

SUSQUEHANNA TOWNSHIP BASEBALL ASSOCIATION

MIDGET LEAGUE POLICY MANUAL

(as amended through February 11, 2013)

Index

Section 1: Code of Conduct.....	Pg 1
Section 2: Official League Games	Pg 2
Section 3: Ground Rules.....	Pg 3
Section 4: Composition of Teams	Pg 4
Section 5: Draft System-Selection of Players	Pg 6
Section 6: Pitchers & Pitching Policy	Pg 7
Section 7: All-Star Team & Coaching Staff	Pg 8
Section 8: League Champion/Post Season Series	Pg 9
Section 9: Official Protests.....	Pg 10
Section 10: General Dissatisfaction of Players/Parents/Coaches- Possible Draft/Re-Entry	Pg 10
Section 11: Supplies and Emergency Equipment Purchases.....	Pg 11
Section 12: Team Rules & Discipline	Pg 11
Section 13: Substitutions.....	Pg 12
Section 14: Post Game Clean Up-Field Maintenance	Pg 12
Section 15: Practice Schedules.....	Pg 13

Section 1: Code of Conduct

(a) The purpose of the code of conduct is to further amplify Article II of the Constitution of the Susquehanna Township Baseball Association, Inc.

(b) The following types of conduct will not be acceptable and upon review by the President, Coordinator, and one other board member (none of which may be Midget coaches) shall result in a one game suspension that is subject to adjustment by the review committee and appeal by the affected party:

- (1) Profane or vulgar language;
- (2) Smoking within the confines of the playing area or use of alcoholic beverages anywhere in or about a playing field;
- (3) Harassment of players, umpires or coaches;
- (4) Gestures of bad taste;
- (5) Fighting;
- (6) Handling equipment in a manner that could cause physical harm to anyone or the damaging of equipment and league property;
- (7) Ejection from a league game will result in an automatic one-game suspension to be served the next game.

(c) The umpire will be asked by each head coach to enforce the following rules before each game:

- (1) Official league playing rules (latest edition).
- (2) STBA Midget Policy Manual.

Section 2: Official League Games

- (a) Starting time for Official League Games shall be 6:00 PM unless indicated otherwise in the official league schedule.
- (b) Failure to field a team 30 minutes after the official starting time will result in a forfeit by the offending team.
- (c) The home team head coach shall be responsible for postponing a game due to rain or wet grounds (see subsection (d)).
- (d) Postponed official league games are to be rescheduled and played within seven days, if possible.
 - (1) The home team coach must determine at least 30 minutes before game time that the field is not suitable for play.
 - (2) The home team coach must notify the opposing coach, umpire association, Midget Coordinator and snack bar of the postponement.
 - (3) The Midget Coordinator will reschedule the game and procure an umpire.
 - (4) Any team failing to play a rescheduled game will forfeit said game.
- (e) Paid umpires shall be used for all official league games. In the event that an umpire fails to appear or sustains an injury, the head coaches shall mutually agree upon a qualified individual to fill-in as umpire. If agreement cannot be reached in selecting an alternative umpire, the game will be rescheduled in accordance with Section 2 (d).
- (f) The only person authorized to stop a commenced official league game is the umpire.
- (g) A uniform league ball must be used in all games. One new ball and another, suitable to the umpire, must be provided by the home team. The umpire may reject any ball at any time when it is determined not suitable for use.
- (h) Batting helmets or other appropriate head gear must be worn by base runners, player base coaches, and catchers at all times. Throat protectors and athletic supporters with cup are mandatory for all players used as catchers.
- (i) The home team must complete pre-game warm-up practice twenty-five (25) minutes before game time. The visiting team shall then have the playing field for twenty minutes.
- (j) The home team scorekeeper shall be the official scorer for each contest and must report the final score to the Midget Coordinator. Also, the winning and losing pitchers must be reported along with all other pitchers used in the game (include pitches thrown). Game summary sheets will be furnished at each field for this purpose.
- (k) All teams are required to maintain an official scorebook during the season. The scorebook is subject to review by the Midget Coordinator to settle any disputes that may arise.
- (l) It is the responsibility of the home team to maintain the scoreboard, if applicable.

(m) The Midget Coordinator will provide the official League playing rules, which shall prevail and be enforced unless otherwise superseded by this policy manual.

(n) Bat Rule

(1) The bat must be a baseball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards.

(2) Little League (Majors) and below: it shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2¼) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less;

(3) If a player uses an illegal bat in an official at-bat, the umpire shall call the player out, remove the bat from play, warn the player and any parent or guardian who is present, and shall eject the player's head coach from the game.

(4) A list of approved bats can be found at:

<http://www.littleleague.org/learn/equipment/approvedcombatssmall.htm>

Section 3: Ground Rules

(a) The fenced in area of Kauffman, McNaughton Stabler and Penbrook Community fields shall be known as the In Play Area.

(b) Two bases shall be awarded to the batter and runners on a batted fair ball that becomes lodged under or bounces over the fence as judged by the umpire.

(c) Any batted ball that carries over the fence on the fly in fair territory and returns to the in play area after striking a foreign object shall be judged as a home run.

(d) A ball in play that touches or is interfered with by any unauthorized person shall be ruled dead and any base runners will be returned to the last base held as determined by the umpire.

(e) Avoiding contact or sliding by a base runner is absolutely necessary anytime a play is made on said player except at first base. Player is out if contact is made.

(f) Head first slides are PROHIBITED when advancing to the next base, but may be done when returning to a base. If a player slides headfirst while advancing to the next base, he will be declared out.

(g) Flagrant or willful contact by any player is strictly prohibited and is cause for ejection from the game. The umpires' judgment in this matter is final.

(h) All players must remain in the dugout during the game except as follows:

(1) The nine (9) defensive players;

(2) The batter, on-deck hitter, and player base coach

(i) Only players and four (4) coaches, including the head coach, are allowed in the in play area during the game. All other persons shall be considered unauthorized and are subject to removal by the umpire or league officials. The coaches must be eighteen (18) years of age or older or a high school graduate.

(j) A designated scorekeeper may be selected by the head coach. This person shall be a responsible individual having knowledge of little league baseball. The designated scorekeeper who is not a head coach or assistant coach is not allowed in the in play area during the game.

(k) An Extra Hitter (EH) will be permitted and must be designated when the starting lineup is exchanged. If you start with an EH, you must end with an EH. An EH is defined as a tenth (10th) player in the lineup. An EH is subject to the must play rule.

(l) The balk rule will not be in effect.

(m) Mercy Rule

If at any time after any team has batted in four innings, and the opposing team is winning by 15 or more runs, the game shall end and the team ahead shall be declared the winner. This also provides an exception to Section 13 (Substitutions) of these rules.

If at any time after any team has batted in five innings, and the opposing team is winning by 10 or more runs, the game shall end and the team ahead shall be declared the winner. This also provides an exception to Section 13 (Substitutions) of these rules.

(n) The STBA midget league shall not utilize the dropped 3rd strike rule. A dropped 3rd strike shall constitute a strike out and the batter may not advance to 1st base.

Section 4: Composition of Teams

(a) Team rosters shall consist of no more than 12 players, whose playing ages will be 11, 12, and to a limited extent, 10 with no more than seven of any one age. Playing age is defined as the age of the player on May 1st of the current season. Hence, a player turning 13 on or April 30 is considered ineligible.

(b) The Midget Coordinator, in his sole discretion, shall have the authority to expand all team rosters to no more than 14 players as set forth in the following sub-paragraph (c), and the additional authority to expand individual team rosters to 15 players should new players move into the area as set forth in section 5 (h).

(c) To the extent roster spots are not filled by 11 and 12 year-olds, 10 year-olds may be selected in the draft, under certain limited circumstances, as follows:

- (1) Where the Midget Coordinator determines on or before draft day that there is an insufficient number of 11 and 12 year-olds to fill all roster slots based on a 12 player per team roster, then any available roster slots may be filled with 10 year-olds;
- (2) Where the Midget Coordinator determines on or before the draft there are 11 and 12 year-olds in sufficient numbers to fill all 12 player per team roster slots, the Midget Coordinator shall expand all team rosters to no more than 14 players (see sub-section (a) above). The Midget Coordinator shall also be required to

so expand team rosters if 11 and 12's fill all 12 per team roster slots with the exception of a very limited number, thereby creating a situation where only a very small number (3 or 4, for example) 10 year-olds would be placed in the Midget program.

(d) The roster size is determined at the beginning of each season and is a function of returning players and new registrants.

(1) All roster vacancies (where the coach has reason to believe the missing player will not return that season) shall be promptly reported to the Midget Coordinator, who shall supervise and direct the filling of such vacancies as follows:

(i) From the Standby List as provided in Article IV of the Constitution.

(ii) From a Midget Eligible List compiled by the Midget Coordinator. This list shall be composed of no more than fifteen (15) ten-year-old Pony players, who shall be placed on the list in order of ability as much as possible. A copy of this list shall be provided to each Midget head coach, who, in order, shall contact listed players and request their attendance on a game-by-game basis. No players moved to Midgets under this rule shall be permitted to pitch. Moved players are subject to the "must play" rule set forth elsewhere. All listed players shall retain full Pony eligibility.

(2) All temporary player shortages which are likely to cause a forfeit shall be filled, on a game-by-game basis, with players from the Midget eligible list, as set forth below.

(i) From a Midget Eligible List compiled by the Midget Coordinator. This list shall be composed of no more than fifteen (15) ten-year-old Pony players, who shall be placed on the list in order of ability as much as possible. A copy of this list shall be provided to each Midget head coach, who, in order, shall contact listed players and request their attendance on a game-by-game basis. No players moved to Midgets under this rule shall be permitted to pitch. Moved players are subject to the "must play" rule set forth elsewhere. All listed players shall retain full Pony eligibility.

(3) These provisions set out the sole and exclusive means of moving a player from the Pony to the Midget level without Board approval.

(e) The league will supply a team roster of returning players to each head coach when registration is complete. This roster must include at least the name and playing age of each player. After the draft is complete, the league will supply the official team roster, which must include but not be limited to name, age, address, and telephone number.

(1) Any discrepancies or later changes must be brought to the attention of the Midget Coordinator or Association President immediately for appropriate action.

(f) There will be no trading, transfer, reassignment, or shifting of players from one team or program to another except as specifically authorized in this policy manual. Any team utilizing an ineligible player shall forfeit all games in which such a player has participated, subject to review by the Board. Any coach knowingly utilizing such a player shall be removed from his coaching position subject to review by the Board.

Section 5: Draft System - Selection of Players

(a) The selection of players to fill team rosters will be made at the player draft meeting, which will be held after appropriate tryouts. The tryout date(s), time, and place will be set by the Board in consultation with the Midget

Coordinator. Tryouts will be for all first year 11 and 12 year-olds, all of whom will be drafted and all ten year-olds; however, only a limited number of 10 year-olds will be selected (see Section 4 (c)).

- (b) The Midget Coordinator or designated substitute shall preside at and supervise the player draft meeting.
- (c) The order in which teams will draft players will be the reverse order of the previous year's league standings.
 - (1) If two teams had identical records, the head-to-head competition shall determine their order; worst record picks first. A coin toss shall prevail if their records against each other were the same.
 - (2) If more than two teams had identical records, pulling numbers from a hat will determine the draft order for those teams.
- (d) The draft shall continue in the order specified in (c) until all eligible players have been selected. Each team will select a player in the first round and thereafter in rounds as indicated by the Midget Coordinator. For example, if the roster size is set at fifteen (15) players, there will be fifteen rounds of drafting with the number of team picks spread evenly over the 15 rounds. That is, a team needing three (3) players to fill their roster would select in rounds 1, 8, and 15. (Section 4 (a) limits any age group to seven players.)
 - (1) The order of drafting and the rounds in which each team will draft will be determined by the Midget Coordinator and discussed with the head coaches prior to the draft.
 - (2) Any players not showing for the tryouts will be drafted in the last round by pulling names from a hat.
 - (3) Whenever possible players from the same family should be drafted by the same team. These automatic draft selections shall be handled as outlined in part (e) below.
 - (4) If any team has more than seven players in any age group, that team will be prohibited from drafting players of that age, unless players of a different age are unavailable. For example, a team with ten 12 year olds would be prohibited from drafting or drawing from the hat another 12 year-old unless no other players were available.
 - (5) Immediately prior to the actual commencement of the draft, the head coaches (or a coaches designate) will establish a pool of 10 year olds. All incoming ten year olds nominated to the previous years Pony All Stars, and any other ten year olds the Coordinator or coaches declare Midget appropriate, shall be placed in this pool. A Midget coach may pick these players anywhere in the draft, regardless if they attend tryouts or not, though it is not mandatory to pick these players. If a player refuses to move up, his money will be refunded and his Pony position will be filled. Once the draft begins any coach is free to choose from the available 11 and 12 year-olds, or to choose a 10 year-old from this pool, subject only to applicable age and roster restrictions contained elsewhere in this policy manual.
- (e) If a head coach has a child who is not on any other roster and he/she desires to draft this player, this intention must be made known prior to the draft. At this point, the Midget Coordinator will determine in which round the player becomes an automatic selection by polling the coaches to ascertain the player's rating.
- (f) If a head coach has a child who is on another team's roster and he/she desires to draft this player, this intention must be made known prior to the draft. As in part (e), the Midget Coordinator will determine in which round the player becomes an automatic selection. Additionally, an adjustment to the rounds in which each team will select players must be made to recognize the change in roster sizes.
 - (1) A transfer of this nature may only occur at the draft meeting - never during the regular season.
 - (2) If more than one child is involved and/or more than one other team, each transfer shall be handled as

outlined above.

(g) In order for a player to be eligible for the draft, the player must register during the established registration period, which terminates when tryouts are held. A properly executed player registration card must be completely filled out and signed by the player's parent(s) or legal guardian. Any registrations after the cutoff date will be added to the standby list for possible activation by the Coordinator.

(h) If, after the draft has been held and on or before game five of the season, an eligible player moves into the geographic boundaries governed by the STBA and becomes legally registered, the following procedures shall be followed:

(1) The player shall be placed on an active roster by the Midget Coordinator or association President following the rotation used on draft day. The established order will not be used when a team has lost a player since the draft (creating an opening to be filled) or when placing a new player on a roster would violate Section 4 (a) which limits to seven the number of players in any age group.

(2) The new player will be retained on the Midget roster to which he was placed. Note that no new registrants may be added to a roster after game five.

(i) Any player that becomes eligible for draft re-entry provided for in Section 10 shall not be eligible to be selected by the team that the player was removed from the previous season. An exception is granted in the case where a new head coach has been appointed in accordance with STBA By-Laws.

(i) Players that initially registered to participate in the Susquehanna Township Midget League and were drafted by a team will remain with that team for the duration of the player's eligibility except as provided for in Section 10. However, it is the player's responsibility to register each year of his/her eligibility as provided for in this manual.

(1) If a returning player fails to register, said player will be ineligible for the season and must re-enter the draft the following year.

(2) If a returning player registers after the cutoff date, said player will be added to the standby list, but is only eligible for activation to his/her current team.

Section 6: Pitchers and Pitching Policy

(a) Any player on a team's official league roster may pitch.

(b) A player called up from the Pony program may not pitch.

(c) A pitcher may throw the following number of pitches per game:

(1) 70 pitches per game through the first three full weeks of the season..

(i) If the pitcher throws 35 pitches or less in a game they must rest a minimum of 1 day prior to pitching again.

(ii) If the pitcher throws more than 35 pitches in a game they must rest a minimum of 3 days prior to pitching again.

(2) 90 pitches per game beginning on the Monday of the fourth full week of the season.

(i) If the pitcher throws 45 pitches or less in a game they must rest a minimum of 1 day prior to

pitching again.

- (ii) If the pitcher throws more than 45 pitches in a game they must rest a minimum of 3 days prior to pitching again.

(d) If a pitcher has reached their maximum number of pitches while facing a batter, they may finish pitching to that batter before being removed from the game. This applies to both the 1-day and 3-day rest rule (c)(1) and (2). Coaches must note on the pitching log what the pitch count was when the last batter began his at-bat.

(e) Each league head coach will be supplied with a game day pitch count chart as well as a season long pitcher chart.

(f) Each league head coach will be responsible for counting the pitches of all pitchers during the game. After each game, both head coaches will initial next to their pitcher's pitch count thus agreeing to the number of pitches thrown.

(g) Violation of the pitching policy by any league coach will follow the below mentioned disciplinary action:

(1) First Violation – the pitcher will be removed from the game immediately.

(2) Second Violation – the pitcher will be removed from the game immediately and will not be able to pitch for 7 days. The head coach will be suspended for 1 game.

(3) Third Violation – the pitcher will be removed from the game immediately and will not be allowed to pitch for 7 days. The head coach will be removed immediately and will no longer be eligible to coach in the STBA program.

(h) Such disciplinary action shall be handed down by the Midget Coordinator. Either team has the right to request an appeal of the Coordinator's decision to a committee composed of the President and two other Board members selected by the President, subject to the condition that the appeal be provided to the President, in writing, setting forth the reasons the Coordinator's decision is believed erroneous, within 24 hours of the Coordinator's decision. The committee's decision is final.

Section 7: All-Star Team and Coaching Staff

(a) The league all-star team(s) shall be selected from a list of players submitted by each head coach at a meeting for said purpose. The meeting must be held within one week after the Post Season Series (see Section 8 (b) on a date and time mutually agreeable to the coaches and midget coordinator.

(b) Each midget team from the STBA Midget League must have at least one player selected to the 12U All-Star team.

(c) The following selection process and general procedures shall be observed:

(1) The all-star head coach will be selected by the midget coordinator in consultation with head coaches.

(2) Assistant coaches shall be chosen by the head coach and must be announced prior to the selection of players.

- (3) The number of players to be chosen shall be determined by reviewing roster limits for the various tournaments that will be entered.
- (4) Each league head coach shall submit a list of eligible players who they feel can compete at an all-star level to the league Coordinator. Eligible players include the following:
 - (i) For the 10U team (Players 10 years old)
 - (ii) For the 12U team (Players 10, 11 or 12 years old)
 - (iii) The Board in consultation with the midget coordinator, midget coaches, and with league approval, may field an 11 year old all-star team if they believe that the quality and quantity of the 11 year old players warrants such a team. This team may include 10 and 11 year old players.
- (5) The all-star head coach in consultation with the assistant coaches will select the team after reviewing recommendations from each of the league's head coaches. Recommendations will be made based on the order of finish during the regular season. Ties will be addressed by examining head-to-head competition or, when inconclusive, a coin toss shall be used.
- (6) As each recommendation is made, the head coach will accept, defer selection of, or reject the proposed player. The process continues until the roster limit is reached.

Section 8: League Champion / Post Season Series

(a) The League Champion will be the team that wins the post-season playoffs seeded by their final regular season records.

(1) In the event of ties, the seedings will be determined by:

- (i) Head to head competition
- (ii) Total runs head to head
- (iii) Coin toss

(b) Once the teams have been seeded, the playoff format will be determined by the Midget Coordinator and will follow a pattern similar to the one listed below but subject to change due to the number of teams in the league:
(Example based on a six team league)

Quarterfinals -	Game 1	Team 3 vs. Team 6
	Game 2	Team 4 vs. Team 5
Semifinals -	Game 3	Team 1 vs. Lowest Seeded Team
	Game 4	Team 2 vs. Highest Seeded Team
Finals -	Game 5	Game 3 Winner vs. Game 4 Winner (Best of 3)

- (c) The Midget Coordinator will determine the dates, times and fields for games.
- (d) All pitchers begin the playoffs assuming they have thrown no pitches to date.

Section 9: Official Protests

(a) A protest shall be considered only when based on the violation and/or interpretation of a playing rule or the use of an ineligible player, except a pitcher; see Section 6. No protest may be lodged based on an umpire's judgment. Illegal equipment must be removed from a game and shall not be the basis for a protest.

(1) Protests should be avoided whenever possible. When a protest situation is imminent, the potential offender should be notified immediately.

(b) Only the head coach (or designated assistant in the absence of the head coach) may protest a game.

(c) In a protest situation:

(1) The head coach or designee shall immediately and before any succeeding play begins, notify the umpire and opposing coach that the game is being played under protest.

(2) If the umpire is convinced that his decision is not in conflict with a playing rule and does not reverse the decision, the umpire shall announce that the game is being played under protest. Failure to provide this announcement shall not affect the validity of the protest.

(3) If, at the end of the game, the protest is not withdrawn, the head coach should get the umpires signature on both scorebooks. Additionally, the head coach must file a written report detailing the protest with the Association President within 24 hours.

(d) Protests made due to the use of an ineligible player may be considered only if the umpire is notified prior to the last out of the game. Whenever it is determined that an ineligible player is being used, said player shall be removed from the game and the game shall resume under protest or not as the protesting manager decides.

(e) A committee composed of the Association President, Midget Coordinator, and one board member shall hear and resolve any filed protest. After reviewing documents and consulting with the head coaches and/or umpire, the committee shall make a recommendation to the Board of Directors for final resolution.

(f) If a protest is allowed and the Board's resolution requires resumption of play from the point when the infraction occurred, the Midget Coordinator shall review both scorebooks with the coaches to duplicate the original game conditions and set a date and time for the completion of the game.

Section 10: General Dissatisfaction of Players/Parents/Coaches - Possible Draft Re-entry

(a) In the event that a dispute arises or general dissatisfaction develops during the season between any member of the coaching staff of a team and the parents or guardians (hereafter referred to a "Parent") of a team member, the following procedure shall be followed:

(1) The problem shall be thoroughly reviewed by the head coach and Midget Coordinator as soon as possible. Every effort should be made to resolve the conflict.

(2) If the conflict cannot be resolved to the mutual satisfaction of all parties, the head coach or parent may elect to remove the player from the team's active roster. When this occurs, the party taking action must forward a detailed report, within seven days of impasse to the Midget Coordinator setting forth all reasons for removing the player from the active team roster.

(3) Within seven days of receipt of said report, the Midget Coordinator shall confer with the coach and parent

separately in an attempt to resolve the conflict. At the discretion of the Midget Coordinator, a meeting of all concerned parties may be convened. If these attempts at resolution are unsuccessful, the player shall be permanently removed from the roster and may re-enter the Midget program as set forth below (part (b)).

(b) A player removed from an active roster is ineligible for the current season. However, the player may re-enter the draft the following year if all other requirements set forth in this manual are met and the Board of Directors upon review of all the facts grant approval.

(c) If a player desires to re-enter the draft after playing for one of the Midget league teams in the previous season, the player's parents must petition the Board of Directors. The letter sent to the board must detail the reasons for the re-entry request. The head coach of the affected team must be informed of the petition by the board. The head coach and/or parents may address the Board of Directors before a final decision on the draft status of the player is reached.

(d) If a head coach desires to place an eligible player from the previous year back in the draft, the coach must inform the Board of Directors, in writing, of this intention. The request must detail the reasons for re-entry and must be received by the board before March 1st. The parents of the affected player must be informed of the petition by the board. The head coach and/or parents may address the Board of Directors before a final decision on the draft status of the player is reached.

Section 11: Supplies and Emergency Equipment Purchases

(a) Article VII - Finances - Section 6 of the STBA Constitution prescribes the manner in which all necessary baseball equipment purchases shall be handled. However, when an emergency purchase is necessary the head coach or designee shall inform the Midget Coordinator or Association President of the need for equipment. The Midget Coordinator may grant permission for the purchase as long as the cost does not exceed fifty dollars.

(b) At the beginning of each season each team shall be given two dozen baseballs.

(c) Each team should purchase coach's jerseys for the team's staff members. The number of jerseys should not exceed five and care should be taken to pass these shirts on to subsequent staffs.

(d) Hats for team members and the coaching staff should be ordered each year by the equipment manager from a Board approved vendor. Extra hats should be obtained to replace hats that become lost or damaged during the season. Any player obtaining a second hat must pay the association for the replacement.

Section 12: Team Rules and Discipline

(a) It shall be the inherent right of all head coaches to establish their own team rules and team discipline policy. The rules and discipline policy must be consistent with the purpose of the Susquehanna Township Baseball Association Constitution.

(b) Each head coach shall explain the team discipline policy to the players and parents prior to the start of the season. It is strongly suggested that the policy be given to each player in written form along with a statement about the code of conduct set forth in Section 1 (a), (b), and (c) of this manual.

(c) A copy of each teams disciplinary code must be provided to the Midget Coordinator prior to the start of the season. This copy will be filed for reference in the event that a general dissatisfaction conflict should occur. Neither the Midget Coordinator nor the Board of Directors have any right to pass judgment on the disciplinary code established unless there is a contradiction to the Constitution.

Section 13: Substitutions

(a) ANY player removed from the game, may reenter the game at any position in the batting order given the following conditions:

(1) The player that came in for them has completed one time at bat and played defensively for at least six consecutive outs.

(2) A pitcher may not re-enter the game as a pitcher.

(b) Each player on the official team roster must play a minimum of two innings on defense and bat at least once per six-inning game.

(1) The only exceptions permitted will be in the case where a player sustains an injury, leaves for other obligations, or violates team policies. In the latter two cases, the coach must announce to the opposition his/her intentions prior to the start of the game.

(2) A player who first enters a game in the fifth inning by the home team who does not get to bat, due to a win situation, must have been scheduled to bat either 1, 2, or 3 in the sixth inning in order to not violate this rule.

(c) Violation of this rule will result in a forfeit by the offending team.

Section 14: Post Game Clean Up - Field Maintenance

(a) At the conclusion of each game, the head coaches will insure that team members for each team clean their dugout area. Also, the coaches should assign to their players areas around the field of play for general removal of paper, cans, and other litter.

(b) Team members should be given the job of insuring that all team and field equipment is placed in the proper storage location.

(c) Each team coaching staff is responsible for repairs to the playing field where maintenance is needed. The batter's boxes and pitching mound should be raked and leveled to eliminate holes caused by routine play. Additionally, the area around each base should be raked to return dirt to low spots caused by sliding. In some cases it may become necessary to water the infield dirt area to insure that graded dirt stays in place.

Section 15: Practice Schedules

(a) Pre-season practice may start the day following the draft meeting. A schedule for field use shall be developed by the Midget Coordinator or designee in consultation with the coaches.

(b) During the regular season alternative sites should be used for practice. A list of practice sites shall be developed at a coaches meeting together with a plan of shared usage.

[END]