

# CANADIAN VALLEY BASEBALL LEAGUE BY-LAWS

Revised 2011

Changes for 2011 are in Red

## ORGANIZATIONAL BY-LAWS

This organization shall be known as the Canadian Valley Baseball League (CVBL). A board of directors shall determine CVBL policies and shall provide for operation of the league through an executive committee. The board shall have power to replace any or all of the executive committee if the board determines that such would be in the best interest of the league.

## PURPOSE

The purpose of the CVBL is to promote the playing of amateur baseball, to coordinate and standardize the activities within the league, and to develop good future citizens.

## BOARD OF DIRECTORS

The board shall consist of a representative from each little league association. The League President will serve as the chairperson of the board and shall only vote to break a tie. The League President shall be the league's voting representative to the OK Kids Association. The board will also serve as the league protest committee. A majority of members must be present at a called meeting to constitute a board quorum in order to conduct league business. A majority vote of such assembled board will determine any league matter. The Vice-President of CVBL will come from the league member, which will be hosting CVBL the next year. The League president may appoint a treasurer.

## LEAGUE MEMBERSHIP

1. Any area community may apply for membership, within the rules of the OK Kids Association.
2. Any community admitted, as a new member shall enter in alphabetical order and be on a one-year probation in order to observe their participation and sportsmanship. Members on probation may not host the league or hold the office of President.
3. Each member shall pay \$40.00 per team to be eligible to participate.
4. The League President must receive team fees and rosters before May 10<sup>th</sup> of each year. Failure to meet this deadline shall constitute forfeiture of league membership.
5. All monies remaining after the season will be transferred by the host to the next scheduled host along with all league information. These accounts and information will be transferred to the Vice-President by mid-August.
6. League gate fee is \$3.00 for 16-yr. old and up. \$2.00 for Senior Citizens.

## PLAYER ELIGIBILITY

1. OK Kids Baseball Assoc. eligibility rules apply to all managers, coaches, players and teams.
2. The CVBL in the interest of sportsmanship, fair competition and to promote harmony within our league, do agree to accept only those players who reside

within or attend our respective school districts. Attendance in school district will take precedence over residence.

3. All contract cards and copies of birth certification must be on file with the league representative no later than April 15th of each year.

4. No player may be added to a team roster after June 1st of the current year.

5. The board of directors, upon valid evidence, presented to the league, may declare any player or coach ineligible.

6. If a player is declared ineligible, his team shall forfeit all games in which he participated.

7. A player can only play up one level.

## SPORTSMANSHIP

1. All managers/coaches shall be expected to teach fair play and good sportsmanship to their players by example through conduct and language.

2. A manager/coach will be automatically ejected from a game after one warning for any action considered by the umpire to be damaging to the sportsmanship of the game.

3. Managers and coaches are responsible for the following:

a. To conduct themselves in a sportsman-like manner in dealing with umpires, coaches, players and fans.

b. To be knowledgeable of the league rules as well as coaching methods.

c. To control the conduct of their players and fans. Failure to do so can cause that team to forfeit that game.

4. Players and/or coaches ejected for un-sportsman-like conduct will face a one (1) game suspension. If such a suspension is deemed inappropriate, following a review by the board, it may be overturned. Anyone suspended twice will be suspended for the remainder of the year.

5. Ejection of a coach, player, or parent/spectator must be reported to the league President within 24 hours of the occurrence. Parent/spectator ejected from 2 games during the current year will require a board review.

## PROTESTS

1. A manager contemplating a protest for violation of league rules on the field of play must notify the home plate umpire of such desire before the next pitch is thrown.

2. The umpire must announce that the game is being played under protest and the official score book must be noted with inning and outs when the protest occurred.

3. The protest must be submitted to any board member in writing and signed by the manager within 24 hours of any protest.

4. There will be a cash protest fee of \$75.00 payable to Canadian Valley Baseball League within 24 hours of any protest.

5. If the protest is upheld, the fee will be returned to the protesting team. If the protest is lost, the fee will not be returned.

6. Decisions by the board on any protest will be final for league purposes.

## RULE CHANGES

Proposed playing rule changes must be submitted in writing or emailed to the league President or Vice President no later than August 1st of the current year. Such proposals will be discussed and decided by the current board at the Rules Meeting which will take place as early as possible after the Ok Kids Rules meeting, and if approved, they will go into effect for the current year.

## OK KIDS DISTRICT REPRESENTATIVES

Teams with the best records in their class shall represent that class in OK Kids district and state competition. In the event of a tie record between two teams (same amount of ins-losses) the first tiebreaker will be head-to-head competition during the regular CVBL season between the two teams involved. The league championship will be awarded to the team with the most wins according to this format. Tournament or scrimmage games involving the tied teams will not factor into the head-to-head competition. In the event the head-to-head competition results in a tie, a playoff game on a neutral field will decide the championship. The CVBL President will choose a neutral field as well as the plate umpire (head umpire), and each of the teams involved will select an additional umpire each and will toss a coin to determine who will be on 1st and who will be on 3rd. If the CVBL President, if from the town of either team, a neutral CVBL officer will be selected by a drawing of neutral officers and will serve as CVBL President specifically and only for this situation. Both coaches are to sign the umpire cards at the end of the game and any protest will be held according to CVBL By-Laws.

All rosters have to be provided to the league President by May 5<sup>th</sup>. Failure to do so will exclude that team from the playoffs.

## GAME REGULATIONS

All games including tournaments will be played in accordance with the rules set forth in the current OK Kids Association Rule book. T-ball and Coach Pitch rules will be the same as Peewee when covered by OK Kids rules, **except those specifically declared otherwise.**

The designated hitter rule, as OSSAA baseball shall be allowed only at the prep level and will not be allowed during OK Kids sanctioned games.

There will be no ties in any league games.

Any team failing to field at least 8 players within 15 minutes of the scheduled game time shall forfeit that game.

Any team not able to field a team is responsible to call the host team by 10:00 P.M. the day before to advise them that they will not be able to play. Any team that does not show up and does not call by the 10:00 P.M. time will be responsible to pay the host

association a \$50.00 fee. Any team that does not pay the "No Show Fee" will not be able to schedule games the following year until that fee is paid.

If the umpire(s) fail to arrive within 15 minutes of the scheduled time, the game may proceed by mutual consent of the managers, or it may be postponed.

No playing limitations apply to play off games and/or tournament championship games.

#### POSTPONEMENTS

1. A game may be postponed by mutual agreement of league coordinators due to school or community events and will follow these same postponement rules.  
**Only school related functions limited to testing, recitals, ceremonies or weather. Emergency medical reason constituting the inability of a team to fill enough players to start a game.**
2. Postponed games must be rescheduled and played by mutual agreement of the league coordinators at the soonest available date.
3. The home team is responsible for rescheduling, and the League President should be advised of the new date immediately.
4. Games rescheduled and again postponed due to weather, will follow these same rules.
5. If a game is stopped because of rain or severe weather, it will be considered complete if the minimum innings have been played.
6. Games that are tied after the minimum innings to be played shall be rescheduled and played resuming exactly as it was when the game stopped.
7. Games stopped before completing the minimum innings shall be resumed at that point when rescheduled.
8. With mutual agreement, rescheduled games may be played on any day.
- 9. It is up to each association to notify about cancellations due to weather by 4pm.**

#### PRE-SEASON TOURNAMENT REGULATIONS

1. The Pre-season tournaments will be hosted on a rotating basis. Any member that hosts the league shall be the host of the T-ball pre-season tournament. The member next in the rotations will host the peanut pre-season tournament and so forth.
2. If any member is unable to host a tournament or drops its membership from the league, the next member in order will move forward in the rotation.
3. League tournament entry fees shall be \$40.00 per team in each age group.
- 4. 1st, 2nd, and 3rd place individual trophies must be given to each team**
5. Failure to show for the pre-season tournament will result in that team receiving a \$50.00 fine for each appearance.
6. Pre-season tournament brackets will be set at the scheduling meeting by the league coordinators.
- 7. Teams entering pre-season tournament needs to have a roster to turn in the first day of the tournament to the host site.**
- 8. All CVBL teams must participate in the Pre-Season Tournament.**

## UMPIRES

1. Each league game must at all time have at least one certified umpire on the field unless by mutual agreement of team managers due to umpire no show.
2. All umpires are expected to conduct themselves in such a manner as to demonstrate their knowledge of league baseball rules and purpose of the league.
3. Umpires shall have jurisdiction of the game upon their arrival to the playing field and shall retain full authority until leaving the field.
4. Umpires cannot participate as a coach and umpire in the same class.
5. Umpires shall report any major disturbances, protest by managers or questions regarding their duties to any board within 24 hours.
6. Complaints regarding the abilities of an umpire shall be submitted to the board in writing and signed, and such shall be on file for further reference.
7. Umpires may not umpire in any game that they have an immediate family member (child, grandchild, or brother or sister or step relative of the same) playing in.

## TEAM WIN/LOSS RECORDS

1. The wins and losses need to be recorded on line by the end of each week by home team coordinator.
2. Each town coordinator or representative is required to come to the meeting that determines which teams are going to the post-season, equipped with the win loss records for all their teams and knowledge of whether those teams want to go to the tournament or those teams will not be eligible to go to the post-season.

## T-BALL RULES

### 1. FIELD LAYOUT

- a. Base paths are 60 feet.
- b. A pitching rubber must be set at 42 feet.
- c. There will be a circle around home plate with a 10-foot radius from the center of home plate.

### 2. ROSTER AND BATTING ORDER

- a. A team must have seven (7) defensive players and no more than nine (9).
- b. All players must be listed and bat in consecutive order.
- c. An incapacitated (injured) player may be removed from the batting order without penalty.
- d. There is free substitution.
- e. Late players must be inserted at the bottom of the original line-up.
- f. **First Year T-Ball player must be 4 by Jan. 1 of the current year.**

### 3. POSITIONING

- a. The pitcher must be in contact with the rubber until the ball is hit. If violated, the batter gets 1st base and all runners will advance one base.
- b. Fielders must be at least 42 feet from home plate. If violated, the batter gets 1st base, and all runners will advance one base.

- c. The catcher must stand directly behind home plate and outside the 10-foot circle.
- d. Outfielders must play behind the base lines until the ball is hit.

#### 4. REGARDING PLAY

- a. A catcher's mask, helmet, and chest protector are required; shin guards are optional.
- b. Helmets are required for batters and runners.
- c. All players must play one (1) inning of defense in regulation games.
- d. Regulation games are five (5) innings or one (1) hour in length.
- e. Innings are three (3) outs or seven (7) runs in length.
- f. No walks, three (3) swings is an out; fouls count as strikes.
- g. If any part of the bat touches the ten (10) foot circle, the batter is out and the ball is dead.
- h. The ball must be hit out of the ten (10) foot circle or it is a strike.
- i. The umpire must put the ball in play by saying "Play ball".
- j. No stealing or leading off.
- k. The umpire will call, "time out", when play has stopped.
- l. Appeal for a missed base: The coach must ask for timeout and make an appeal to the umpire.
- m. No game shall end in a tie. After one (1) hour of play and the game is tied, the teams will play one full extra inning. If the game is still tied after the extra inning, the batting team will start with the last at bat on second base and two (2) outs. Each team will have one at bat and the game will be finished when one team outscored the other.
- n. Anything not covered in these rules is subject to OK Kids Rules.
- o. When the ball is hit the batting team must remove the batting tee anytime the ball is hit. Failure to do so will result in any runner coming home being called out.
- p. 1<sup>st</sup> and 2<sup>nd</sup> year T-ball pitcher must wear helmet with a face mask at all times during game.
- q. 1<sup>st</sup> year T-ball. Bat must have factory label that states T-ball on it.
- r. 1<sup>st</sup> year T-ball. Defensive coaches may be in foul territory, but must stay a minimum on 20ft. beyond 1<sup>st</sup> or 3<sup>rd</sup> base towards outfield fence.
- s. 2<sup>nd</sup> year T-ball. No defensive coach is allowed in foul territory.
- t. A regulation baseball as described by Ok Kids must be used in all league games and pre season tournaments.

#### 5. OVERTHROWS

- a. Any ball thrown to first base that is not caught or stopped and goes into foul territory is ruled an overthrow. On an overthrow to first base all base runners may advance a maximum of one (1) base at their own risk (for example. A runner on first going to second has to stop on third if the ball goes across the foul line at first base and is not caught or stopped by the fielding team) , no matter where else the ball is thrown after the initial overthrow at first. Any overthrows to second or third

base are considered a live ball (as long as they do not follow an overthrow at first) and all base runners may advance at their own risk.

b. Any ball thrown over or through the fence is considered a dead ball and the umpire will call "dead ball". Any base runner that is passed the base he is going to will be awarded the next base.

## 6. PLAYER ELIGIBILITY

- a. T-ball players may play up with no penalty.
- b. T-ball teams have two divisions determined by age. Five (5) year olds and under are 1st year. If the child is six before January 1<sup>st</sup> of the current year, they are 2nd year. If the team has even one (1) 2nd year player they will be classified as a 2<sup>nd</sup> year team. No player may be seven (7) before January 1<sup>st</sup> of the current year.

## MACHINE-PITCH

Machine Pitch rules for the Canadian Valley Baseball League are defined in this section.

### 1. FIELD LAYOUT

- a. Base paths will be 60 feet.
- b. The distance from the back of home plate to the back corner of second base will be 84 feet and 10 inches.
- c. The pitcher's circle will be centered at 42 feet from the back of home plate. It is a circle with a 5-foot radius (10 feet across). A 15-foot line will be marked immediately parallel to the pitching rubber.
- d. A hash mark will be placed 42 feet from home plate. It will extend from the base line 3 feet toward the pitcher's mound. No infielder can be positioned in front of this line.
- e. Pitching machine legs must be 42"

### 2. ROSTER AND BATTING ORDER

- a. Prior to the game a complete roster of the team members shall be listed in order in the scorebook and all players shall bat continuously in that order. Should a player be injured, ill or need to leave for any reason, his name shall be "lined out" and his turn in the line-up skipped. A player arriving late shall be added to the bottom of the line-up.

### 3. POSITIONING

- a. The pitcher is a fielding position. He must stand on either side of the pitching circle with at least one foot touching the 15-foot pitcher's mark until the ball is hit. If violated, the batter advances to 1st base and all

runners advance one base. The pitcher may wear a batting helmet as an option; it is not mandatory.

b. Catcher's play is outlined in baseball rules.

c. Players must play a "normal defensive position". Infielders may play no closer to the home plate than the hash mark on the base line, and outfielders must play behind the base line until the ball is hit. If this is violated, the batter advances to 1st base, and all runners advance one (1) base.

d. Catcher must stay in catchers box when ball is being pitched.

#### 4. REGARDING PLAY

a. Coaches from both teams will adjust the machine before the game starts. Coaches and umpires must agree on the machine settings.

Machine speed must be set to 40mph.

b. If the machine throws four (4) consecutive balls, the machine must be adjusted.

c. The coach or assistant coach from the batting team will operate the machine. At the direction of the umpire, the operator will place the ball in the machine to pitch the ball.

d. If a hit ball stops in the pitcher's circle, hits the machine, or hits the machine operator, it is counted as a dead ball and the batter is awarded first base. All other runners will be awarded 1base.

e. If a hit ball stops in the pitcher's circle or hits the machine after being played upon by an infielder, the play following will be ruled dead and all base runners will be awarded one base and the batter awarded 1<sup>st</sup> base. All calls made by the umpire before being ruled dead stands. For example, if the batter gets called out at 1<sup>st</sup>, and an attempt is made to throw the runner out at 3<sup>rd</sup> and the ball stops in the pitcher's circle, the batter is still out.

f. A hit ball passing through the circle untouched by infielders or machine is playable as in regular baseball.

g. The line marking the pitcher's circle is part of the circle.

**h. NO PLAYER MAY TOUCH OR ENTER INTO THE MACHINE CIRCLE.**

**i. The machine operator is responsible for and will need to protect all players from running into the machine.**

j. At the discretion of the umpire, a machine operator that interferes with the play on the field except when protecting the players from the machine, the batter will be called out and the base runners will be moved back to their original positions.

k. Any batter that is hit by a pitched ball, the pitch will count as a no pitch and the batter will continue on as the hitter, he will not receive a free base.

l. The batter is allowed five (5) pitches or three (3) strikes; a strike is considered a pitch that is swung at and missed, or a foul ball out of play.

The batter may have more than 5 pitches if he fouls off the pitches like in normal baseball.

- m. Walks will not be permitted.
- n. No stealing. The runners cannot leave the base until the ball is hit. If he does he will be called out. On a strike the runners are not liable for leaving the base, but return to the base immediately. He may be played upon on a foul ball caught for an out.
- o. Bunting is allowed. However, when the batter shows bunt, he must bunt. He cannot swing away, or he will be called out. When bunt is shown, the first and third baseman do not have to remain behind the hash marks.
- p. The infield fly rule does not apply.
- q. Batters may not throw the bat. The batter will be called out if he does. This is at the umpire's discretion.
- r. All players must play a fielding position at least one inning.
- s. An inning will be three (3) outs or six (6) runs in length.
- t. Unless the score is tied, a game will last no more than five innings or 1 hour and 15 minutes.

#### 5. DEAD BALL

- a. The ball becomes dead by the declaration of the umpire when the ball:
  - i. Is in the possession and control of a player in the infield who has held a runner at a base and no more action can take place. Time should be called when the defense stops the runners from advancing after the ball is hit.
- b. Overthrows:
  - i. If a ball is overthrown in "playable territory" runners may advance at their own risk. "Playable territory" is defined as the field within the confines of the backstop and fence.
  - ii. If the ball is thrown outside the "playable territory", it becomes dead. The umpire will declare the ball dead and the base runners will be awarded the base they are going to plus one more.

#### 6. APPEAL PLAY

- a. All appeals are coach appeal.

#### 7. TIME OUTS

- a. The coach may be granted one offensive and one defensive time out per inning. If time is called by the defense, a coach may talk to the batter and not be charged a time out.

#### COACH-PITCH

Coach Pitch rules for the Canadian Valley Baseball League are defined in this section. OK Kids rules will apply only for the teams that advance to regional and state playoffs.

Coaches whose teams will advance to playoffs should become familiar with the OK Kids Coach Pitch Rules as well.

#### 1. FIELD LAYOUT

- a. Base paths will be 60 feet.
- b. The distance from the back of home plate to the back corner of second base will be 84 feet and 10 inches.
- c. The pitcher's circle will be centered at 44 feet from the back of home plate. It is a circle with a 5-foot radius (10 feet across). A 15-foot line will be marked immediately parallel to the pitching rubber.
- d. A hash mark will be placed 42 feet from home plate. It will extend from the base line 3 feet toward the pitcher's mound. No infielder can be positioned in front of this line.

#### 2. ROSTER AND BATTING ORDER

- a. Prior to the game a complete roster of the team members shall be listed in order in the scorebook and all players shall bat continuously in that order. Should a player be injured, ill or need to leave for any reason, his name shall be "lined out" and his turn in the line-up skipped. A player arriving late shall be added to the bottom of the line-up.

#### 3. POSITIONING

- a. The pitcher is a fielding position. He must stand on either side of the pitching circle with at least one foot touching the 15-foot pitcher's mark until the ball is hit. If violated, the batter advances to 1st base and all runners advance one base. The pitcher may wear a batting helmet as an option; it is not mandatory.
- b. Catcher's play is outlined in baseball rules.
- c. Players must play a "normal defensive position". Infielders may play no closer to the home plate than the hash mark on the base line, and outfielders must play behind the base line until the ball is hit. If this is violated, the batter advances to 1st base, and all runners advance one (1) base.
- d. Catcher must stay in catcher's box when ball is being pitched.

#### 4. REGARDING PLAY

- a. The pitching coach is responsible for removing himself from the field of play after the ball is hit and put into play. If the coach is hit by a batted ball it will be ruled a "dead ball" and the batter will be awarded 1st base and the runners will be moved one (1) base.
- b. Any pitching coach that interferes with the play on the field, upon the discretion of the umpire, the batter will be called out and the base runners will be moved back to their original positions.
- c. Any batter that is hit by a pitched ball, the pitch will count as a no pitch and the batter will continue on as the hitter, he will not receive a free base.

- d. The batter is allowed five (5) pitches or three (3) strikes; a strike is considered a pitch that is swung at and missed, or a foul ball out of play. The batter may have more than 5 pitches if he fouls off the pitches like in normal baseball.
- e. Walks will not be permitted.
- f. No stealing. The runners cannot leave the base until the ball is hit. If he does he will be called out. On a strike the runners are not liable for leaving the base, but return to the base immediately. He may be played upon on a foul ball caught for an out.
- g. Bunting is allowed. However, when the batter shows bunt, he must bunt. He cannot swing away, or he will be called out. When bunt is shown, the first and third baseman do not have to remain behind the hash marks.
- h. The infield fly rule does not apply.
- i. Batters may not throw the bat. The batter will be called out if he does. This is at the umpire's discretion.
- j. All players must play a fielding position at least one inning.
- k. An inning will be three (3) outs or six (6) runs in length.
- l. Unless the score is tied, a game will last no more than five innings or 1 hour and 15 minutes.

#### 5. DEAD BALL

- a. The ball becomes dead by the declaration of the umpire when the ball:
  - i. Is in the possession and control of a player in the infield who has held a runner at a base and no more action can take place. Time should be called when the defense stops the runners from advancing after the ball is hit.
- b. Overthrows:
  - i. If a ball is overthrown in "playable territory" runners may advance at their own risk. "Playable territory" is defined as the field within the confines of the backstop and fence.
  - ii. If the ball is thrown outside the "playable territory", it becomes dead. The umpire will declare the ball dead and the base runners will be awarded the base they are going to plus one more.

#### 6. APPEAL PLAY

- a. All appeals are coach appeal.

#### 7. TIME OUTS

- a. The coach may be granted one offensive and one defensive time out per inning. If time is called by the defense, a coach may talk to the batter and not be charged a time out.

#### 8. PLAYER ELIGIBILITY

a. Coach pitch teams have two divisions determined by age. Seven (7) year olds and under are first year machine pitch. If the child is eight (8) before January 1<sup>st</sup> of the current year, they are a second year player. If the team has even one (1) second year player the team will be classified as a second year team. Eight year olds (cannot turn nine (9) before January 1<sup>st</sup> of the current year) will play coach pitch.

b. Coach pitch has a post-season tournament (OK Kids) and the top teams in the coach pitch (second year age group) will have the opportunity to play. Any first year team that wants to be eligible to play in the post-season tournament has to declare so before the season and sign up in the second year age group and play coach pitch games to qualify.

#### PEEWEE

- A. Games will be limited to a ten (10) run rule per inning.
- B. 3 coaches max in the dugout.
- C. If a home run is hit over the fence the player will not be called out if he is touched before reaching home plate. (This only applies to home runs over fence not in the park home runs).

#### Midget

- A. 3 coaches max in the dugout
- B. If a home run is hit over the fence the player will not be called out if he is touched before reaching home plate. (This only applies to home runs over fence not in the park home runs)