior to the season.

Section 9.10 Any all-star tournaments held at VEA will utilize a mercy rule. Any team leading by 10 runs after four innings or 15 runs after three innings shall be declared the winner.

Section 9.11 A player may only play for a VEA all-star team in which he/she is eligible and nominated.

Section 9.12 No VEA all-star player may pitch in an all-star game and a VEA league regular season, playoff, or championship series game on the same given day. If this occurs, that player's team will forfeit the VEA league game played on that day.

Section 9.13 If a player is selected to a VEA league all-star team and that player “quits” during an all-star tournament or during the all-star season then that player may not be eligible for all-stars the following season. The all-star Manager must have written documentation from the player’s parents/guardians indicating that the player has “quit”. The rules committee will address the situation and provide a final ruling.

Section 9.14 All-star teams must adhere to the VEA bylaws and rules/regulations in addition to individual tournament rules.

Section 9.15 The VEA all-star uniforms will only display the VEA logo.

Section 9.16 A player must have participated in 75% of his/her regular season games, barring injury and extenuating circumstances to be evaluated by the Executive Officers, to be eligible for all-stars.

## Article X. Protests

Section 10.01A protest must be filed in writing (or email) to the league commissioner within 48 hours of the conclusion of the protested game.

Section 10.02A decision is to be made within three (3) days after receipt of the protest.

Section 10.03No protest will be accepted on an umpire’s judgment call or suspensions.

Section 10.04Protests are only valid on violations of VEA or Little League official rules.

Section 10.05If it becomes necessary for a Manager to protest, he/she will do so by stating “I am playing this game under protest”, first to the home plate umpire and then to the official scorer who will enter such action into the game record. It will be responsibility of the plate umpire to inform the opposing Manager. If it is possible to correct the situation with the use of rules, it should be done without delay. If not, the game will be accepted after the next pitch on situations occurring during the game.

## Article XI. Equipment

Section 11.01The only equipment to be used in any game (i.e. bats, balls, uniforms, helmets, etc.) shall be that which the league furnishes and/or approves. Non-league bats and helmets may be used as long as they are Little League approved.