

LEAGUE RULES & BY-LAWS (updated 2014)
Thousand Island Recreation Baseball Conference
By-Laws & Constitution 2014 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
- d) League Presidents (by Division), North & South or as set (optional)

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 \$35 per team. Dues must be in to the treasurer by June 1, 2014.

Send to:

William Schell P0 Box 44 Brownville, NY 13615

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.
2. Postponements. The coaches involved shall reschedule any postponed game, hopefully for that same week. 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 commissioner.
3. Game results. Winning coach (Pee Wee 'A' teams): email your results to the LEAGUE WEBSITE. Use: TIBCBASEBALL@aol.com.
4. AWARDS. A team trophy will be awarded to each team at the Pee Wee 'A' level that wins the division they participate in. Team trophies will also be given to playoff champs and runner-ups. Individual trophies or plaques will be given to teams in Pee Wee 'A' that win regular season division titles. All players will receive individual participation awards.
5. League Fees. All dues (\$35 per team) should be sent to League treasurer by June 1. **If you have an 'A' and a 'B' team playing as an A/B (shared players), you must pay entry fees for 2 teams. You only pay for two teams if both are part of a FULL SCHEDULE.**
6. ROSTERS. All rosters must be submitted to the Commissioner (or so designated person) prior to the first scheduled game. Rosters may be emailed (TIBCBASEBALL@aol.com), Check carefully to be sure of player eligibility. Rosters not received will result in forfeits by offending team (Pee Wee 'A' level only). You may add players up to the date of the third scheduled game at your level.
7. 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 at least one player. 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.*
8. UMPIRES. **Pee Wee 'A' only.** 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.**
9. COACHING VIOLATIONS. Any coach violating league rules may be restricted from coaching. A panel of League Officers and Town/Village representative *not directly involved* will convene for these matters.
10. PLAYER AGE. Under no circumstances may a player play at a lower level by age. Player may play up to avoid forfeits (Pee Wee 'A' 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.

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. There will be two levels of play for Grasshoppers: 'A' and 'B'. At the Grasshopper 'A' level, a combination of player and coach pitch will be used. For Grasshopper 'B', only Coach pitch will be used in games. If you have only one team entered, you must decide whether to enter them in the 'A' or 'B' level. If more than one team is entered, it is recommended you enter at least one in Grasshopper 'A' and one in Grasshopper 'B'. Players at the Grasshopper level ('A' or 'B') may freely switch levels throughout the season. This provides an opportunity for players on a 'B' roster to either face kids pitching or perhaps pitch himself in 'A' games.
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 changes to: **TIBCBASEBALL@aol.com**
3. RESIDENCE. Players must be permanent residents of or pay taxes in your village or school district to be eligible to play on your team. Players wishing to play for a team in a school district or village other than his own must (1) have league approval (2) be released by his residency (3) otherwise have no team to play for (lack of opportunity). Waivers may be obtained in exceptional cases
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).**
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. 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 – **new in 2009**)
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 (n/a with coach pitch).
13. INFIELD FLY RULE. The infield fly will not be in effect at this level.
14. BUNTING. No bunting will be allowed at this level.
15. PITCHING LIMITS. A pitcher is allowed to pitch a maximum **of two innings** per game at the Grasshopper 'A' level. One pitch thrown is considered a full inning.

16. COACH PITCH. (a) **Grasshopper 'A' level.** Players will pitch the first three innings in Grasshopper 'A' games. Coaches will pitch all innings after the third inning in Grasshopper 'A' 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.

(b) **Grasshopper 'B' level.** Coaches will pitch all innings at the Grasshopper 'B' level. Players will get a maximum of six pitches (or three swinging strikes) for each at bat. If the sixth pitch is a foul ball or is deemed *unhittable* (whether hitter swings or doesn't swing), the coach will award another pitch.

17. **UMPIRES.** At both Grasshopper levels, 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.

18. 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.)

19. **FACE MASKS. NEW FOR 2013:** Face masks are mandatory at the Grasshopper level of play.

20. The League will look into starting the season with a Saturday **PLAY DAY**. Instruction will be given to coaches and players. Short games will then be played.

21. All teams will use 10 players on defense (4 outfielders). If one team only has nine players, the other team may still use ten. (new for 2012)

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. There will be two levels of play for Pee Wees: 'A' and 'B'. The Pee Wee 'A' level will be a more competitive level with standings, playoffs and trophies. The Pee Wee 'B' level will be more instructional with no standings, playoffs or trophies. If you are entering more than one team, it is recommended at least one team be entered at each level. Players at either the Pee Wee 'A' or 'B' level may play in any 'A' or 'B' game. However, please keep in mind that playing stronger 'A' players in a 'B' game is not beneficial for any reason. 'B' games do not count (no standings) so 'loading up' for a 'B' game has no purpose.
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 or emailing the commissioner 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. ***New in 2010***: 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 (Pee Wee 'A' only).
Exception: 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 'A' games, a pitcher will be allowed to pitch six innings a week (one pitch thrown counts as one inning). **The League will not schedule more than two games in a week. If additional games are played after the first two, pitchers may throw an extra three innings per game added. Saturday (midnight) serves as a beginning/ending date for a week. Pitching limits for Pee Wee 'B' is three innings per game. 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. The batter is out on the third strike whether the catcher catches the ball or not. 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. **NO BATS with a barrel in excess of 2 1/4 inches will be permitted.**
13. At the PEE WEE level, the coaches may institute a 'mercy' rule at the start of the game. This is to be *optional* and must be agreed upon by both teams prior to the first pitch and on a game-to-game basis. Possible options include:
 - A 5-run per inning rule with the exception of the final inning.
 - A rule whereby the game ends if the trailing team is 15 runs behind after four innings (the trailing team has batted four innings).
 - Any variation of the above mentioned options.

14. For Pee Wee 'B' only: All teams will use 10 players on defense (4 outfielders). If one team only has nine players, the other team may still use ten. (new for 2012)

PEE WEE 'A' ONLY

14. **PLAYOFFS.** During playoffs, each team is to supply at least one game ball. Each team is responsible to provide an umpire for each playoff game except for the overall championship (league hires umpires whenever possible). The home team shall be the team with the better record in regular season play with the exception of crossover games played on neutral fields. A coin flip will determine home team in these games.

15. **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.

16. **THIRD STRIKE. Starting in 2013,** if the catcher misses the third strike, the batter may attempt to reach first base before being tagged out or forced out. This rule actually started in sanctioned Little League in 2012.

17. **UMPIRES** – Board assigned umpires will be used for all Pee Wee 'A' games. Fees, assigning rules, etc. will be discussed at the Spring Meeting. All umpires for Playoffs will be paid for by THE LEAGUE.

18. **RAINOUTS** – Pee Wee 'A' games must be made up prior to the start of Playoffs. Any games still unplayed shall be decided by the Commissioner/League Officers.