

**LEAGUE RULES & BY-LAWS**  
**Thousand Island Recreation Baseball Conference**  
**By-Laws & Constitution**  
**2019 Season**

**ARTICLE I NAME**

The name of this organization shall be the Thousand Island Recreation Baseball Conference.

**ARTICLE II PURPOSE**

Purpose of this organization shall be to supplement the Summer Recreation Programs of participating villages and to promote:

- a) Organized recreation baseball leagues with emphasis on instruction for the children in the participating villages.
- b) A uniform interpretation of baseball rules specifically adopted for the leagues in the conference.
- c) The highest possible standards of sportsmanship among the players, coaches and spectators of the member villages.

**ARTICLE III MEMBERSHIP**

Membership shall be open to the villages of Jefferson County and Fort Drum.

**ARTICLE IV OFFICERS**

The officers of this organization shall be:

- a) Commissioner or Co-commissioners
- b) Vice-commissioner
- c) Treasurer/Scheduler
- d) League Presidents (by Division), East & West or as set (optional)
- e) Officers are annual terms, to be elected at first meeting of the calendar year

**ARTICLE V DUTIES**

- a) The commissioner shall:
  - 1) Preside at all meetings
  - 2) Be responsible for calling meetings
  - 3) Appoint members to fill expired terms of office in any office except his
  - 4) Appoint any committees needed to execute the organization.
  - 5) Submit agendas for all meetings when called.
- b) The vice-commissioner shall assume all duties of commissioner if necessary.
- c) the treasurer shall:
  - 1) pay all bills in the name of the organization.
  - 2) purchase all awards(trophies) for the organization.
  - 3) receive and account for all dues and assessments.
  - 4) prepare and submit to the membership a financial statement at meetings
  - 5) record the minutes at each meeting.
- d) league presidents may:
  - 1) be official custodian of his league standings
  - 2) prepare schedules for division play.

**ARTICLE VI DUES**

The dues of the conference shall be due to the treasurer by June 1. Dues are payable to: Thousand Island Baseball Conference. Dues will be \$50 per registered team, as well as and additional fee of \$50 per village. This additional fee will utilized to cover rescheduling fees for the respective teams. The unused portion of your \$50 fee will be reimbursed after playoffs.

## **ARTICLE VI DUES (cont'd)**

Send payment to:

Eric Hoselton  
22779 St Rt 342  
Watertown, NY 13601

## **ARTICLE VII AMENDMENTS**

This constitution may be amended by a 2/3 vote of the membership in attendance at any League meeting. Membership is made up of one person representing each township or village (or program). Participants get one vote. Proposed amendments should be in the hands of the commissioner before he sends out notices for any meeting so as to be in the agenda.

## ADDITIONAL INFORMATION FOR COACHES AT ALL LEVELS

1. **RAINOUTS.** If possible, home team should notify visitors 2 hrs. before game time. Umpire coordinator must also be notified by home team. Currently – **Mike Gallo (315)778-1404**
2. **POSTPONEMENTS.** The coaches involved shall reschedule any postponed game, hopefully for that same week (Friday is suggested as a makeup day). Otherwise, as soon as possible so as not to delay playoffs. All games must be made up prior to the scheduled start of playoffs (when applicable). Refer any unresolved rescheduling problems to the League Presidents.
3. **GAME RESULTS.** Winning coach: email results to the league website at [tibcbaseball@aol.com](mailto:tibcbaseball@aol.com).
4. **AWARDS.** A team trophy and individual trophies or plaques will be awarded to each team with the best regular season record for the division they participate in at the end of regular season. Playoff awards will be distributed according to the playoff section in Grasshopper and Pee Wee rules.
5. **ROSTERS.** All rosters must be submitted to the Scheduler (or so designated person) at [tibcbaseball@aol.com](mailto:tibcbaseball@aol.com) prior to the first scheduled game. Games will not be played until rosters are submitted.  
Check carefully to be sure of player eligibility. You may add players up to the date of the third scheduled game at Pee Wee level. Grasshopper level may make roster changes at any time during the season. Rosters at the end of the third scheduled game will be the playoff roster. A player may participate in playoffs only if he plays in at least 50% of his team's scheduled games
6. **ALL-STAR GAMES.** Each level of play *may* set-up an ALL-STAR game involving players from our league. It is recommended each team be represented by two players. Coaches are expected to help out with umpiring, coaching and setting up of All-Star contests. The commissioner need NOT schedule ALL-STAR games. *ALL-STAR games should be set up by coaches of teams presently in first place at the time of setting up the game.*
7. **UMPIRES. Pee Wees only.** Board umpires will be hired and paid for by the home team for all Pee Wee games. The cost is \$50 per game. For Grasshopper games, visiting teams have the option of supplying an umpire for all regular season games. The home team should provide both if the visitors don't bring an umpire. Home plate (umpire-in-chief) will be provided by the home team. By mutual agreement, less than two umpires may work a game. Umpires shall be 21 years of age or older but younger umpires may work with mutual agreement. **Umpires will be provided by the League for all playoff games at the Pee Wee level.**
8. **COACHING VIOLATIONS.** Any coach violating league rules may be restricted from coaching. A panel of League Officers *not directly involved* will convene for these matters.
9. **PLAYER AGE.** Under no circumstances may a player play at a lower level by age. Player may play up to avoid forfeits (Pee Wee only) or due to above-average ability. Sign each player to the roster you feel he will start the season at and play most of his games with.
10. **CPR.** All coaches are required to be trained in CPR.
11. **EJECTIONS.** Any coach or player ejected from a game **MUST SIT OUT** the following game as well. They may also face dismissal from the League, as determined by the TIBC commissioners and officers.
12. **REMOVING HELMET - THROWING EQUIPMENT.** A player is automatically called out for removing helmet in field of play (safety rule) and players will be ejected from the game for throwing equipment (ex. bats, helmets, etc.). This is a rule for any level of play.

## **GRASSHOPPER RULES & BY-LAWS**

1. **AGE.** The ages for the Grasshopper level shall be 7-9 years old. Age is determined as of April 30 of the playing year. Your age on April 30 is your playing age for the season. Players younger than seven may play but coaches should be aware of the player's ability and provide a safe situation for the player.
2. **ROSTER.** A roster is necessary and must be turned in to the league commissioner prior to the first scheduled game. Roster should include player name and verified birth dates (school or certificate). You may add players at any time during the season. Email rosters and/or changes to [tibcbaseball@aol.com](mailto:tibcbaseball@aol.com).
3. **RESIDENCE.** Players must be permanent residents of, attend school in, or pay taxes in the appropriate village, town or school district that your Youth Commission governs to be eligible to play on your team. **If a Village/Town does not have enough players for a team, the players may be eligible to join a bordering program. This will require a written request from the respective Town/Village/Youth Commission they reside/pay taxes in, and the same from the program they wish to join. This will need to be approved by the League Officers. Requests from anyone other than the Village/Town/Youth Commissions will not be accepted.**
4. **FOOTWEAR.** Cleats (but not steel spikes) may be worn.
5. **BASE PATHS and PITCHING DISTANCE.** Bases shall be 60 feet apart. The distance from the front edge of the pitcher's plate to the back of edge of home plate is 40 ft. 6 in.
6. **LENGTH OF GAME.** Six innings will constitute a full game. NO inning shall start after 8 PM (Grasshopper Level only). There are no extra innings. Games may end in a TIE (each team receives ½ WIN and ½ LOSS in standings).
7. **GAME TIME.** Game time shall be 6:00 P.M. with a 15-minute leeway. Games may start sooner if mutually agreed.
8. **RULES.** Unless herein stated, rules used will be those of 'Little League'.
9. **BASEBALLS.** Two game balls will be provided by the home team. Ball must be of Little League quality or above.
10. **BASERUNNING.** Players *may not steal* and may not leave their base until the ball goes by the batter. Defense may attempt to retire a runner leading off. Runner may advance if played upon by the defensive team. If a runner leaves the base early, his advance may be only that number of bases earned by the batter. Sliding is allowed at any base but must be done feet first. Players must slide on close plays. Base runners must stop running as soon as the player/pitcher has possession of the ball on the pitcher's plate (and be placed at closest base when this occurs)
11. **BATTING ORDER.** All players are to be in the batting order. Defensive substitutions are unlimited.
12. **NINE-BATTER RULE.** There will be a maximum of nine batters in one inning unless three outs occur first. If on the last out there is runners on base and the ninth batter hit the ball, the play will continue until any defensive player steps on home plate. Does not apply if third out is made at another base. The offense has the option whether to accept a walk or hit-by-pitch on the ninth batter.
13. **DEFENSE.** Teams at Grasshopper level may utilize ten players on defense.
14. **INFIELD FLY RULE.** The infield fly will not be in effect at this level.

- 15. BUNTING.** No bunting will be allowed at this level.
- 16. PITCHING LIMITS.** A pitcher is allowed to pitch a maximum of two innings per game at the Grasshopper level. One pitch thrown is considered a full inning.
- 17. COACH PITCH.** Players will pitch the innings 1, 3 &5, and Coaches will pitch innings 2, 4 &6 in Grasshopper games. While coach is pitching, batter may not walk but the umpire shall call strikes. It is possible for a player to strike out when his coach is pitching!  
REMEMBER: unless mutually agreed otherwise, COACHES must pitch from the mound with one foot in contact with the pitcher's plate and must throw overhand.
- 18. UMPIRES.** At the Grasshopper level, umpiring shall be done by coaches of the team on defense (in the field). The coach pitching also serves as an umpire. Other coaches may be positioned in the field of play to make calls and assist players on defense. This is a vital cog in the learning process as players learn not only fundamentals but positioning, responsibilities, etc.
- 19. FACE MASKS.** Face masks are *mandatory* at the Grasshopper level of play.
- 20. PACE OF PLAY.** In order to speed up play - 1) batters are asked to keep at least one foot in the batter's box between pitches 2) players are asked to hustle on and off the field following the final out of each half inning.
- 21. PLAYOFFS.** All teams will play in the playoffs for their. Playoffs will be conducted as follows:

Ex: With 8 teams in division.

*First round of playoffs:* 1<sup>st</sup> vs 8<sup>th</sup>, 2<sup>nd</sup> vs 7<sup>th</sup>, 3<sup>rd</sup> vs 6<sup>th</sup> & 4<sup>th</sup> vs 5<sup>th</sup>

*Second round of playoffs:* (winner 1,8 vs winner 4,5) & (winner 2,7 vs winner 3,6)

*Third round of playoffs:* Championship Game

If needed (due to number of teams) Wildcard games will be held to determine the quarterfinal or semi-final participants. During playoffs, each team is to supply two game balls. Umpires will be provided by the same method as regular season games. The home team shall be the team with the better record in regular season play.

Trophies/plaques will be awarded to Champion.

## **Pee Wee Division Rules & By-Laws**

1. **AGE.** Players at this level shall be 10-12 years old. Your age is determined by how old you are on April 30 of this year. You are eligible if you turn 13 on or after May 1. Pee Wee level will have standings kept, playoffs and awards.
2. **ROSTER.** A roster is necessary and must be turned in to the commissioner prior to the first scheduled game. All games will be forfeited until roster is in. Roster must include player names and certified birth dates (school or birth certificate). You may add players by calling the commissioner or e-mailing [tibcbaseball@aol.com](mailto:tibcbaseball@aol.com) up to the third scheduled game date.
3. **RESIDENCE OF PLAYERS.** See Grasshopper rules.
4. **FOOTWEAR.** No steel spikes allowed; cleats are legal.
5. **BASEPATHS & PITCHING DISTANCE.** Bases shall be 60 feet apart. Distance from front of pitcher's plate to back of home plate shall be 46 feet.
6. **GAME LENGTH.** Six innings is the maximum length of a Pee Wee game. If the game is tied after six innings, each team receives ½-win and ½-loss. **Innings may start after 8 PM.**
7. **GAME TIME.** See Grasshopper rules.
8. **BASEBALLS.** See Grasshopper rules. Remember: Little League grade or better!
9. **RULES.** Unless herein noted, all rules will be similar to those of 'Little League'.
10. **PITCHING LIMITS.** In Pee Wee games, a pitcher will be allowed to pitch 3 consecutive innings per game (one pitch thrown counts as one inning). The League will not schedule more than two games in a week. Once a pitcher is removed from the game as a pitcher he may not pitch again in that game.
11. **BASE RUNNING RULES.** Base runners may not leave their base until the ball crosses home plate (passes the batter). Stealing is allowed. A batter may run to first on a dropped third strike. Runners may advance on wild pitches or passed balls. Any runner leaving early will be sent back unless put out. If a runner leaves early and the ball is hit, he may only advance as many bases as those earned by the batter. Because there is no leading off, the pitcher may pitch from the wind up at all times. **The infield fly rule is in effect at this level of play.**
12. **BATS.** Only Little League approved bats may be used at the Pee Wee level and below. Bats must have USA stamp and must have a barrel size of 2-5/8" or less. Wooden bats may be used.
13. **MERCY RULE.** At the PEE WEE level there will be a mercy rule. The mercy rule will be:
  - 9 batter rule for innings 1 through 5.
  - 9 batter rule is removed for 6<sup>th</sup> inning.
  - The game ends if the trailing team is 15 runs behind after four innings (the trailing team has batted four innings).
14. **DEFENSE.** At the Pee Wee level there will be 9 players utilized on defense.
15. **BATTING ORDER.** At the Pee Wee level you may bat 9 defensive players in your batting order, or you may bat your roster. This must be decided prior to start of game.
16. **SUBSTITUTIONS.** There will be unlimited substitutions at the Pee Wee level.
17. **PLAYOFFS.** All teams will play in the playoffs for their respective division (East/West). Playoffs will be conducted as follows:  
Ex: With 8 teams in division.  
*First round of playoffs:* 1<sup>st</sup> vs 8<sup>th</sup>, 2<sup>nd</sup> vs 7<sup>th</sup>, 3<sup>rd</sup> vs 6<sup>th</sup> & 4<sup>th</sup> vs 5<sup>th</sup>  
*Second round of playoffs:* (winner 1,8 vs winner 4,5) & (winner 2,7 vs winner 3,6)  
*Third round of playoffs:* Championship Game

If needed (due to number of teams) Wildcard games will be held to determine quarterfinal or semi-final participants. During playoffs, each team is to supply two game balls. Umpires will be provided by the League for Pee Wee. The home team shall be the team with the better record in regular season play. Trophies/plaques will be awarded to Champion. There will be no inter-divisional playoff games scheduled.

18. **FORFEITS.** If either the home or visiting team does not show up for a game without prior notification, the team present shall receive a forfeit win 6-0.
19. **UMPIRES.** Board assigned umpires will be used for all Pee Wee games. Fees, assigning rules, etc. will be discussed at the Spring Meeting. All umpires for Playoffs will be paid for by the League.
20. **RAINOUTS.** Pee Wee games must be made up prior to the start of Playoffs. Any games not played by the start of playoffs shall be decided by the Commissioner/League Officers.