

Rules

Mission

2017 is year 12 of the NY Travel Baseball League. Our goal, since our days as the Amity Summer League, remains to create competitive divisions so that teams can play a schedule against opponents with a similar level of talent.

Our league has open rosters so that coaches can try-out new players, experiment with the players they already have and teach the game in an organized setting. Our goal is that winning the NY Travel Baseball League championship should not be a team's number one priority. We hope to create any environment where baseball games can be played without "bragging rights" interfering with player development.

We're not interested in determining which team is the best in a particular age group. Our interest is in playing a full schedule of competitive games. That is why we create divisions which are a little flexible as to the age of the players so that more talented younger teams can compete evenly with less talented older teams.

BASEBALL AGE FOR 2017 CAN BE DETERMINED WITH FOLLOWING CHART

| MAY | JUN | JUL | AUG | SEP | OCT | NOV | DEC | JAN | FEB | MAR | APR | AGE |
|------|------|------|------|------|------|------|------|------|------|------|------|-----|
| 2009 | 2009 | 2009 | 2009 | 2009 | 2009 | 2009 | 2009 | 2010 | 2010 | 2010 | 2010 | 7 |
| 2008 | 2008 | 2008 | 2008 | 2008 | 2008 | 2008 | 2008 | 2009 | 2009 | 2009 | 2009 | 8 |
| 2007 | 2007 | 2007 | 2007 | 2007 | 2007 | 2007 | 2007 | 2008 | 2008 | 2008 | 2008 | 9 |
| 2006 | 2006 | 2006 | 2006 | 2006 | 2006 | 2006 | 2006 | 2007 | 2007 | 2007 | 2007 | 10 |
| 2005 | 2005 | 2005 | 2005 | 2005 | 2005 | 2005 | 2005 | 2006 | 2006 | 2006 | 2006 | 11 |
| 2004 | 2004 | 2004 | 2004 | 2004 | 2004 | 2004 | 2004 | 2005 | 2005 | 2005 | 2005 | 12 |
| 2003 | 2003 | 2003 | 2003 | 2003 | 2003 | 2003 | 2003 | 2004 | 2004 | 2004 | 2004 | 13 |
| 2002 | 2002 | 2002 | 2002 | 2002 | 2002 | 2002 | 2002 | 2003 | 2003 | 2003 | 2003 | 14 |
| 2001 | 2001 | 2001 | 2001 | 2001 | 2001 | 2001 | 2001 | 2002 | 2002 | 2002 | 2002 | 15 |
| 2000 | 2000 | 2000 | 2000 | 2000 | 2000 | 2000 | 2000 | 2001 | 2001 | 2001 | 2001 | 16 |

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GENERAL PLAYING RULES

Teams are responsible for their own accident insurance.

Major League Baseball (National League) rules apply (which includes the rule that ONLY WOOD BATS are permitted)

(a) If anyone discovers an illegal bat, it must be replaced immediately, but no one is called out.

(b) If the illegal bat puts the ball into play before it is discovered, any and all outs that are made on the play stand (including both sides of a double or triple play), but no other runners may advance as a result of that bat's use.

(c) If no out is made and then the illegal bat is discovered, all runners return and the batter gets up again with a legal bat. (Yes, there are do-over's in baseball.)

RE-ENTRY: Once per game a starting player removed from the game may re-enter in his same position in the batting order. His substitute will be removed from the game and may not return.

RE-ENTRY RULE EXPLAINED

EXTRA HITTER: A team has the option of a 10 man batting order. A team must decide this before the game and it applies for the duration of the game. The EH may be placed into a defensive position.

UNIVERSAL BATTING ORDER: Coaches can agree to permit their opponents to use a universal batting order in any age-group. However, in the PEEWEE and CUB divisions, coaches can bat everybody with or without the permission of their opponents.

VISITS TO MOUND: Pitchers removed because of the second visit in an inning may remain in the game at another position. They cannot return to the mound later in the game.

COURTESY RUNNERS: They are not permitted. The pitcher and catcher must run for themselves.

INJURY RULE: A team may begin a game with 8 legal players. If a player cannot finish the game, the team may continue with no fewer than 8. There will be no penalty. The missing player's time at bat will not be an automatic out. If a team begins the game with a 10 man line-up and must continue with 9, they may do so without penalty. They simply skip that position in the line-up. If a player gets injured and the team has non-legal substitutes only, they MAY bring one of those players back into the game. If the opposing coach would like to choose which player is to return, he may do so. The player who has left the game because of injury may NOT return to the game; he is disqualified for the remainder of the game.

VIOLENT CONTACT: We do not have a must slide rule nor do we have a must avoid contact rule during a tag play at a base. However, if the fielder has possession of the baseball violent contact in an attempt to dislodge the ball is prohibited. The runner will be called out and may be ejected from the game (umpire discretion).

However: Since we are strict with runners who collide with fielders, we must prevent fielders from blocking a base (e.g., a catcher blocking the plate) without possession of the baseball. Therefore, "Fielders without

possession of the ball will not be allowed to deny access to the base that a runner is attempting to achieve”.

DARKNESS. This is generally only a problem late in the Summer season. Our umpires will be encouraged to end games early, if necessary, so as to avoid the problem of stopping a game in the middle of an inning. If it doesn't look like another inning can be completed before darkness falls, the game will end immediately. If it gets dark in the middle of an inning the game is over UNLESS, the visiting team has tied or taken the lead during that inning. In that case, the game will be suspended and completed (if necessary) at a later date.

FORFEIT TIME: We don't have one

STANDINGS are based on a points system: 3 points for a win, 2 points for a tie and 1 point for a loss

Specific Rules for PeeWee Division

No player in the PeeWee Division can turn 9 years-old prior to May 1, 2008.

No metal Cleats.

MOUND 42'

BASES 60'

The runners may not lead off the base. If they leave early, they will be sent back to the base they came from or if the batter reaches base, they will be sent to the base to which they are forced-ONE BASE AHEAD OF THE BATTER-RUNNER. Runners may steal a base after the pitch has crossed home plate. No stealing home: A player may inherit home plate on continuous play on a batted ball (NOT BUNTED) or by being forced in by a walk. There is no infield fly rule. The batter is out even if the third strike is not caught. Universal batting is optional. If a player leaves the game early and there is no player to replace that player, then there is no out recorded for the vacant spot in the lineup. Play is considered dead when the pitcher is in the vicinity of the pitcher's mound and has possession of the ball.

Specific Rules for Cub Division

No player in the Cub Division can turn 11 years-old prior to May 1, 2006.

No metal cleats.

MOUND 46'

BASES 65'

Common Rules for PeeWee and Cub Division

OFFICIAL GAME: The games are 6 innings in length. The game becomes official after the losing team has batted 4 times or 2 hours have elapsed.

TIME LIMIT: No inning may start after 2 hours have elapsed. Games will end in a tie. If the game is tied after 6 innings, and the time limit has not been reached, the game may continue until the time limit IS reached.

MERCY RULE: If a team that has batted 4 times is down by 10 or more runs, the game is over. However, if the visiting team opens up a 10 run lead in their half of the inning (5th inning or later) the home team must get their time at bat.

Specific Rules for Bantam Divisions

No player a BANTAM DIVISION can turn 13 years-old prior to May 1, 2004.

No metal Cleats.

FIELD DIMENSIONS:

Mound 50'

Bases 75' (If a site cannot accommodate 75' bases, no less than 70' is permitted)

Specific Rules for Grasshopper/Freshmen/Junior Divisions

No player in either Grasshopper Division can turn 15 years-old prior to May 1, 2002.

No player in the Freshmen Division can turn 17 years-old prior to May 1, 2000.

No player in the Junior Division can turn 19 years-old prior to May 1, 1998.

FIELD DIMENSIONS

Mound 60' 6"

Bases 90'

Common Rules for Bantam, Grasshopper and Freshmen Divisions

OFFICIAL GAME:

The games are 7 innings in length. The game becomes official after the losing team has batted 4 times or 2 hours have elapsed.

TIME LIMIT:

No inning may start after 2 hours have elapsed. Games will end in a tie. If the game is tie after 7 innings and the time limit has not been reached, the game may continue until the time limit IS reached.

MERCY RULE: If a team that has batted 5 times is down by 10 or more runs the game is over. However, if the visiting team opens up a 10 run lead in their half of the inning (6th inning or later) the home team must get their time at bat.

Scheduling

This is what has distinguished us from other leagues in the local area. Given the numerous activities a team may have in the summer months, e.g., tournaments, vacations, a great deal of planning is required to avoid cancellations. Teams in our league have come to trust that games on the schedule will be played. That requires careful preparation on our part to customize every schedule but it also requires careful preparation on the part of the teams entering our league.

By the deadline stated at the League meeting, each team must submit a list of exception dates and all other scheduling requirements. We will fulfill every reasonable request. It is the coach's responsibility to anticipate tournament playoff dates. It is the coach's responsibility to find out when tournaments for their age group will take place. For example, every summer there is a AABC 11 year-old tournament, an 8 year-old PONY tournament etc. and teams intending to participate must provide us with the necessary information so we can block out those dates on your NYTB schedule.

After customizing schedules for 80-90 teams, we will not be receptive to making changes because the team did not make the effort to provide us with the information we need. Rescheduling games is not impossible, but we make NO guarantees that it won't end up in forfeits. Understand that if TEAM A cancels a double-header with TEAM B, and TEAM B agrees to a make-up date, TEAM A is ultimately responsible if that double-header never gets played. So when the make-up date comes around and it rains, TEAM B will win 2 games by forfeit.

Each team will be given the opportunity to have home games. By the specified cut-off date, teams will provide NYTB with field information. We need to know what fields you have and when they are available. We will make every effort to give your team the home games you desire. If it rains, the home team will

determine if their field is suitable for play prior to the game. Once the game begins, it becomes the umpire's responsibility. At neutral sites such as Fort Tilden and Kings Bay, the NYTB staff will assume the responsibility for field conditions.

Rosters

Rosters are open; players may be added and deleted at any time during the season. The players you add cannot be from any other team currently playing the NY Travel Baseball League unless that team first deletes the player from their roster and you receive permission from the league.

Players can appear on more than one roster provided the teams are in different divisions e.g., CUB and BANTAM or BANTAM WEST and BANTAM CENTRAL. Obviously all age restrictions must be observed. If there is a legitimate challenge to a player's eligibility, that player may be required to provide an original birth certificate for inspection by the league.

Umpires

For Divisions PEEWEE AND CUB there is a single umpire who works from behind the plate. The fee will be \$27 per team. If for some reason the umpire works the game from behind the pitcher, he shall receive \$20/team. Please notify the league if this should occur.

For Bantam, Grasshopper and Freshmen

Divisions there are two umpires so the fee will be \$54 per team.

If for whatever reason only one umpire works the game each team pays him \$40.50 to work behind the plate. If that umpire has to work behind the pitcher, he gets \$30 per team.

Once a game begins, each umpire receives their full fee. If both coaches agree that the weather conditions are dubious and they believe the game should not be started, we will reschedule the game.

Decorum of Coaches, Players and Fans

If there is ever a problem with an umpire you can contact us and we will address the issue. However, inappropriate behavior by coaches, players and fans will not be tolerated. The culture of harassing umpires during a game in order to gain a favorable call at some point has never been accepted in our league. It's an annoyance; it ruins the atmosphere. By making the games less pleasant, it gets harder to attract teams and quality umpires. We would prefer to eliminate any coach, team or organization from our league than allow them to poison the climate we've established for almost 2 decades.

We must also insist that team personnel and fans adhere to the rules of the venues they visit. For example, most enclosed facilities insist that their guests do not double- park. Alcoholic beverages are never permitted anywhere inside or around the perimeter of a youth facility.

Cancellation Policy

Each schedule is customized to accommodate the many date exceptions for teams as indicated by the exception calendars the coaches turn in. All teams, the field hosts, the umpires, the snack bar employees and anyone in Latvia following the results of our league should be able to count on the schedule after it is made. Therefore, cancellations will not be accepted. Instead, coaches will be able to contact their opponent directly and arrange for a make-up date. A coach will be able to call the league to reschedule games provided:

1. He has already arranged a makeup date and time with his opponent.
2. If a team cancels a game with less than 48 hours notice, they will be billed umpire fees for both teams. The league must still approve the change, but this should be no problem provided a team has not abused this privilege.

Otherwise, games cancelled will result in forfeits and if it was within 48 hours of the games, teams will be billed for the umpire fees as well.