

R.W. Clark Youth Baseball League By-Laws

ARTICLE I

NAME AND PURPOSE

SECTION 1. The organization shall be know as the R.W. Clark Youth League and shall be a non-profit organization.

SECTION 2. The primary purpose of the league is to activate league baseball (non-sanctioned) play. The league will be operated to promote the following characteristics of the youth participating in the league:

- A. Promote their physical and mental well being.
- B. Promote the spirit of fair play, good sportsmanship, and good citizenship.
- C. Promote an outlet of healthy activity and training under good leadership in the atmosphere of wholesome community participation.

ARTICLE II

BOARD OF DIRECTORS

SECTION 1. The Board of Directors of the R.W. Clark Youth League shall be comprised of the manager from each team of the league and the officers of the league.

SECTION 2. The Board of Directors is responsible for all matters pertaining to the organization and operation of the league.

ARTICLE III

OFFICERS

- SECTIONS 1. The officers of the league shall consist of a President, Vice-President, Secretary, Treasurer, Sergeant at Arms and Division Secretaries.
- A. The officers shall be elected by the Board of Directors.
 - B. Officers shall be elected in accordance to Article IV of the By-Laws.
 - C. It is not mandatory to be a manager of a ball team to be elected an officer of the league.
 - D. Only duly elected officers of the League may incur debt on behalf of the League according to the by-laws of the League. Any person who incurs debt, presumably on behalf of the League, without express authorization from a majority of the elected officers shall be personally responsible for any and all such debt, and shall confess judgement in the full amount due, plus reasonable costs and attorney's fees.
 - E. Any and all correspondence, invoices, or any other records that shall be obtained or created concerning the League in any manner, shall be automatically considered League property and are to be under the control and care of the League Officers. Such property shall be reasonably safeguarded against loss or destruction, and shall be made available for inspection by League members in a timely fashion. Any officer failing to exercise such reasonable care, may be removed from those duties by a unanimous vote of the remaining officers. In the event an officer should be replaced by election or otherwise vacate his/her position, any and all such property shall be immediately returned to the League secretary or treasurer. The league secretary or treasurer shall issue the vacating officer a written receipt stating that all pertinent materials have been returned. In the event that the vacating officer fails to return such property to the League, the League reserves the right to use any means it deems necessary to retrieve such property. The costs to retrieve the property shall be borne

by the vacating officer, and he/she shall confess judgement in the total amount plus reasonable attorney's fees.

- F. Any officer that collects money on behalf of the League, from any and all sources, shall make timely deposits of such funds. Such deposits are to be made no less than once per week during the pre-season and no less than twice per week during the regular and post season. No money shall be "held out" for any reason, except as authorized by a majority of the officers. Any authorization by the officers shall be recorded in the meeting minutes along with a full explanation of the terms and limitations of such authorization. Deposit tickets and any other pertinent information shall be immediately forwarded to the League treasurer for inclusion into the financial records.
- G. Every elected officer shall be responsible for collecting the concession stand money and "balancing out" with the cashier, on a nightly basis, one week at a time, on a rotating schedule throughout the season.
- H. Every officer shall sign a copy of the current by-laws immediately after the League elections. Such signature shall constitute a complete understanding and acceptance of the duties and responsibilities of being an officer. In the event the by-laws are amended during the season, as long as a person continues to hold the elected office, it shall be assumed that they agree to be bound by such changes as though they were in effect at the start of that officer's term.

SECTION 2. The President will supervise all meetings of the Board of Directors and will serve as an ex-officio member of all committees. Upon his absence, the chain of command will be as follows: Vice-President, Secretary, Treasurer, and Sergeant At Arms.

SECTION 3. The Vice-President shall serve in the absence of the President. The Vice-President will assist the President.

SECTION 4. The Secretary shall keep the minutes and records of the league and with the assistance of such staff as is available, shall prepare the agenda of regular and special meetings under the direction of the President, and provide notice of all meetings to officers and members of the Board of Directors. He shall maintain current rosters of each team participating in the league.

SECTION 5. The Treasurer shall maintain and keep records of all receipts and disbursements. A copy of the annual financial reports shall be furnished to each member of the Board of Directors.

SECTION 6. The Sergeant at Arms will call all league meetings to order, and maintain order during such meetings. He will be responsible to see that all league suspensions are carried out to their fullest term.

ARTICLE IV

ELECTION OF OFFICERS

SECTION 1. The President shall supervise the election of officers at the annual organizational meeting. The organizational meeting shall be held annually no later than the thirty day of November.

SECTION 2. Officers shall be nominated from the floor by any member of the Board of Directors. A maximum number of three names may be nominated per office.

SECTION 3. The officers of the league shall be elected by the organizational meeting. Newly elected officers will take office the day following the election. An officer can succeed himself as often as he is duly elected.

SECTION 4. Providing there is a quorum present, as defined in Article V, Section 3, a candidate receiving the largest number of votes of the members present shall be declared elected and shall serve for one year or until his duly elected successor shall take office. If there is a tie for the largest number of votes; a run-off election will be called for between the candidates receiving the largest number of

votes. If there is still a tie, new nominations will be called for an elections will be held for that office.

SECTION 5. Vacancies in office shall be filled for the unexpired term as soon as possible by the regular election procedure.

ARTICLE V

MEETINGS

SECTION 1. Regular meetings, dates, times, and location will be scheduled by the President on an as needed basis, when league issues need to be discussed with the Board of Directors.

SECTION 2. There must be a quorum present in order to vote at a regular meeting or a special meeting.

SECTION 3. A quorum shall consist of a least one-half of the duly authorized Board of Directors. A roll call shall be conducted at the beginning of each meeting to establish a quorum.

SECTION 4. The President may call special meetings. It shall be the duty of the President to call a special meeting when requested to do so by a majority of the Board of Director.

SECTION 5. The agenda or order of business at regular meetings shall be:

- A. Call to order
- B. Roll call
- C. Minutes of previous meeting read and action taken
- D. Treasurer's report
- E. Old business
- F. New business
- G. Adjournment

SECTION 6. A motion from the floor must be made and passed in order to dispense with any item on the agenda.

SECTION 7. Any parent of a participating league player may attend regular meetings.

SECTION 8. Any interested party who wants to bring something to the attention of the Board of Directors may do so by contacting the President, Secretary or Division Secretary at least one day prior to a regularly scheduled meeting.

ARTICLE VI

VOTING

SECTION 1. Every Board member is limited to one vote and said member must represent their team first.

SECTION 2. If a member of the Board of Directors cannot be present at a meeting, he may designate someone to attend the meeting and vote on his behalf. However, the designated person cannot be another member of the Board of Directors or an officer. The designated person must identify himself and the member he is representing.

SECTION 3. For voting purposes, no one person on the Board of Directors can be counted more than once in the meeting quorum. If a Board member is responsible for more than one team, he must have a representative for the other teams present at the meeting to count toward the voting quorum. This representative must make his presence know during the meeting roll call.

- SECTION 4. In order for a motion to be carried, it must be seconded by a member of the Board of Directors and approved by a majority of eligible voters voting on the motion. Members abstaining from a vote do not count as a voter voting on a motion.
- SECTION 5. The presiding officer can only vote in order to break a tie vote.
- SECTION 6. Oral voting will be the standard method of voting, except as noted Article IV, Section 3. In case there is not a clear majority, any eligible voter may request a show of hands to determine the vote on an issue. The President can call for a written secret ballot vote. A written secret ballot will be called for by the President if requested by any member of the Board of Directors present at the meeting.

ARTICLE VII

FINANCES

- SECTION 1. The Finances of the R.W. Clark Youth League will be handled in accordance with the Pennsylvania Non-Profit Corporation Regulations.
- SECTION 2. Financial aid to meet required expenses for operating league activities will be by means of registration fees, donations, sponsors, fund raising events, and any other legal means approved by the Board of Directors.
- SECTION 3. A registration fee for each child participating in league play for the year will be established by the Board of Directors prior to player registration.
- SECTION 4. The Treasurer and President shall sign checks or the Treasurer and Officer designated by the President.
- SECTION 5. The fiscal year shall end on the thirty-first day of December.
- SECTION 6. All registration money must be paid before the player may participate in league play. The registration fee for children of members of the Board of Directors shall be waived. In the case of a hardship, the registration fee of a player may be waived, if approved by the Committee.
- SECTION 7. During the season, all fund raising event money not turned in by the deadline for that event may cause that player to lose his playing eligibility until his account is settled. The Committee will decide the eligibility.
- SECTION 8. All teams must participate in league fundraisers. The Committee will designate a team minimum of sells.

ARTICLE VIII

MANAGERS

- SECTION 1. The Board of Directors in accordance with the voting procedures outlined in Article VI must elect new managers.
- SECTION 2. Managers must conduct themselves in such a manner that complies with the purpose of the league.
- SECTION 3. The Board of Directors may release a manager of his duties, if in the opinion of the Board of Directors; the manager is not performing his duties in a manner that is in the best interest of the league. This dismissal of a manager will be done through the normal voting procedure.

- SECTION 4. All managers must abide by the manager responsibility sheet. His signature states that he is in agreement with the listed statements. His signature also allows the Board of Directors to discipline such manager, without legal retaliation. Whenever the Board of Directors agrees that said manager embarrassed or harmed league reputation, finances, or responsibilities listed. Discipline will be determined on an individual basis, per occurrence, to the degree of managerial neglect.
- SECTION 5. The manger is responsible for making sure all money raised by the players of his team is turned in on a timely basis.
- SECTION 6. The manager is responsible for proper maintenance of the equipment issued to his team by the Board of Directors.
- SECTION 7. If a manager or his designee failed to attend three consecutive meetings, that individual may lose his status as a manager. A new manager may be elected by the league to take is place.
- SECTION 8. Any manager who goes against any decision made by the Board of Directors, and/or officers of the league will automatically be dismissed by majority vote of the committee.

ARTICLE IX

COMMITTEES

- SECTION 1. There shall be a standing Rules Committee appointed by the President at the first meeting in which the newly elected officers are presiding. The Rules Committee will be responsible for establishing the tentative rules that will be followed by all league teams throughout the upcoming seasons. The rules must be approved before the beginning of the regular seasons. However, an addition or a revision to the rules can be made through the normal voting procedure outline in Article VI, if the Board of Directors determines that the safety and/or welfare or the players, managers, and/or umpires are at risk with the present rules.
- SECTION 2. In the event of a protest presented by a manager of a team, the Committee shall hear the protest and the decision of the Committee shall be made within seven days of the protest being entered in the scorebook. The decision of the Committee shall be final.
- SECTION 3. The President will appoint any other committee he, the Board of Directors, or the Officers deem necessary to aid in the operation of the league.

ARTICLE X

DIVISIONS

- SECTION 1. The R.W. Clark Youth League will maintain five divisions of players as listed in the following sub-sections:
- A. Tee-ball Division – Players playing in this division must be at least five (5) years of age on or before March 31st and not older than eight (8) years of age on May 1st of the year of the current season.
 - B. Minor Division – Players playing in this division must not be older than ten (10) years of age on May 1st of the year of the current season.
 - C. Junior Division - Players playing in this division must not be older than twelve (12) years of age on May 1st of the year of the current season.
 - D. Pony Division - Players playing in this division must not be older than fourteen (14) years of age on May 1st of the year of the current season.

- E. Senior Division - Players playing in this division must not be older than seventeen (17) years of age on May 1st of the year of the current season.

However, the Board of Directors may, from time to time, change the age requirements of any or all of the divisions, as the Board of Directors see fit. This change shall be done according to the normal voting procedure.

SECTION 2. With the approval of the Committee a player may play in the next higher division. Also if there are extenuating circumstances the Committee may allow a child to play in the next lower division.

ARTICLE XI

TEAMS

SECTION 1. Every team shall provide a minimum of 2 persons to do "garbage duty" for one week during the regular and post seasons. The schedule shall be coordinated through the League officers.

ARTICLE XII

UNIFORMS

SECTION 1. The League officers shall adopt a "standard uniform" to be worn by each team. There will be no deviation in the style by any team in any division. All division uniforms shall consist of a hat, shirt, and pants.

ARTICLE XIII

AMENDMENTS

SECTION 1. An amendment to the by-laws must be submitted by a member of the Board of Directors, in writing, for publication in the minutes of a regular meeting. Action may not be taken on the amendment until the next regular meeting, at which time it may be voted on according to the normal voting procedure as outlined in Article VI.

LEAGUE RULES

The following rules apply to all divisions of the R.W. Clark Youth League:

1. Although not sanctioned by Little League Baseball, Inc., Williamsport, PA. The Tee-ball, Minor and Junior division of the R.W. Clark Youth League will be operated in accordance with the current Little League Baseball Official regulations and playing rules with the exceptions noted within the following rules.

Although not sanctioned by Little League Baseball, Inc., Williamsport, PA. The Pony division of the R.W. Clark Youth League will be operated in accordance with the current Big League Baseball Divisions of Little League Baseball Official regulations and playing rules with the exceptions noted within the following rules.

2. Players in the R.W. Clark Youth League will not be permitted to play in any other baseball league.
3. The head umpire shall decide the fitness of the playing field prior to the game.
4. The League is operated by the Board or Directors, in accordance with the By-Laws of the R.W. Clark Youth League.
5. All players must wear proper uniforms while participating in the games. Long pants are suggested during practice sessions.
6. No metal spiked shoes will be permitted except for the Senior Division. Rubber spiked or tennis shoes are required in place of street shoes.
7. Each Manager will be responsible for the conduct of himself and his players. Foul or abusive language or swearing can result in ejection from the game.
8. Managers and players are to refrain from talking to opposing players during the course of the game. There will be no harassing of the opposing players by the Manager or players. Such conduct can result in ejection from the game.
9. In case of an abusive or threatening spectator the umpire will have the authority to suspend the game to a later date. Call proper authority if necessary.
10. Players are required to show up for every game and practice on time. A valid excuse will consist of illness or out of town with parents. If a player misses a game or practice without a valid excuse, the player can be penalized at the manager's discretion. Action as determined by the manager must be filed by telephone to one of the committee members of the league and the parents prior to the game. The penalties are as follows:
 - a. He or she will not be permitted to play the following game.
 - b. If two (2) games or practices are missed in succession without a valid excuse, he or she will not be permitted to play the following two (2) games.
 - c. If a player misses three (3) games or practices in succession without a valid excuse, he or she can be dropped from the team.
11. Games will start promptly, according to the schedule. Managers are required to have their lineups completed and the teams read to take the field at the scheduled time. A fifteen (15) minute grace period will be allowed only if a team does not have at least nine (9) or eight (8) players depending on division. Precisely at the end of the fifteen (15) minute grace period from the scheduled starting time, the game will be forfeited. If neither team can field appropriate number of players in this grace period, both teams will forfeit and both teams will suffer a loss.
12. All players in the League shall have provided a completed registration form, no less than one week prior to the draft, along with any other forms the League officers deem necessary, as well as payment in full no less than

24 hours prior to the draft (herein referred to as “*registration criteria*”). Teams will keep all players except those ineligible due to age, leave the team for a good reason, or do not meet the registration criteria. Teams will be re-built through the league draft. Any new player in the League, or any returning player who wishes to be placed into the draft, who does not meet the registration criteria, shall not be eligible for the draft, and upon subsequent completion of the registration criteria, shall be considered a late registrant, subject to the selection rules for late registrants. In the case of any player who is currently on a team and wishes to remain with the team, who does not meet the registration criteria, shall be removed from that team, and upon subsequent completion of the registration criteria, shall be considered a late registrant, subject to the selection rules for late registrants.

13. All teams must maintain a full roster of players. The number of players shall be determined by the League officers. Once each team has met the target number of players, the late registrants will be placed on an as-needed basis only. As teams require players (falling below or failing to reach the target number), all late registrant names will be placed in a hat and chosen in the order of the draft, as needed. If a team loses one of the players on their roster for any reason during the current season, another player must be obtained from the late registrant list. The Division Secretaries shall keep this list. If a player is not placed on the late registrant list but added to a team roster, he/she will be considered ineligible and any games in which he/she participates will be forfeited.
14. The league draft will be held annually for the purpose of restocking the teams. Each team will have one (1) coach's pick, by seniority. The draft will start with the team with the worst won/loss record (last place team) and move to the team with the best won/loss record (first place team). The team with the least amount of players going into each round shall choose an extra player at the end of said round of the draft until all teams have one player less than the full team roster. The full team roster shall be predetermined by the League officers based upon registration numbers and total number of teams. Once each team has one less player than the full team roster, the final round shall be completed. In the event that there is an inadequate number of players in the final round for each team to have one pick, the last round draft choices will be placed in a hat along with blank picks so that the total number of ballots equals the number of teams in that Division remaining in the draft. The choices will be made in the draft order. After completion of each round, the next round will always begin with the last place team and move to the first place team. If there is a tie in the won/loss records, the names of the involved teams in the tie will be drawn from a hat. The first name out will have the first draft choice of the teams involved with the tie. The second team out will be second, etc. Regarding new teams, the Committee will set number of picks.
15. Each team will be permitted one trade immediately following the draft selection. The trade allowed will be between two teams for one player on each of the two teams and will be subject to the consent of the majority of the League officers. There shall be no three way trades. Once any and all trades have been made, the team rosters shall be considered closed with late registrations being the sole exception. No team may re-acquire any former player who requested to leave that team by asking to be placed into the draft. There will be no trades after the conclusion of draft day. There will be no exceptions.
16. Manager's children are to be automatically put on the respective teams of the Manager. These children's names will not be listed in the list of perspective draft candidates. If a Manager does not have a son/daughter on their team but has a grandchild or niece or nephew, they will be automatically put on their team. Also, the Manager of any team shall pay a full registration fee for their first son or daughter, but that registration for further sons or daughters shall be waived by the League.
17. If a player is on a team and requests to go back into the draft that player cannot be named as a coach's pick if said player already played for another team.
18. Brothers and sisters entering or reentering the league who presently have brothers or sisters playing in the league will be automatically placed on the same team. The new players or players will not go into the draft.
19. Any player who wishes to move up or down to another division must request to do so before the regular season begins. No player may move division once regular season begins.

20. In one or more of the divisions, divisions may be established within a division. These divisions within a division will be called conferences for the sake of clarity. The following procedures will be followed only to determine relative ranking if there is a tie for first place within a conference. The same procedure will be used if there is a tie for first place within a division. If it is not divided into conference.
- A. In the event of equal overall won/loss records at the end of the regular season within a conference, the following procedure will be followed to determine the ranking, i.e., first place, second place etc.
1. If there is a two-way tie for first place, the two teams will play a single elimination play-off. The team losing will be the second place team.
 2. If there is a three-way tie for first place, the teams will play a single elimination play-off. The following procedure will be followed to determine the getting the "bye".
 - a. The team with the best won/loss record within the conference will play for third place. The losing team will be the third place team. The winning team will play the team that got the "bye" for first and second place. The losing team will be the second place team and the winning team will be the first place team.
 - b. If all three teams have the same record within the conference, a flip of a coin will determine the team getting the "bye". The odd man will win the flip. The losing team of the first game will be the third place team. The winning team will play the team that received the "bye" for the first and second place. The losing team will be the second place team and the winning team will be the first place team.
 3. In any case the home team of the above games will be decided by a flip of a coin. The winner of the flip will have his choice of being either the home or visiting team.
21. The league will provide umpires. Parents may be asked to assist the paid umpire with both Managers approval.
22. A base runner must slide on a close play at a base. He/she is not permitted to hurdle (jump over) or run into a defensive player. Violation of this rule, in the judgment of the umpire, will result in the runner being called out.
23. In all divisions a player may not advance to the next base by means of intentional headfirst slide. It is the sole judgment of the umpire as to whether the act of the runner was intentional. Penalty for headfirst slide will result in the runner being called out.
24. If, in the judgment of the umpire, a player does not try to avoid another player in which an injury might occur the umpire can eject said player from the game.
25. At all times the umpire will have complete control of the ball game and his/her decisions will be final unless a protest is filed according to the following procedure:
- A. Immediately (before the ball is put back into play) inform the umpire that the game is being played under protest.
 - B. Umpire must sign both scorebooks at the point of protest, and the remainder of the game must be completed.
 - C. A league officer (preferably the president) must be notified within 48 hours.
- A hearing concerning the protest must be held in accordance with the procedure listed in Article IX, Section 2 of the By-Laws of the R.W. Clark Youth League.
26. The Committee will meet with the umpires prior to the beginning of the new season to go over the rules for each division. Additions, revisions, and/or deletions will be pointed out and a copy of the current rules will be distributed to the umpires.

27. Scheduled games are to be played as scheduled. Games postponed due to inclement weather will be re-scheduled. Any scheduled or re-scheduled game not played will result in a forfeit to the team or teams not playing as scheduled.
28. Discipline will be taken on any Manager who intentionally forfeits a game for his team, when it was determined that this team did have the number of regulation player to play a game. Degree of discipline will be determined per occurrence.
29. Managers who don't abide by the league playing time rule, for players for each division, will be assessed a penalty at the discretion of the Committee.
30. For the purpose of safety, chin straps for securing helmets will be made available to the Managers who wish to use them. Helmets not having chin straps will not be considered illegal equipment.
31. In playoffs the team with the best regular season record will have the choice of home or away. In case of a tie, a coin toss will decide except for the championship game a coin toss will take place.
32. Play up Rule – Only possible if needed to make enough players to play (9/10). Play up player cannot pitch NO EXCEPTIONS. No play up player is permitted in playoffs. Must be a player from the next lower division and a regular player in the R.W. Clark Youth Baseball League. Opposing coach must be notified before the game starts. If during the game a regular team player shows up he/she will replace the play up player at the top of the next inning and in the same batting order.

TEE BALL DIVISION

THE GAME

1. Tee Ball eligibility: Players playing in this division must be at least five (5) years of age on or before March 31st and not older than eight (8) years of age on May 1st of the year of the current season.
2. The paid umpire will be positioned behind the plate to enforce the batter's box rule. The paid umpire will also be responsible for the flow of the game.
3. If after 1 1/2 hours and the losing team has batted five (5) complete innings and it is mathematically impossible for it to win the game the game will be terminated if another game or games are to follow. If no game is following, the game will be played to completion.
4. "Tee Ball" consists of a rubber "Tee" fitted in a hole on home plate to hold the ball for the batter. The home plate umpire is responsible for the removal of the tee, for the safety of the players.
5. Batting rules according to age. Prior to the season the league will provide each T-ball coach with the rosters of every T-ball team. These rosters will list the current age of each player. The following batting rules will apply according to age.
 - A. Five (5) and six (6) year old players and first year players may use the tee **or** three (3) coach's pitches. If after (3) pitches the player does not get a hit, they will receive one swing off the tee in which the ball must be hit fair. If the ball is not hit fair they will be called out.
 - B. Seven (7) year old players will receive three (3) coach's pitches. If after three (3) pitches the player does not get a hit, they will receive one swing off the tee in which the ball must be hit fair. If the ball is not hit fair they will be called out.
 - C. Eight (8) year old players will receive a **maximum of five (5)** coach's pitches. If after five (5) pitches the player has not hit the ball fair they will be called out. The player will also be called out with three strikes (foul balls after two (2) strikes will not constitute a 3rd strike).

*If an eight (8) year old player is having difficulty hitting coach pitch, they will be permitted to apply the seven (7) year old batting rules only at the discretion of the opposing coach.

6. The distance between the bases will be 60 feet. Distance from the pitcher's mound to the plate will be 46 feet. LLR-1.04,1.07.
7. A team will consist of eleven (11) players, standard playing positions will be used except there will be five (5) outfielders. The pitcher is to be within the circle. Game may be played with nine (9) players, if only nine (9) are available, the outfield will be reduced to three (3) outfielders.
8. Eleven (11) batters or three (3) outs make a half inning. If three (3) outs have not been made, the eleventh batter to complete his turn at bat retires the side. Note, if a team has only nine (9) or ten (10) players available to play that is all that can bat.
9. A regulation game will consist of six (6) innings. The following provisions follow in case of a shortened or terminated game:
 - A. If the home team is ahead after 5 1/2 innings, the home team will not bat.
 - B. In case of a game being terminated, four (4) innings will constitute a legal ball game providing:
 1. The home team is leading in the bottom of the 4th inning the game is called; the home team will win with the score at that time.
 2. The score is tied in the bottom half of the 4th and the game is terminated, the game will be considered a tie game with all records holding and the game will be rescheduled only if it results in a change in the final standings.

3. The home team is behind in the bottom half of the 4th inning and the game is terminated, the score will revert to the last completed inning.
10. In the 5th or 6th inning:
 - A. If the visiting team is ahead and the game is terminated, the score will revert to the last full complete inning.
 - B. If the visiting team is at bat and the home team is ahead when the game is called, the home team will win.
 - C. If the home team is behind and they score enough runs to go ahead, regardless of outs, the game is terminated, the home team wins.
11. All defensive players must play their own position until the ball is hit. Outfield consists of five (5) positions, left, left center, center, right center, and right field. The umpire has sole judgment of a player and/or players playing out of position.
12. All catchers must wear a catcher's mask, chest protector, and shin guards.
13. The on-deck batter is required to be in the on-deck circle, ready to bat and wearing a batting helmet.
14. A team must have nine (9) players ready to play at game time, and at least nine (9) players on the field at all times, otherwise, a forfeit will result.
 - A. In the event of sickness or injury and no other players are available, a player previously withdrawn from the game may be permitted to re-enter the game.
 - B. In the event of an extra inning game, a starting player removed from the game may be reinstated in the line up in any position and batting order, provided the player he/she replaces is removed from the game.
15. Each player must play at least three (3) consecutive innings, offensively and defensively, of each and every game unless being disciplined by the manager for misconduct or missing games or practice or due to shortened game. Violation of this rule will result in discipline according to league rule #30.
16. Scheduled games are to be played as scheduled. Games postponed due to inclement weather will be rescheduled. Any scheduled or rescheduled games not played, will result in a forfeit to the team or teams involved.
17. Persons designated by the team manager have the right to coach bases. If at any time these base coaches come in contact with a base runner while the ball is in play the base runner touched will be called out.
18. At all times the umpire will have complete control of the ball game and his decisions will be final unless a protest is filed with the league officers.
19. Protest must be filled immediately (see league rule 26). If the Committee upholds the protest, the game reverts to the point of the protest and is then completed.
20. Only the Manager or his designee may be outside of the dug-out when his defense is on the field. When his team is batting the Manager or his designee, the on-deck batter and the two base coaches are permitted out of the dug-out. No more than five (5) coaches are permitted in the dug-out. Two coaches are permitted behind the outfielders, they cannot interfere with play.
21. A halfway line will exist between 1st and 2nd, 2nd and 3rd, and 3rd and home plate. Play is dead once the ball is in possession of a defensive player within the pitchers mound circle.
 - A. If in the judgment of the umpire, the ball is in possession of a defensive player within the pitchers mound circle:
 1. The play is dead at that point.
 2. The ball cannot leave the circle, except in circumstances explained in #20B.

3. All base runners must return to the preceding base unless that runner has past the halfway line before the ball is in possession of a defensive player within the pitchers mound circle, and the next base is vacant.
- B. If a batted ball is fielded and possessed by a defensive player within the pitchers mound circle:
1. A play must be made on a runner or batter.
 2. If in the judgment of umpire the defensive player dose not make any attempt at a play. All runners will advance one base from their original base.
 3. In the event of the eleventh batter, an attempt at a play still must be made or rule #20B, #2 will apply.
21. Substitution of players, except at the end of the third inning, must be okay by the opposing manager. Players cannot re-enter the game without the permission of the opposing Manager unless due to injury or an extra inning game.
 22. Any runner who makes the turn at first base but does not make an attempt, in the judgment of the umpire, to go to second base is not allowed to be tagged out. If the runner makes an attempt to go to second base and is tagged with the ball he/she will be called out.
 23. The fifteen (15) foot arc shall mean an arc of a circle, the radius point of which is home plate, with a radius of fifteen (15) feet, drawn upon the ground from the first base foul-line to the third base foul-line.
 24. The halfway mark shall mean a mark drawn on the ground perpendicular to the base line halfway between 1st and 2nd, 2nd and 3rd, and 3rd and home plate. If the runner is past the halfway make before the ball is in possession of a defensive player within the pitchers mound circle, he/she shall be awarded the next base, except in situations covered in rule #20.
 25. The infield/outfield borderline will be a line drawn on the ground or grass line fifteen (15) feet behind first, second, and third bases. Outfielders must remain outside the line and infielders must remain inside this line until the batter hits the ball.
 26. The pitchers mound circle shall be ten (10) feet in diameter from the center of the pitchers mound rubber.
 27. The infield fly rule is not in effect.

THE BATTER

1. The batter must stay in the batter's box. The umpire must enforce unnecessary shifting in the batter's box.
2. Three (3) strikes are allowed. A strike constitutes:
 - A. Each full swing at the ball, which misses.
 - B. Dislodging the ball from the tee in any manner.
 - C. Any ball not leaving the fifteen (15) foot arc.
 - D. Any bunting will be considered a strike.
 - E. Any foul ball is considered a strike.
 - F. All third strikes or fouls are out, unless within coach pitch rules.
3. Any batter who throws or losses control of the bat will be called out. At the umpire's discretion with one warning player.
4. The batted ball must travel beyond or on the fifteen (15) foot arc in front of home plate to be considered a live ball. If the batted ball does not travel past the fifteen (15) foot arc or travels past but then rolls back inside the arc without being touched by a defensive player it is called a strike, except for the third strike in which case it would result in a out.
5. The batter is not allowed to chop down on the ball. The batter must take a full swing. If in the judgment of the umpire this occurs, a strike will be awarded to the batter.

RUNNER

1. No stealing or playing off base. If in the judgment of the umpire the runners are leaving the base too soon this will result in a dead ball. The runner will go back to their base and the batter will bat again.
2. On fly outs a runner or runners may tag and advance at their own risk. LLR-10.09.
3. The batter and the base runners must wear protective helmets at all times. LLR-1.16. Chin straps are to be made available. (see league rule #31).
 - A. If a batter or base runner intentionally throws a helmet or takes off his/her helmet he/she will be called out.
 - B. If a player who is not a base runner intentionally throws a bat or helmet, he/she will be ejected from the game.
4. Appeals: any Manager, coach, or player can make an appeal. Appeals can be made while the ball is in play, or out of play. Appeals can be made verbally to the umpire, without the ball being thrown to the base under appeal. The player and base under appeal must be identified. The umpire may then make his judgment.

THE DEFENSE

1. All players must remain in the defensive positions that they start the inning at for the completion of that inning.
2. All outfielders must remain behind the designated line or the outfield grass (if there is no line marked) until the ball is hit.
3. All infielders must remain behind the designated line on the infield (if there is no line marked) until the ball is hit.
4. All defensive players must play their own position. Exaggerated shifting or playing one player in front of another player is not permitted.
5. All defensive players must remain stationary once the umpire places the ball on the tee. The umpire should remove the ball from the tee if the umpire notices any shifting by the defense.
6. The player playing the pitching position, must have at least one foot on the pitching rubber until after the ball is hit unless the coach is pitching then he/she must be inside the circle.
7. When the batter is attempting to hit the ball off the tee, the coach pitching should stand in foul ball territory.

MINOR DIVISION

1. Minor ball eligibility:
Players playing in the division must not be older than ten (10) years of age prior to May 1st of the current season.
2. If after two (2) hours from the start of the game, and the losing team has batted in the fifth (5th) inning and is still behind by ten (10) runs or more and there is another game following, the game will be terminated. If no other game is following, the game will be played to completion.
3. The distance between the bases will be sixty (60) feet. Distance from the pitching rubber to home plate will be forty-six (46) feet. LLR-1.04.1.07.
4. A regulation game will consist of six (6) innings. The following provisions are for a suspended or terminated game. A legal game is four (4) innings (three and one half (3 ½) if the home team is ahead). If the score is tied or the visiting team is ahead and play is stopped during the incomplete inning, then the score reverts back to the last completed inning.
5. A team must have nine (9) players ready to play at game time, and at least nine (9) players on the field at all times, otherwise a forfeit will result.
 - a. In the event of sickness or injury and no other eligible players are available. A player previously withdrawn from at game may be permitted to re-enter the game.
 - b. In the event of an extra inning game, a starting player removed from a game may then re-enter in any position and batting order, provided the player he replaces is removed from the game. This player can re-enter only once.
6. Each player must play at three (3) consecutive innings of each and every game, unless being disciplined by the Manager.
7. The ball becomes dead when it is in the possession of the pitcher and he has toed the rubber or the umpire has called time.
8. Substitution rule: a player in the starting lineup who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided:
 1. A pitcher may not re-enter the game as a pitcher.
 2. Only a player in the starting lineup may re-enter the game.
9. When substitute players are put into the game, the substituting team shall immediately inform the other team said players defensive position, and players position in the team batting order.
10. Should injury or illness prevent a Manager from fielding nine (9) players, the Manager may, without penalty of forfeiture, replace injured or ill player with a player previously in the lineup, but only if use of all other eligible players has exhausted the roster. This provision does not apply with respect to a player or players ejected from the game. If a team is unable to field nine (9) players for reasons of ejection of a player, and no eligible substitute is available, previously used players may not enter the game. LLR-3.03 note 2.
11. Only one person, Manager, or designee will be allowed outside the fenced area of the dugout. No more than four (4) coaches are permitted in the dugout.

THE BATTER

1. A batter is out on a called third strike or a swinging third strike even though the catcher does not hold the ball. On a third strike foul tip; the catcher must hold the ball for the batter to be out.
2. Bunting is permitted.
3. Any batter who throws or loses control of the bat will be called out at the umpire's discretion.
4. The batter must stay in the batter's box.
5. Ten (10) batters or three (3) outs make a half inning. If three (3) outs have not been made, the tenth batter to complete his turn at bat retires the side. Note, if a team has only nine (9) players available to play that is all that can bat.

THE RUNNER

1. Runners are permitted to leave base when the ball passes the batter. Any runner leaving the base too soon will be called out, and the ball becomes dead (no pitch).
2. Stealing of 2nd base and 3rd base is permitted. Stealing of home is not permitted.
3. On fly outs a runner or runners may tag and advance at their own risk.
4. The batter and the base runners must wear protective helmets at all times. LLR-1.16. Chin straps are to be made available. (see league rule #31).
 - a. If a batter or base runner intentionally throws a helmet or takes off his/her helmet he/she will be called out.
 - b. If a player who is not a base runner intentionally throws a bat or helmet, he/she will be ejected from the game.
5. Appeals: any Manager, coach, or player can make any appeal. Appeals can be made while ball is in play, or out of play. Appeals can be made verbally to the umpire, without the ball being thrown to the base under appeal. The player and base under appeal must be identified. The umpire may then make his judgment.

THE DEFENSE

1. Each team will play ten (10) players on defense. Four (4) outfielders will be used in left, left-center, right-center, and right.
2. All defensive players must play their own position until the ball is hit.
3. In the event that only nine (9) players are available to play, the outfield will be reduced to three (3) players.
4. Pitchers may only pitch a maximum of 3 innings per game and no more than six (6) innings per calendar week. A calendar week begins: Monday through Sunday. Any player on a team roster may pitch. A player once removed, as a pitcher may not pitch again in the same game.
5. No defensive player is permitted to block any base without possession of the ball. If in the judgment of the umpire, a base is blocked the runner will be awarded that base.
6. The infield fly rule is not in effect.

JUNIOR DIVISION

1. Junior ball eligibility:

Players playing in the division must not be older than twelve (12) years of age prior to May 1st of the current season.

2. If after two (2) hours from the start of the game, and the losing team has batted in the fifth (5th) inning and is still behind by ten (10) runs or more and there is another game following, the game will be terminated. If no other game is following, the game will be played to completion.
3. The distance between the bases will be sixty (60) feet. Distance from the pitching rubber to home plate will be forty-six (46) feet. LLR-1.04.1.07.
4. A regulation game will consist of six (6) innings. The following provisions are for a suspended or terminated game. A legal game is four (4) innings (three and one half (3 ½) if the home team is ahead). If the score is tied or the visiting team is ahead and play is stopped during the incomplete inning, then the score reverts back to the last completed inning.
5. A team must have nine (9) players ready to play at game time. A fifteen (15) minute grace period will be allowed only if a team can't field nine (9) players. If after grace period they still can't field a team of nine (9), a forfeit will be recorded. If neither team can field nine (9) both will forfeit and suffer a loss. If after the start of the game the number of players become less than nine (9), the vacant position in the batting line up will count as an out.
 - a. In the event of sickness or injury and no other eligible players are available. A player previously withdrawn from at game may be permitted to re-enter the game.
 - b. In the event of an extra inning game, a starting player removed from a game may then re-enter in any position and batting order, provided the player he replaces is removed from the game. This player can re-enter only once.
6. Each player must play at two (2) consecutive innings of each and every game, unless being disciplined by the Manager.
7. The ball becomes dead when it is in the possession of the pitcher and he has toes the rubber or the umpire has called time.
8. Substitution rule: a player in the starting lineup who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided:
 - a. The substitute as completed one time at bat, and has played defensively for minimum of six (6) consecutive outs.
 - b. A pitcher may not re-enter the game as a pitcher.
 - c. Only a player in the starting lineup may re-enter the game.
12. When substitute players are put into the game, the substituting team shall immediately inform the other team said players defensive position, and players position in the team batting order.
13. Should injury or illness prevent a Manager from fielding nine (9) players, the Manager may, without penalty of forfeiture, replace injured or ill player with a player previously in the lineup, but only if use of all other eligible players has exhausted the roster. This provision does not apply with respect to a player or players ejected from the game. If a team is unable to field nine (9) players for reasons of ejection of a player, and no eligible substitute is available, previously used players may not enter the game. LLR-3.03 note 2.

14. Only one person, Manager, or designee will be allowed outside the fenced area of the dugout. No more than four (4) coaches are permitted in the dugout.

THE BATTER

1. A batter is out on a called third strike or a swinging third strike even though the catcher does not hold the ball. On a third strike foul tip; the catcher must hold the ball for the batter to be out.
 - A. Bunting is permitted.
 - B. Any batter who throws or loses control of the bat will be called out at the umpire's discretion.
 - C. The batter must stay in the batter's box.

THE RUNNER

2. Runners are permitted to leave base when the ball passes the batter. Any runner leaving the base too soon will be called out, and the ball becomes dead (no pitch).
3. Stealing is permitted.
4. On fly outs a runner or runners may tag and advance at their own risk.
5. The batter and the base runners must wear protective helmets at all times. LLR-1.16. Chinstraps are to be made available. (see league rule #31).
 - a. If a batter or base runner intentionally throws a helmet or takes off his/her helmet he/she will be called out.
 - b. If a player who is not a base runner intentionally throws a bat or helmet, he/she will be ejected from the game.
6. Appeals: any Manager, coach, or player can make any appeal. Appeals can be made while ball is in play, or out of play. Appeals can be made verbally to the umpire, without the ball being thrown to the base under appeal. The player and base under appeal must be identified. The umpire may then make his judgment.

THE DEFENSE

1. Each team will play nine (9) players on defense. Three (3) outfielders will be used in left, center, and right.
2. All defensive players must play their own position until the ball is hit.
3. In the event that only eight (8) players are available to play, the outfield will be reduced to two (2) players. One (1), two (2) or three (3) play up players can be used to field no more than (9) players at which time the play up rule must be followed.
4. Pitchers are permitted to pitch only three (3) innings per game and no more than nine (9) per calendar week. A calendar week begins: Monday through Sunday. Any player on a team roster may pitch. A player once removed, as a pitcher may not pitch again in the same game.
5. No defensive player is permitted to block any base without possession of the ball. If in the judgment of the umpire, a base is blocked the runner will be awarded that base.
6. The infield fly rule is in effect.

EXTRA HITTER

1. Each Jr. division team may bat ten (10) players.
2. Each team may utilize an Extra hitter (EH) anywhere in the lineup.
3. The EH must play a minimum of two (2) defensive innings during the game by use of the free substitution rule.
4. The EH in the starting lineup may be removed for a substitute, and may re-enter the game once in any position in the batting order, provided his or her substitute completes one time at bat and played six (6) consecutive outs on defense. In this case, the position in the batting order that was occupied by the player who was replaced defensively will then be designated as the extra hitter.
5. When the player designated as the EH assumes the defensive position, he or she must remain in his/her original position in the batting order.

PONY & COLT/SENIOR DIVISION

The following rules apply to Pony & Colt/Senior Divisions of R.W. Clark Youth League:
Though non-sanctioned by Pony Baseball Pony & Colt/Senior divisions will operate under Pony rules with following exceptions.

1. The fitness of the playing field prior to the start of the game shall be decided by majority of the two managers and the umpire. Once the game has started, the head umpire has sole jurisdiction of the game.
2. The Board of Directors, in accordance with the By-Laws of the R.W. Clark Youth League, operates the league.
3. All players must wear proper uniforms while participating in the games. Long pants are suggested to be worn during practice sessions.
4. No metal spiked shoes permitted in Pony Division, may be used in Colt/Senior Division. No street (dress) shoes are allowed.
5. Each Manager will be responsible for the conduct of himself and his players. Foul or abusive language or swearing can result in ejection from the game.
6. Games will start promptly, according to the schedule. Managers are required to have their lineups completed and their team ready to take the field at the scheduled time. A fifteen (15) minute grace period will be allowed only if a team cannot field nine (9) players. If after fifteen (15) minutes they still cannot field a team of nine (9), a forfeit will be recorded. If neither team can field (9) both will forfeit and suffer a loss.
If after the start of the game the number of players becomes less than nine (9), the vacant positions in the batting line up will be counted as an out.
 - a. In the event of an injury or illness and no other eligible players are available, a player previously withdrawn from the game may be permitted to reenter the game.
 - b. In the event of an extra inning game, a starting player removed from a game may be re-entered in any position or place in batting order, provided the player he replaces is removed from the game.
7. A base runner must slide on a close play. They are not permitted to hurdle (jump over) or run into a defensive player, or the runner will be called out.
8. In Pony a player may not advance to the next base by means of an intentional headfirst slide. It is the sole judgment of the umpire as to whether the act of the runner was intentional. Penalty for headfirst slide will result in the runner being called out. In Colt/Senior the runner may slide headfirst.
9. If in the judgment of the umpire, a player maliciously tries to injure another player he may be ejected from the game.
10. Each player must play at least two (2) consecutive defensive innings of each and every game, unless being disciplined by the Manager. Any ineligible players should be declared and a league official notified in person before the game starts.
11. Managers who don't abide by league rules will be assessed a penalty at the discretion of the Committee.

THE BATTER

1. The batter is allowed to run on a third strike if the catcher does not hold the ball and first base is unoccupied and there's less than two outs. Once there is two outs even if first base is occupied the batter may run if the catcher drops the ball on a third strike.
2. The batter must stay in the batter's box between taken pitches. The umpire may warn him, after warning the umpire may declare a strike.