



Bylaws



East Brandywine Youth Athletics Baseball League

East Brandywine Township, Pennsylvania

Ratified by the Membership on: May 1, 2013

ARTICLE I **PLAYER/COACH SELECTION PROCESS**

Section 1 – Player/Coach Eligibility - Any coach or player should not be actively engaged in the promotion, participation, and/or operation of any other competing baseball organization that is in direct conflict with, detrimental to, or in any way interferes with the promotion of, participation in, and/or the operation of the East Brandywine Youth Athletics Baseball League (EBYA baseball). The EBYA baseball league shall take precedence in all instances where there is a competing interest from a baseball organization that is not a part of the EBYA baseball program.

Sections 2 – Players are to play in their Age-Appropriate Division

This is applicable to players in the T-Ball, Rookie, Minor, and Major Divisions for the EBYA baseball league. Those players already playing outside their age-appropriate division in the prior season may continue to play outside their age-appropriate division with League approval.

Players shall play in their age-appropriate division:

- Age 5-6 – Tee Ball
- Age 7-8 – Rookie
- Age 9-10 – Minor
- Age 11-12 – Major

For baseball, the “playing age” shall be the player’s age as of May 1. This date is defined by Babe Ruth League, Inc. Baseball Rules and Regulations. League officials reserve the right to move player(s) outside of their age-appropriate division in an effort to balance division totals or for safety concerns. Players may play in a lower division (with League approval) as a result of a parent request.

Section 3 - The Division Commissioners are responsible for all activities regarding the coaches and teams in their respective Divisions.

Section 4 – Coaching Requirements

Every head and assistant coach in all EBYA baseball must undergo a voluntary criminal and child abuse background check. This check protects not only the players, but coaches, parents, and everyone involved in EBYA baseball.

One head coach and one assistant coach per team will be nominated by the Division commissioner to take part in player evaluations and the subsequent player draft. Any coach selection is subject to the oversight of the Baseball Board of Directors. Upon a successful motion to disprove any coach selection, the board may replace a coach(es) via a successful vote to appoint an alternative coach. A successful motion shall require a simple majority of a quorum of the Baseball Board of Directors at a duly called and properly noticed meeting of the Baseball Board of Directors.

Due to potential game and practice schedule conflicts, two coaches are not permitted to coach together **on the same EBYA team** if they also coach travel baseball teams.

Sections 5 –Player Evaluations

All players anticipating playing in the Minor or Major Divisions are required to attend player evaluations. Player evaluations will be scheduled for a date in March for all Minors and Majors Division participants. Evaluation Process: All players in the major and minor Divisions will participate. Each head and assistant coach will be supplied with evaluation forms that will include a list of the players, their age, and previous years of experience. The coaches will individually evaluate the players in the categories of batting, pitching, fielding and throwing. Each category will be graded with a 1 thru 5; a grade of 1 being the lowest mark and a grade of 5 being the highest. If players are unable to attend the evaluation, these players will be evaluated in absentia.

Section 6 – Player Draft

All players anticipating playing in the Minor or Major Divisions are entered into their respective drafts. All Minor and Major players are re-drafted each year; players do not stay with the prior year's teams. Two coaches (head and assistant) per team participate in the draft. The draft process is coordinated by the respective Division commissioners.

Draft Process: All players are assigned an assessment "total" based on the total points of their individual assessments of batting, pitching, fielding and throwing. Additionally, each player is assigned a "pitching" total. As a general rule, teams shall strive to be as balanced as possible with respect to "total" score and individual "pitching" totals. To begin the draft, the points for each coach's son(s) or daughter(s) are added together. The team with the lowest initial total will have the first selection in round 1. Then each team makes a player selection, in order, until the team with the highest total score has selected. At the end of round 1, again, the team with the lowest "total" score begins the selection for round 2. Subsequent rounds are selected in the same manner until all players are selected. In the case when multiple-children from the same family are in the draft, the players must be selected by the same team.

Section 7 –T-Ball (5-6 y/o) and Rookie (7-8 y/o): Shall be coordinated by the Division commissioners. Each player shall be placed on a team. Special requests to place certain players on the same team are not condoned but under certain circumstances are permitted by the respective Division Commissioner .

ARTICLE II TOURNAMENT TEAM/COACHES PROCEDURES

Section 1 – This is applicable to 8U, 9U, 10U, 11U, 12U tournament teams that represent EBYA in post-season tournaments under the Babe Ruth League, Inc., Cal Ripken Division.

Section 2 – Coach Selection: Any coach (head or assistant) of a regular season team is eligible to enter the selection process for consideration as a head coach of a tournament team. The attitude, sport knowledge, general conduct and sportsmanship shall be the primary factors in selecting the coaches of the tournament teams. The selection process is the same for the five tournament teams. The selection process involves the regular-season coaches casting a vote for the head coach for each tournament team.

Selection process:

By a date determined by the Division Commissioner, each coach interested in head coaching a tournament team shall inform their respective Division commissioner of the specific team they wish to head coach. The Division commissioners will then inform all regular-season coaches in that Division of those interested in head coaching each tournament team. Division commissioners will then poll the regular season coaches (up to 3 votes per team) to determine the head coach for each tournament team. The selected head coaches have the sole authority to select their assistant coaches.

This process is coordinated by the respective Division commissioner. Any coach selection is subject to the oversight of the Baseball Board of Directors. Upon a successful motion to disprove a coach selection, the board may replace a coach(es) selection via a successful vote to appoint an alternative coach. A successful motion shall require a simple majority of a quorum of the Baseball Board of Directors at a duly called and properly noticed meeting of the Baseball Board of Directors.

Section 3 - Team Selection:

All regular-season players are eligible to “tryout” for a post-season tournament team. Players shall play at their age appropriate level. A formal “tryout” shall be held to select the players for each tournament team. The tryout will be organized by the tournament team coaches. The date and time shall be widely advertised in advance of the tryout . All players interested in playing on a tournament team shall be invited and given the opportunity to tryout for the team. The coaches will create assessment criteria for the tryout and may request other regular season coaches or league officials to help assess the players during the tryout.

The coaches for each tournament team shall have the sole authority to select the players for their team. Practices for those players playing on a tournament team may be organized by the respective tournament team coaches and commence during the regular season.

**ARTICLE III
EBYA LEAGUE RULES**

Section 1 – All Division Rules:

Rule 1 – It is each team’s responsibility to clean up their dugout and bleachers after every game. No food or glass containers are allowed in the dugout during game time.

Rule 2 – In case of a registered lightening strike within 3 miles a 15 minute game delay will commence. If no other lightening is registered within the 15 minutes the game will continue, if another strike is registered the 15 minute window commences again.

Rule 3 – EBYA baseball/softball runs the snack bars at East Brandywine Community Park and Spatola Park for the entire baseball season. This is an important fund raising facility for the Baseball and Softball programs. Your patronage throughout the season is greatly appreciated. It is each team’s responsibility to provide appropriate coverage for snack bar duty as assigned. Failure to do so will result in disciplinary action.

Rule 4 – EBYA baseball/softball uses the beautiful baseball fields at East Brandywine Community Park, Spatola Park and Hopewell Park. We will also use two baseball fields in West Brandywine Township: the South Field behind the new West Brandywine Township building and the baseball field at Cross Creek Park. All practices and games are held at the above fields. For practices and games, it is each team’s responsibility to manage field maintenance. For practices, each team is responsible for leaving the fields in better shape than how they were found. For scheduled games, the home team will prepare field for play. At the conclusion of the game, the visiting team will rake field, remove bases and store scoreboard controller.

Rule 5 - All players in all Divisions must wear an EBYA-approved double ear flap helmet while batting and while running the bases.

Rule 6 - All male catchers in all Divisions are required to wear a protective athletic cup. It is strongly recommended that all male players, regardless of position, in all Divisions wear a protective athletic cup.

Rule 7 - During games, only players and coaches are permitted on the players’ bench or in the dugout.

Rule 8 - Use of alcohol, offensive language, or any tobacco product by anyone (player, coach, or spectator) is prohibited on or near the playing field. Violators will be asked to leave the premises.

Section 2 – T-ball Division Rules:

The goal of T-Ball is to introduce youngsters to the game of baseball in a very positive way. T-Ball is 100% instructional and non-competitive, with emphasis on learning baseball fundamentals while having fun. Only positive comments are to be given by both coaches and parents during all practices and games. Fewer players on each team provide more opportunities for each player to participate in each play and keeps the game moving at a good pace. Safety is very important in T-Ball. Keep all players in a safe position at all times.

Game Rules

1. A soft injury-reducing baseball will be used for all practices and games.
2. All players play the field every inning.
3. Games last 3 innings or one hour, whichever comes first.
4. Every player will bat every inning, regardless of how many outs there are.
5. Batters can hit from the tee or from a coach-pitched ball, depending on the skill level of the batter. Underhand or overhand pitching is allowed. To keep the game moving, batters must use the tee after 4 missed pitches.

6. Each player will play every position an equal amount of time.
7. Score is not kept. Emphasis is placed on good play, not competition.

Section 3 – Rookie Division Rules:

The goal of Rookie baseball is to build on the fundamentals learned in Tee Ball and introduce players to real game situations in a positive way. Rookie baseball is instructional with emphasis on learning fundamentals while having fun and introducing some competition.

Game Rules

1. A soft injury-reducing baseball will be used for all practices and games.
2. Games last a maximum of 1 hour 30 minutes, which is usually enough time for 3 or 4 innings
3. All players must wear their full uniform, including hat.
4. The defensive team will place players at 1st, 2nd, 3rd, shortstop, pitcher, catcher, left field, center field, and right field. At the coach's discretion, additional players may play in the outfield.
5. Every player will be in the batting lineup. An inning is over after 3 defensive outs or when the entire team has batted once. The first batter of an inning is the batter who follows the batter who batted last in the previous inning.
6. Bunting is not permitted.
7. Games may be pitched by pitching machines where available. We will try to utilize the Louisville Sling Machine as much as possible at Spatola Major Field. Otherwise, coaches will pitch.
8. There are no called balls or strikes. A batter is out after 3 swinging strikes. There are no walks.
9. As the season progresses (after the first 4 games for both teams), players who are able and interested in pitching may pitch to opposing batters. To keep the game moving, kids pitch the first 4 pitches to each batter, after which a coach or machine pitches to that batter. All kid-pitched strikes on the batter are erased when the coach/machine begins to pitch. Pitchers need to be able to throw from at least 42' away (4' closer than the 46' rubber, allowing the machine to remain in place)
10. To prepare players for the Minor League, coaches should strongly encourage batters to swing at kid-pitched strikes. To call attention to well-pitched balls, kid-pitched strikes will be called but not counted.
11. Each player will play every position an equal amount of time.
12. Coaches are encouraged to stand with their players on the field to provide encouragement and instruction to both teams.
13. Male catchers must wear a protective athletic cup. Developing catchers should be a goal for each team.
14. No stealing or leading off bases is allowed. A runner may leave the base when the ball is hit.
15. A runner cannot advance to the next base on an overthrow.
16. Where appropriate, fielders must throw the ball to make the play. This encourages players to participate in team play and not make the play themselves. If a player grossly violates this rule, the runner is declared safe.
17. Runners must stop advancing when a fielder touches the ball.
18. There are no umpires. Plays are called by the coaches.
19. Score is not kept. Emphasis is placed on good play, healthy competition, and sportsmanship.

Section 4 – Minor Division Rules:

The goal of Minor League baseball is to build on the fundamentals learned in Rookie League and have players participate in real game situations. Minor League baseball is competitive while still being instructional.

Game Rules

All Cal Ripken league rules as specified in the *Babe Ruth League, Inc. Baseball Rules and Regulations* book are followed. The following EBYA-specific rules add to or override the Babe Ruth League, Inc. rules:

1. Games are played on fields with 60 foot bases. The distance between the back of home plate and the front of the pitcher's plate is 46 feet.
2. A Cal Ripken-approved baseball (RCAL-1 or equivalent) will be used for all practices and games.
3. A standard game lasts 6 innings. For week nights and the final game on Saturdays, a new full inning cannot be started after 2 hours of play, but the current full inning can be completed after 2 hours of play. For games after which additional games are to be played (e.g. Saturdays), no full inning can begin after a 1:45 hours of play, but the current full inning can be completed after 1:45 hours of play. This way we can help prevent subsequent games from being delayed.

4. Each game will start promptly at its scheduled time. There will be one official time keeper at each game. At the start of each game, the home team coach must publicly announce the starting time of that game so all players, coaches, and spectators know when the time limit expires.
5. The losing team must bat 4 times for a game to be official. Any game in which the losing team does not bat 4 times is not an official game and must be replayed in its entirety.
6. When an official game is terminated for any reason (darkness, inclement weather, etc), the final score is the score at the end of the last full inning played; except that if the home team in its half of the incomplete inning scores a run or runs which equals or exceeds the opponents score, the final score shall be recorded when the game is called.
7. A half inning is over after 3 outs or 5 runs have scored, whichever occurs first. The "maximum 5 runs per half inning" rule does not apply to the 6th (or declared last inning) and subsequent innings.
 - a. "Continuation of a play" runs count . Therefore if less than 5 runs have crossed the plate and a batter, bats in 2 runs at the at-bat, then both runs will count for a total of 6 that inning. (ie. 4 runs have scored and the bases are loaded, and the batter hits a triple all 3 plated runs will count, for a total of 7.)
8. 10 run rule: the game is over if one team leads by 10 or more runs and the losing teams bats at least 4 times.
9. Nine players play the field each inning. If a coach expects to be short players, he is required to contact the Rookie call up coordinator. The Rookie call up coordinator will maintain a list of capable rookie players that have been preapproved for minor league play by the Rookie commissioner and by the player's parents. The Rookie call up coordinator will establish procedures that provide equal opportunity for call up players. Call up players may play any position except pitcher. If a player is called up, and the team ends up having 10 or more players, the player called up will still play, but cannot have more playing time then any player on that team's roster.
10. If only 8 players are available to play, (even after call ups) the player that made the last out in the prior inning for the opposing team will play right field and an out will be recorded in the 9th batting position. Forfeits should be avoided at all costs, but any deviation from these procedures must cleared by the opposing team manager and the division commissioner must be notified.
11. Only players, coaches, and adult bookkeeper are allowed on the playing field and bench area.
12. All players must wear their full uniform, including hat, when on the playing field.
13. Metal cleats/spikes are not permitted to be worn by any player or coach.
14. All male catchers must wear a protective athletic cup. It is highly recommended that all male players wear a protective athletic cup.
15. All players must play a minimum of 6 outs in the field. These outs do not have to be consecutive.
16. Any player removed from the game due to injury may re-enter the game but must bat in their original position in the lineup.
17. A home plate umpire will call balls and strikes as well as plays on the field. The umpire's decision is final. The umpire's decision can be questioned only by a coach. The umpire's decision can be questioned but not argued. The umpire may eject any player, coach, or spectator at any time at his discretion. Anyone ejected must leave the premises immediately. Failure to leave results in their team forfeiting the game.
18. Score is kept and recorded each game. Standings are maintained and playoffs are played at the end of the season to determine an EBYA champion.

Batting Rules

1. All batters and runners must wear a double ear flap helmet.
2. Bats exceeding 33 inches in length or 2.25 inches in width cannot be used.
3. All ball players that attend a game will bat in the line-up.
4. Bunting is permitted, but swinging bunts are not.

Base Running Rules

1. Base runners may not leave the base until the ball passes home plate. All violations of this rule result in the runner being returned to base according to Cal Ripken rules.
2. A runner is awarded the appropriate base(s) on an overthrow that goes out of play. On an overthrow that remains in play, a runner may advance bases at his own risk.
3. Except for an overthrow that goes out of play, runners may not advance to the next base if their team is ahead by 5 or more runs.

4. A team winning by 5 or more runs shall not steal. We would also ask that each coaching staff take it upon themselves to make sure that their team keeps the reins on their base-runners, when leading by 5 or more runs. The “Rule of Thumb” would be, let the hitter push the base-runners...i.e....if a batter hits a ball to the outfield that is an obvious double or triple, then all the runners may continue to advance...(that’s not being aggressive, that REWARDING a child for a great hit...which is what we ARE all about). BUT, if a child hits a routine single, or a ball that squirts thru the infield, then please hold that runner at third, if you are winning by 5 or more...This rule is designed to keep both teams in the game, and not to restrict kids from the rewards of a great hit...
5. Base runners are limited to 5 steals per half inning. For purposes of all rules defined in the Minor League section of the bylaws, steals include all advances by a runner that results from anything other than a ball put into play by a batter.
 - a. If the catcher makes an attempt on a runner that is attempting to steal second, and a ball is overthrown in the outfield, a runner may attempt to advance to third at his own risk, but the play will count as two bases stolen. If stealing second was the fifth base stolen that half inning, then no further bases can be advanced on that play.
 - b. Steals on passed balls, wild pitches, or overthrows back to the pitcher will be considered stolen bases.
 - c. If a defensive player makes an attempt to pick off a runner that has not yet returned to the base, the runner may attempt to advance, subject to the stolen base restriction and any limits on stealing home, but it will be considered a stolen base.
6. Delayed steals are not permitted, except if the pitcher misses the throw back from the catcher. Then a runner may attempt to advance, subject the limits of the stolen base cap.
7. Once the pitcher is in controlled possession of the ball and on the pitching mound, all runners must return to their base. The ball is dead. Runners advancing as a result of a ball put into play by a batter may continue to the advance to the base they are in route to, but must stop when the pitcher has control of the ball on the pitching mound. The pitching mound is defined as the dirt area surrounding the pitching rubber.
8. A walked batter may attempt to steal second base, as long as second base is open, and if the pitcher does not have possession of the ball on the pitching mound – subject to the stolen base cap.
9. At the beginning of the season, and until notice by the Minor League Commissioner, stealing home will not be permitted. As the season progresses, the commissioner and coaches will decide (by vote) on the appropriateness of allowing a limited number of attempts at stealing home, subject to stolen base caps in place.
10. Runners must slide feet first or attempt to avoid contact on close tag plays. Failure to slide or attempting to get around a fielder attempting to make a tag results in the runner being called out. Runners must avoid contact with defensive player making a defensive play on the ball.
11. Head first sliding in a forward direction is prohibited. Diving back to a base is permitted. All other head first slides result in the runner being called out.
12. All fielders must give runners reasonable access to the base. When a defensive player not involved in the play blocks a base, the runner is awarded at least that base. Blocking a base without possession of the baseball, results in the runner being called safe.
13. Malicious contact initiated by either the offensive or defensive team will result in the ejection of the player. When the malicious contact is initiated by an offensive player, he/she is also called out and ejected.

Pitching Rules

1. Cal Ripken rules limits Pitchers to six innings each calendar week. A calendar week begins on Monday, and ends on Sunday. Any time three or more innings are pitched in a single game, a pitcher is required to rest for two full days before pitching again.
2. In addition, a per day pitch count and mandatory days rest is enforced for all pitchers:

1	To	20	No Rest Needed
21	To	35	1 Day Rest
36	To	50	2 Day Rest
51	To	65	3 Day Rest
66	Or more		4 Day Rest

3. A pitcher may pitch a maximum of 75 in a single game, but may finish a batter if he starts a batter with a pitch count of under 74.
4. A pitcher must be replaced when a coach makes a second trip to the mound in the same inning. The removed pitcher may re-enter the game at any position, but may not re-enter as a pitcher.

5. Replacement pitchers may take no more than 8 warm-up pitches before play is resumed.
6. A starting Pitcher may be re-entered to pitch in a later inning, as long as he was not visited twice in the same inning by the coach. A relief pitcher cannot re-enter as a pitcher in a later inning regardless of how he was removed from the mound.

Section 5 – Majors Division Rules:

The goal of Major Division baseball is to build on the fundamentals learned in the Minor Division and to utilize an intermediate-sized field (50-70ft) to prepare players to advance to higher levels of baseball which are played on regulation sized 60-90ft fields. Major Division baseball is competitive while still being instructional. Unlike the Tee Ball, Rookie, and Minor divisions, the EBYA Major division may be combined with the SCCBRL Major Division to form one Major Division. Major games are played among the teams on weeknights and on weekends.

Game Rules

All Cal Ripken league rules as specified in the *Babe Ruth League, Inc. Baseball Rules and Regulations* book are followed. The following EBYA-specific rules add to or override the Babe Ruth League, Inc. rules:

1. Games are played on fields with 70 foot bases. The distance between the back of home plate and the front of the pitcher's plate is 50 feet.
2. A Cal Ripken-approved baseball (RCAL-1 or equivalent) will be used for all practices and games.
3. Standings are maintained by the Major Division Commissioner.
4. A standard game lasts 6 innings. For week nights and the final game on Saturdays, a new full inning cannot be started after 2 hours of play, but the current full inning can be completed after 2 hours of play. For games after which additional games are to be played (e.g. Saturdays), no full inning can begin after a 1:45 hours of play, but the current full inning can be completed after 1:45 hours of play. This way we can help prevent subsequent games from being delayed.
5. Each game will start promptly at its scheduled time. There will be one official time keeper at each game. At the start of each game, the home team coach must publicly announce the starting time of that game so all players, coaches, and spectators know when the time limit expires.
6. The losing team must bat 4 times for a game to be official. Any game in which the losing team does not bat 4 times is not an official game and must be replayed in its entirety.
7. When an official game is terminated for any reason (darkness, inclement weather, etc), the final score is the score at the end of the last full inning played; except that if the home team in its half of the incomplete inning scores a run or runs which equals or exceeds the opponents score, the final score shall be recorded when the game is called.
8. A half inning is over after 3 outs or 5 runs have scored, whichever occurs first. The "maximum 5 runs per half inning" rule does not apply to the 6th (or declared last inning) and subsequent innings.
 - 8a. "Continuation of a play" runs count. Therefore if less than 5 runs have crossed the plate and a batter, bats in 2 runs at the at-bat, then both runs will count for a total of 6 that inning. (ie. 4 runs have scored and the bases are loaded, and the batter hits a triple all 3 plated runs will count, for a total of 7.)
9. 10 run rule: the game is over if one team leads by 10 or more runs and the losing teams bats at least 4 times.
10. Nine players play the field each inning. Eight players may play if nine are not available.
11. To field eight players, players may be borrowed from other Major League teams or brought up from the Minors. A borrowed player may not pitch. A borrowed Minor League player may play any position except pitcher. A team with less than eight players. (after borrowing players from other teams) forfeits the game. A forfeited game has a final score of 1-0.
12. Only players, coaches, and adult bookkeeper are allowed on the playing field and bench area.
13. All players must wear their full uniform, including hat, when on the playing field.
14. Metal cleats/spikes are not permitted to be worn by any player or coach.
15. All male catchers must wear a protective athletic cup. It is highly recommended that all male players wear a protective athletic cup.
16. All players must play a minimum of 6 outs in the field. These outs do not have to be consecutive
17. In games cut short for any reason (10 run rule, weather, darkness, injury, etc), a player might not get a chance to play the minimum time required. Every player that this happens to must start the next game and play at least the 3 innings of that game.

18. Any player removed from the game due to injury may re-enter the game but must bat in their original position in the lineup.
19. A home plate umpire will call balls and strikes as well as plays on the field. The umpire's decision is final. The umpire's decision can be questioned only by a coach. The umpire's decision can be questioned but not argued. The umpire may eject any player, coach, or spectator at any time at his discretion. Anyone ejected must leave the premises immediately. Failure to leave results in their team forfeiting the game.
20. Score is kept and recorded each game. Standings are maintained and playoffs are played at the end of the season to determine an EBYA champion.

Batting Rules

1. All batters and runners must wear a double ear flap helmet.
2. Bats exceeding 33 inches in length or 2.25 inches in width cannot be used.
3. All ball players that attend a game will bat in the line-up.
4. Bunting is permitted.

Base Running Rules

1. There is leading off a base. Base runners may leave the base at their own risk.
2. A runner is awarded the appropriate base(s) on an overthrow that goes out of play. On an overthrow that remains in play, a runner may advance bases at his own risk.
3. Except for an overthrow that goes out of play, runners may not advance to the next base if their team is ahead by 5 or more runs.
4. A team winning by 5 or more runs shall not steal. We would also ask that each coaching staff take it upon themselves to make sure that their team keeps the reins on their base-runners, when leading by 5 or more runs. The "Rule of Thumb" would be, let the hitter push the base-runners...i.e....if a batter hits a ball to the outfield that is an obvious double or triple, then all the runners may continue to advance...(that's not being aggressive, that REWARDING a child for a great hit...which is what we ARE all about). BUT, if a child hits a routine single, or a ball that squirts thru the infield, then please hold that runner at third, if you are winning by 5 or more...This rule is designed to keep both teams in the game, and not to restrict kids from the rewards of a great hit...
5. A runner may steal any base on any pitch.
6. If the pitcher misses the throw back from the catcher, a runner may attempt to advance.
7. Once the pitcher is in controlled possession of the ball and on the pitching mound, all runners can still advance at their own risk.
8. A walked batter may attempt to steal second base.
9. Runners must slide feet first or attempt to avoid contact on close tag plays. Failure to slide or attempting to get around a fielder attempting to make a tag results in the runner being called out.
10. Head first sliding in a forward direction is prohibited. Diving back to a base is permitted. All other head first slides result in the runner being called out.
11. All fielders must give runners reasonable access to the base. When a defensive player not involved in the play blocks a base, the runner is awarded at least that base. Blocking a base without possession of the baseball, results in the runner being called safe.
12. Malicious contact initiated by either the offensive or defensive team will result in the ejection of the player. When the malicious contact is initiated by an offensive player, he/she is also called out and ejected.

Pitching Rules

7. A per day pitch count is enforced for all pitchers:

1	To	20	No Rest Needed
21	To	35	1 Day Rest
36	To	50	2 Day Rest
51	To	65	3 Day Rest
66	Or more		4 Day Rest

2. A pitcher may pitch a maximum of 85 in a single game, but may finish a batter if he starts a batter with a pitch count of under 84.
3. A pitcher must be replaced when a coach makes a second trip to the mound in the same inning. The removed pitcher may re-enter the game at any position, but may not re-enter as a pitcher.
4. Replacement pitchers may take no more than 8 warm-up pitches before play is resumed.
5. A starting Pitcher may be re-entered to pitch in a later inning, as long as he was not visited twice in the same inning by the coach. A relief pitcher cannot re-enter as a pitcher in a later inning regardless of how he was removed from the mound.

ARTICLE IV CODE OF CONDUCT

Section 1 - Each player, parent, and coach is required to read the EBYA Pledge and adhere to its principles.

EBYA Pledge

As a member of EBYA, I promise:

To obey all of the rules in every sport I play,
To take pride in myself, my team, my coaches, and my community,
To respect myself,
To respect the coaches, umpires, referees, and all other game officials,
To be responsible for my actions both on and off the field,
To be cooperative, courteous, and helpful,
To try my best at all times,
And to exhibit fair and humble sportsmanship whether I win or lose.

Section 2 – All managers and coaches will abide by the rules of Babe Ruth Baseball regarding conduct both on and off the field.

Section 3 – All Managers, Coaches and players will shake hands with the opposing team and umpires in a respectful manner at the conclusions of every game. Failure to abide by this rule could result in suspension.

Any player, parent, and coach failing to adhere to these bylaws and code of conduct are subject to disciplinary action including suspension from EBYA baseball activities.

ARTICLE V AMENDMENTS

These BY-LAWS succeed all other BY-LAWS, Constitutions or other governing documents made previously concerning East Brandywine Youth Athletics Baseball (EBYA) program. The BY-LAWS may be amended, repealed or altered in whole or in part by a majority vote at any duly organized meeting of the Baseball Board of Directors provided notice of the proposed change is included in the notice of such meeting. These BY-LAWS were approved by the East Brandywine Youth Athletics Baseball (EBYA) program Board of Directors on 5/1/13.