



SECTION I: GENERAL INFORMATION

INTRODUCTION

This Rules and Reference Handbook and the Babe Ruth League Baseball Rules booklet contain the rules and procedures which govern Mathewson McCarthy Baseball, Seniors Division.

Managers must familiarize themselves with the contents of this handbook and refer to it during the season for direction. Every organization worthy of the name must have policies and rules which are known and observed by its members. Our league has survived and flourished for over 50 years because managers like you understood and respected the policies and rules this book contains.

The contents of this Rules and Reference Handbook are not confidential, not meant exclusively for you as managers - just the contrary. You should make your coaches aware of this book and let them know that it is available to them. You may also share this book with parents.

The role of the league's officers and directors is to support your actions which are consistent with the policies and rules in this handbook. So you may know what is expected of you, we have attempted to make this book as clear and comprehensive as possible. However, if there is a topic we have not adequately covered or you are otherwise unclear as to what is required; please bring your concern to the attention of the league's vice president responsible for your level. Early and effective communication is the surest way of avoiding problems and making this an enjoyable season for all. Please think of this Rules and Reference Handbook as only the beginning of that communication process.

**2018 BOARD OF DIRECTORS
MATHEWSON MCCARTHY BASEBALL, INC.**

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V.P. Cal Ripken - Major 60

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MATHEWSON McCARTHY LEAGUE STRUCTURE

Mathewson McCarthy Baseball, Inc. serves Amherst youths between the ages of 5 and 15. Our national affiliation is with Babe Ruth League, Inc. headquartered in Trenton, N.J. The Babe Ruth League program provides competition in three major divisions - Cal Ripken (ages 5-12), Babe Ruth (ages 13-15), and Big League (ages 16-18). Mathewson McCarthy charters leagues in the first two divisions, Cal Ripken and Babe Ruth. Cal Ripken has six levels: Rookies (T-ball), Single A, Double A, Triple A, Major 60 and Major 70. All Cal Ripken Division games, with the exception of Major 70, are played on a 60 foot diamond with a 41' or 46' pitching distance. Major 70 games are played on a 70' diamond and a 50' pitching distance. The Babe Ruth or "Seniors Division" (ages 13 to 15). The Senior Division plays on a 90' diamond with regulation pitching distance of 60'- 6".

Rookie League

Rookie League, or "T-ball", is the player's first introduction to organized baseball. Rookie League has two divisions: Rookies 1 (mostly 5 year-olds) and Rookies 2 (mostly 6 year-olds). Rookies 1 is for players with little or no prior baseball experience. The fundamentals of throwing, catching, hitting from the batting tee, base running and defense are introduced, with the introduction of hitting a coach-pitched ball later in the season. Rookies 2 reviews and builds upon the basics introduced in Rookies 1. Where Rookies 1 begins as T-ball, Rookies 2 begins with hitting a coach-pitched ball. Players continue to develop the hand-eye and timing skills essential to the hitting game. Coaches are stationed in the field during games to instruct players in defensive play. There are no standings or playoffs and no all-stars are chosen. All players receive a participation award at the end of the season.

Minor - Single A

Single A is primarily for 7 year-olds, Single A reviews and builds upon the fundamentals introduced at the Rookie levels. Coach-pitch replaces the batting tee as the primary batting mode, with the introduction of hitting a pitching machine ball later in the season. Coaches are stationed in the field during games to instruct players in defensive play. A full schedule of games (with a five run limit per half inning) is played. There are no standings or playoffs and no all-stars are chosen. All players receive a participation award at the end of the season. Currently (2016), there is no Single A division and 7 and 8 year olds play in a combined AA division.

Minor - Double A

Double A is designed for 8 year-olds with prior playing experience, the machine-pitched ball continues to be used at this level to advance hitting skills, with the introduction of player pitching after the season is underway. Coaches are stationed in the field during games to instruct players in defensive play. Bunting and base stealing are not allowed. An all-star game is played in Double A. There are mini-playoffs and an all-star game. All players receive a participation award at the end of the season. Currently (2016), there is no Single A division and 7 and 8 year olds play in a combined AA division.

Triple A - Cal Ripken Minor

Triple A advances play in several significant ways. Pitching is strictly player-pitch. Bunting and base stealing are introduced. Coaches are not permitted in the field to instruct defensive players. Players at Triple A are mostly 9 year-olds with some 10 year-olds. The rules for this division are primarily Official Baseball Rules with a few modifications to accommodate the level of play. There are playoffs and an all-star game. Currently (2016), there is no Triple A division and 9 and 10 year olds play in a combined M60 division.

Major 60 and Major 70

The Majors level is divided into two independent divisions, Major 60 and Major 70. There is no inter-division play. Playing ages are 10 to 12 years-old. Each division has different playing rules with Major 70's rules being more advanced. Major 60 acts as a prep division for Major 70. Players at Major 60, which include all 10 year-olds, develop their skills before advancing to Major 70 or the Babe Ruth Senior Division. Major 70 games are played on a 70' diamond with a 50' pitching distance under an experimental program approved by Babe Ruth League. Major 70 also uses Official Baseball Rules which, together with the larger diamond, are intended to help players with the transition to the Senior level.

Seniors

The Seniors Frontier division is for 13 to 15 year-olds. Play is on a regulation 90' diamond. Official Baseball rules apply.

Niagara Frontier Babe Ruth Big League

Niagara Frontier Babe Ruth Big League is a separately-chartered, Western New York-wide league for players ages 16 to 18 years-old. Teams from throughout the region participate in this league. While this league is not part of Mathewson McCarthy, many former Mathewson McCarthy players advance to this league. Each season Mathewson McCarthy facilitates the formation of teams made up of former players. This league may have a

16 year-old "prep" division depending upon the number of interested 16 year-old players in a given year.

UNREGISTERED CHILDREN

A word of caution to all managers: **Any child not registered in Mathewson McCarthy Baseball may not practice with or play on your team.**

An unregistered child is **not** covered by insurance and you and the league may not be covered in the event of an accident involving that child. The unregistered child may be your younger child, visiting nephew or next door neighbor's child. **Do not let them practice with your team.**

LATE REGISTRANTS

Each year after team rosters have been completed, we receive late registrations. **If a friend or neighbor approaches you at any time about registration, do not even suggest that you can get that child placed on your team.** Roster designations are made by the division VP. By the time your friend or neighbor registers, the VP will have to consider existing roster numbers and strengths. There is almost no chance that the VP will honor a request to place a late registrant on a particular team. Because of previous incidents of managers trying to manipulate assignments of players, the league will generally go out of its way to make sure that a late registrant is not assigned to a requested team. Team assignment of late registrants will be made in the best interests of the league, with the primary goals being to have the same number of players on each team and to balance teams competitively. A late registrant will be evaluated and placed accordingly.

Unless modified for reasons of safety (as determined by MMB Board of Directors), players will be required to play each season at a level established for their "playing age" group. Playing age will be determined by using the Babe Ruth/Cal Ripken criteria, which calculates a player's age as of April 30th of the given playing year (adopted 2/5/09).

MATHEWSON MCCARTHY BASEBALL, INC

(Incorporated 3/13/90 under the New York State Not For Profit Corporation Law)

EXCERPTS FROM THE CORPORATE BY LAWS

ARTICLE IV - MEETINGS

- A. The annual meeting of this corporation shall be in August or September of each year, or at such other times as may be decided by the Board of directors.
- B. Notice of the annual meeting shall be given in writing by the Secretary to each operating member of the corporation at his last known address as shown on the books of the corporation, and also shall be posted on the league bulletin board at the concession stand.
- C. The order of business at the annual meeting shall be:
 - 1. Reading of reports
 - 2. Election of Officers and Director seats to be filled.
 - 3. New Business.

ARTICLE V - GOVERNMENT

- A. The government of MATHEWSON MCCARTHY BASEBALL, INC. shall be under the direct supervision of the President and Operating Members. Operating Members shall consist of all officers, directors, team managers, President of the Booster Club, Vice President of the Booster Club, Treasurer of Booster Club and Secretary of the Booster Club.
- B. The corporation shall be managed by its Board of Directors, except as provided otherwise in the Certificate of Incorporation and By-Laws.
- C. At the annual meeting, the Operating Members shall elect the following officers:
 - 1. President
 - 2. Executive Vice-President-Babe Ruth Senior Division
 - 3. Executive Vice-President-Cal Ripken Division
 - 4. Two Vice Presidents-Babe Ruth Divisions (Senior Major and Senior Minor)
 - 5. Six Vice Presidents-Cal Ripken Divisions (Major 70, Major 60, AAA, AA, A, Rookie)
 - 6. Secretary
 - 7. Treasurer
 - 8. Director-At-Large (3 to be filled each year)

The aforementioned officers shall hold office for one year and are eligible for reelection. At the annual meeting a total of three Director-at-Large seats shall also be elected for terms of three years.

ARTICLE VII Players and Managers

A. Names of managers of respective teams will be submitted by the appropriate Vice President to and approved by the Directors; managers shall be responsible for their actions on the field as well as their coaches and players.

B. Any young person meeting the requirements as to age and residence as set forth in the respective national organization rules shall be eligible for active participation in MMB, Inc.

C. The Directors shall have the authority to suspend a member, manager, or coach whose conduct is considered detrimental to the best interests of the organization. Any vote on suspension shall be in accordance with Article V (D).

D. The Directors shall, upon evidence of misconduct of any player, notify the manager of the team of which the participant is a member of the player's suspension within 72 hours of said act. Said manager shall appear, in the capacity of an advisor, with the player before a hearing conducted by at least four members of the Board of Directors within 7 days after the complaint is filed.

E. The manager of any team with the approval of the appropriate Vice President may suspend any player for unexcused failure to attend three practices and/or games or on the grounds of parent interference or conduct considered detrimental to the best interests of the league. Such action must be immediately reported by the manager to the Directors in writing.

BABE RUTH BASEBALL

The Mathewson McCarthy Baseball, Inc. baseball program is chartered through Babe Ruth League, Inc., Princeton, New Jersey, a national and international youth baseball organization. For the 2014 season Mathewson McCarthy has two charters from Babe Ruth league, a Cal Ripken Baseball division charter for players 5 to 12 years-old and a Babe Ruth Baseball division charter for players 13 to 15 years-old.

Babe Ruth Baseball is a youth-oriented amateur baseball program currently serving more than 1,000,000 participants between the ages of 5-18 on over 59,000 teams. Babe Ruth is the largest teenage regulation baseball program in the world with over 11,000 leagues.

More than 1.9 million volunteers are involved in the program which is dedicated to the following "Sportsmanship Code":

- _ Develop a strong, clean, healthy body, mind and soul
- _ Develop a strong urge for sportsmanlike conduct
- _ Develop understanding of and respect for the rules
- _ Develop courage in defeat, tolerance and modesty in victory
- _ Develop control over emotions and speech

- _ Develop spirit of cooperation and team play
- _ Develop into real, true citizens

The administration of Babe Ruth Baseball at the International Headquarters Office is handled by full-time paid staff.

However, the real strength of the program lies in its strong "grass roots." Each Babe Ruth League is an organization with authority to administer its own program within the framework of Babe Ruth Baseball rules and regulations.

Promoting what is good for youth has been, and continues to be, the guiding principle of the Babe Ruth program which teaches baseball skills, mental and physical development, basic ideals of sportsmanship and fair play.

Babe Ruth Baseball is a non-profit, educational organization and is an active or associate participant in such organizations as the American Baseball Coaches Association; United States Olympic Committee; National Recreation and Parks Association; World Leisure and Recreation Association; the American Alliance for Health, Physical Education and Recreation; Athletic Institute; National Federation of State High School Athletic Association.

The Babe Ruth program provides competition at the local level in three major divisions - Cal Ripken (5-12), Babe Ruth (13-15) and Big League (16-18). In addition to local league play, each division of Babe Ruth Baseball offers a tournament trail that takes teams from district, to state, to regional and on to World Series competition.

The highlight in any year is the Babe Ruth World Series which provides youth from eight regions (plus a host team) a mental, physical and cultural experience of a lifetime. Using the Host Family Plan, youngsters from across the country are housed in the homes of families in the World Series Host City during the double-elimination tournament.

From this World Series competition, particularly the 16-18 year-old division, thousands of youths have been seen by scouts and offered college scholarships as well as Major League con-tracts. To date more than 700 Babe Ruth graduates are or have been active in the Major Leagues.

From the Senior Division Executive Vice President

I would like to take this opportunity to welcome you to the Mathewson McCarthy Baseball Senior Division.

The **Senior** Frontier Division consists of 13 – 15 year olds. **The purpose of this division is to introduce 13 year olds to the 90 foot diamond and to provide a competitive division for 14 and 15 year-olds.**

On behalf of the Mathewson McCarthy Board of Directors, I would like to wish each and every team a safe and successful baseball season. Let's have another great season!

Play Ball!
Andy Gulick
Executive V.P., Seniors

SECTION II: OF SPECIAL INTEREST TO MANAGERS

UMPIRES

Specially trained umpires are used at the Seniors Division. **Umpires may not become the targets of any form of abuse. Abuse or disrespect towards umpires will not be tolerated by the Board of Directors.**

PROTESTS

The protest committee is responsible for all protests in the Senior Division.

Protests should be submitted in writing to the appropriate divisional VP with all substantiating facts within 48 hours of completion of the game that is being protested. Specific violations of Babe Ruth and/or Local rules should be cited. **JUDGMENT CALLS BY UMPIRES MAY NOT BE USED AS GROUNDS FOR A PROTEST AND WILL BE REJECTED OUTRIGHT! Only managers may protest a game.**

Managers should make every effort to avoid protests. If a situation arises that may result in a protest (e.g. ineligible pitcher), bring it to the attention of the opposing manager. Don't wait until after the fact and protest. This is not the way to win ball games.

BATTING CAGE RULES

BATTING CAGES CONSTRUCTED IN 2002 ARE AVAILABLE FOR USE AT THE FRONT OF THE WEHRLE COMPLEX. THESE CAGES ARE RESTRICTED TO USE BY TEAMS AT TRIPLE A LEVEL AND ABOVE.

NO TEAM WILL BE PERMITTED TO USE A CAGE WITHOUT A MANAGER OR COACH FIRST ATTENDING INSTRUCTIONAL TRAINING AND RECEIVING PROPER CERTIFICATION.

SPECIFIC RULES AND A SET TEAM-BY-TEAM SCHEDULE FOR THE USE OF THIS CAGE WILL BE DISTRIBUTED TO EACH MANAGER SEPARATELY. (RESOLUTION OF ANY CONFLICTS OVER THE USE OF THE CAGE WILL BE MADE BY THE BOARD MEMBER ON DUTY)

GENERAL SAFETY GUIDELINES FOR USE OF THE CAGES INCLUDE:

1. THE CAGES ARE FOR USE BY MEMBERS OF MATHEWSON McCARTHY BASEBALL, TRIPLE A LEVEL AND ABOVE ONLY.
2. ALL PLAYERS MUST WEAR A HELMET WHILE HITTING / PITCHING IN THE CAGE.
3. NO CLIMBING, GRABBING, OR PULLING ON THE FENCING OR NETTING.
5. NO THROWING ITEMS ON TOP OF THE NETTING.

THE CAGE IS FOR THE BENEFIT OF ALL MEMBERS OF OUR LEAGUE. IF YOU WITNESS ANYONE VANDALIZING OR IN ANYWAY ABUSING THE CAGE PLEASE CONTACT A BOARD MEMBER IMMEDIATELY OR INTERCEDE YOURSELF TO STOP IT.

EQUIPMENT

All equipment passed out to managers is checked thoroughly to insure it is in satisfactory condition. Before every game and practice check all your equipment for proper fit and defects; e.g., cracks in batting helmets, loose or broken straps on catcher's masks and pads, etc. When you encounter a broken item take it to one of the above gentlemen for repair or replacement.

Do not let your players or coaches abuse equipment! Throwing helmets, bats, mitts and masks not only decreases the life of these items, but, more seriously, may result in injury to someone.

Each manager is supplied with game balls and as many practice balls as possible. After each game make sure a game ball is returned to you as this now becomes another practice ball. Do give these away as game balls to the players; we need them back at the end of the season.

All equipment needs to be turned in promptly at the end of the season. A turn-in date will be established by the Equipment Manager. Each Wednesday from 7:00 to 9:00 at Wehrle Field house one of us will be available for equipment exchanges. If you need to exchange at another time call one of us to make arrangements for the exchange. The only time we are not available is when we are involved coaching our teams. Please do not come up to us during a game and ask for something. Wait until the game is over.

SAFETY TIPS AND RULES TO HELP PRESERVE OUR EQUIPMENT

BATS: Never hang bats from the chain link fences, this ruins the grips
 Never allow players to hit stones with bats.
 Never allow two players in the on deck circle or cage
 Never allow players to throw bats

LEGAL BATS AND NON-CONFORMING PENALTIES

1. The bat may not exceed 34" in length, and the bat barrel may not exceed 2 5/8" in diameter.
2. All aluminum/alloy barrel bats, and all aluminum/alloy barrels bats with a composite handle (only) are allowed.
3. Only composite barrel bats certified and marked BBCOR .50 will be allowed. BBCOR stands for Bat-Ball Coefficient of Restitution and not only measures a bat's "trampoline" effect, but also accounts for how a bat performs after it has been "broken in".

4. Wood barrel bats conforming to the length and diameter specifications found in "1" of this Senior Division section and the remaining applicable rules of Official (Major League) Baseball Rule 1.10 are allowed¹.

¹Official Baseball Rule 1.10

(a) The bat shall be a smooth, round stick...The bat shall be one piece of solid wood...

(b) Cupped Bats. An indentation in the end of the bat up to one inch in depth is permitted and may be no wider than two inches and no less than one inch in diameter. The indentation must be curved with no foreign substance added.

(c) The bat handle, for not more than 18 inches from its end, may be covered or treated with any material or substance to improve the grip...

If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.

A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.

Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

HELMETS:

Never push helmets into one another when packing your equipment bag.

Always check for cracks before each use

Always keep helmets in the dugout, never in the on deck cage. Batters must wear helmets from the time they leave the dugout until they return. This insures that a batter is fully protected at all time when outside the safety of the dugout.

Never allow players to throw helmets.

CHEST PROTECTORS: Always make sure that it fits snugly to the body. When loose, a chest protector provides much less protection
Always hang while allowing to dry.

CATCHER'S GLOVE: Oil once at the beginning of the season and once in midseason.
Never allow glove to get soaked with water.

SHIN GUARDS: Always make sure they fit snugly to the leg
Always check for cracks before each use.
Always be sure fastening hooks are on the outside of the leg.

CATCHER'S HELMET AND FACEMASK: Always make sure that the straps are secure and that it fits comfortably to the head.
Always check for cracks before each use.

EQUIPMENT BAG: Always carry the bag. Never drag it on the ground as you will quickly ruin it.

FIRST AID KITS: Always make sure that you have a fresh cold pack when practicing. Re-supply is always available at the refreshment stands or from one of us.
Never allow the players to use the kit without adult supervision.

FIRST AID KITS ARE EQUIPMENT AND MUST BE RETURNED TO THE LEAGUE AT THE END OF THE SEASON

BASEBALLS: Always allow wet balls to dry before re-using them. Never use a heavy water logged ball. This may injure a player's arm. Never, never, never give away game balls. These are tomorrows practice balls and next years start up balls. The league's single largest equipment expense is baseballs. WHAT YOU TURN IN IS WHAT YOU WILL GET NEXT YEAR.

Please teach all your players to have respect for the league's property so that playing baseball may be as affordable for all future families. Have a safe and successful season.

**USE OF HITTING STICKS AND/OR OTHER SIMILAR
TRAINING DEVICES (adopted 3/17/10)**

The use of hitting sticks and/or similar training devices is prohibited once a game starts. This rule applies not only to the actual playing field, but to all surrounding areas in foul territory, behind or near dugouts, behind backstops, bleachers, etc.

However, the use of such training devices is permitted as part of pre-game warm-ups, provided it is conducted inside the fenced area of the actual field. Any permissible use of such devices must be conducted with hands-on adult supervision.

This safety rule applies to both Wehrle and Royal Baseball Complexes.

Revised 3/04

**WHAT EVERYONE SHOULD KNOW
ABOUT LEAGUE ACCIDENT INSURANCE**

ELIGIBILITY

The Plan, which is administered by K&K Insurance Group and placed with an "A" rated carrier, covers Babe Ruth registered players, team managers, coaches, scorekeepers, bat and ball boys/girls, umpires, league officials, and members of the Booster Club.

YOUR COVERAGE

The Plan provides coverage for accidental injuries sustained while traveling directly to and from or participating in any regular approved baseball activity of the league such as practice sessions, regularly scheduled games and tournament games sponsored by the league.

YOUR INSURANCE BENEFITS

\$250,000 Accidental Medical Expense Insurance Benefit
(\$100.00 per person deductible)
\$10,000.00 Accidental Death and Dismemberment

The Plan pays for Covered Medical Expenses which occur within one year after an accident. Once these expenses exceed the per person deductible of \$100.00, a maximum of \$250,000.00 per accident for each insured person is provided.

Covered Medical expenses include the reasonable and customary charges for services and supplies such as:

- Treatment and care by a physician, surgeon or registered nurse.

- Hospital confinement or outpatient care in a hospital
- Emergency ambulance service
- prescribed drugs and medicines
- X-Rays

Dental expenses are covered only if required because of injury to natural teeth.

If a player should incur an injury, please contact the league president. He has the complete procedures that must be followed in filing a claim and the form that must be completed.

Year: 2014

MATHEWSON McCARTHY PLAYER RATING FORM

Name: _____ Playing Age: _____ Level: 3A _ M60 _ M70 _ Seniors _
 Team: _____ Team's Record: _____ Manager's Name: _____
 Player's Ranking on this Team (1 to 13) _____ Recommended level next season _____
 Bats: _ Right _ Left Throws: _ Right _ Left BUILD: _ Small _ Med _ Large

(1) BASIC SKILLS (Please circle)

	P	F	A	G	E
Throwing Long	1	2	3	4	5
Throwing Short	1	2	3	4	5
Fielding Grd. Balls	1	2	3	4	5
Fielding Fly Balls	1	2	3	4	5
Base running	1	2	3	4	5
Speed	1	2	3	4	5
Ball Sense	1	2	3	4	5
Bunting	1	2	3	4	5

(2) ATTRIBUTES (Please check)

	YES	INC.*	NO
Positive Attitude	_____	_____	_____
Coachable	_____	_____	_____
Team Player	_____	_____	_____
Keeps Head in Game	_____	_____	_____
Good Attendance	_____	_____	_____
Looks for Signals	_____	_____	_____
Parent(s) help	_____	_____	_____

*Inconsistent

(3) SPECIFIC SKILLS (Please circle) if stats are unavailable make an educated guess.

	1	2	3	4	5
(A) Batting Avg.	(0-150)	(150 - 250)	(250 - 350)	(350 - 450)	(over 450)
(B) On Base %	(0-250)	(250 - 350)	(350 - 450)	(450 - 550)	(over 550)
(C) POSITIONS PLAYED:	Primary _____ Secondary _____ Other _____				

(D) IF PITCHER

Was Team's # _____ pitcher

(E) IF CATCHER

Was Team's # _____ catcher

Overall Pitching: Fair Good Exc
Innings Pitched _____

Overall Catching: Fair Good Excellent
Innings Caught _____

Runs Allowed _____
Opp. Batting Avg. _____
Strike-outs _____
Walks _____
Hits _____

Pass Balls: Fair Good Excellent
Throw to 2nd: Fair Good Excellent
Agility Fair Good Excellent
Fielding Fair Good Excellent

(4) SPECIFIC COMMENTS

On All-Star Team _____ On Tournament Team _____ On High School Team _____
 General Comments: _____

Rater's Name _____ Phone No. _____ **IMPORTANT:**
PLEASE SUBMIT A RATING FORM FOR EACH PLAYER ON YOUR ORIGINAL ROSTER. IF YOU ARE UNABLE TO RATE A PLAYER, FILL IN THE NAME, AGE, LEVEL AND TEAM AND A BRIEF EXPLANATION. (e.g. MOVED, QUIT, INJURED)

RAIN OUT INFORMATION

In the event of inclement weather, watch your email for a message. If you receive no email message by one and a half hours prior to game time, call the league's rain out voice mail number. If there is no current announcement on the voice mail, assume that no decision has been made to cancel the game and proceed to the park. If inclement conditions persist, the board member acting as "Director on Duty" will determine the playability of the fields by 5:30 PM on weekdays and ½ hour before the first game on Saturdays. **This decision will be announced at the fields. Please do not call the board member's house!**

No other board member, manager, umpire, or coach may make any other decision regarding the condition of the playing fields. Any game that is played contrary to the decision of the director on duty will not be an official game. No players or team will practice on a field which the director on duty has determined to be unplayable.

If a manager disputes the decision of the director on duty and refuses to play, he will be subject to forfeiture of the game pending review by the Board of Directors.

During periods of wet weather try to make arrangements to have someone from your team get to the fields early to work the diamonds and possibly save you from a RAIN OUT.

Board Member acting as "Director on Duty": Duties include opening and closing the fields ON TIME and determining playability of the diamonds.

This decision will be announced at the fields. Please do not call the board member's house!

No other board member, manager, umpire, or coach may make any other decision regarding the condition of the playing fields. Any game that is played contrary to the decision of the director on duty will not be an official game. No players or team will practice on a field which the director on duty has determined to be unplayable.

If a manager disputes the decision of the director on duty and refuses to play, he will be subject to forfeiture of the game pending review by the Board of Directors.

During periods of wet weather try to make arrangements to have someone from your team get to the fields early to work the diamonds and possibly save you from a rain out.

Thunder and lightning necessitates that contests be suspended. The occurrence of thunder and/or lightning is not subject to interpretation or discussion - thunder is thunder, lightning is lightning. When thunder is heard, or lightning seen, the following procedures should be adhered to:

Suspend play and direct participants to go to shelter. If shelter is not available, participants should go to a vehicle with a solid metal top.

Do not permit people to stand under trees.

After thunder and lightning has left the area, wait 20 minutes after the last boom is heard, or strike seen before play resumes.

RESCHEDULING

"AUTHORIZATION"

Board Member assigned to fields:

- Rainouts
- Unplayable fields

Respective VP's permission:

Cannot field a team (9 players)

- Religious functions
- school functions

Remember, managers cannot cancel games. Only VP's and Board Members assigned to the field can. You will not receive permission to cancel a game if:

- 1) Your star or stars cannot make it.
- 2) You the manager cannot make it.
- 3) You have not tried to obtain a player from the lower division to fill in.

"PROCEDURE"

- 1) Receive authorization from VP's at least one week prior to cancellation of game
- 2) Notify Umpire In Chief immediately when permission is granted to insure proper notification of parties involved, booster club, umpires etc., regarding cancelled game.
- 3) Mr. Hughes will then reschedule your game and make sure that you have umpires for your rescheduled game.
- 4) Check the bulletin boards during the week and Saturday afternoon for the next week's rescheduling.

FIELD MAINTENANCE

FIELD MAINTENANCE:

BECAUSE OF THE SPECIAL TREATMENT GIVEN TO ALL WEHRLE DIAMONDS - UNDER NO CIRCUMSTANCES IS ANY ONE TO REMOVE ANY DIRT OR MATERIAL FROM THE INFIELDS ON THESE DIAMONDS.

GENERAL RULES:

- 1) Clean up dugout and surrounding area after every game.
- 2) Return all tools and equipment to their proper place.
- 3) Notify field maintenance co-coordinators of any broken equipment or tools, etc.

Take Pride in our Facility!

In Case of Wet Field

- Rake muddy areas and allow to air dry, re-raking occasionally until just prior to game time or until dry. Add fresh layer of dry dirt where necessary to achieve dry surface. Rake and level.

Hard Dry Diamond

- Wet down entire infield including base lines, pitcher's mound and home plate area.
- Using a spade shovel or hoe, provide a soft sliding area in front of 2nd, 3rd, and home by turning up the dirt approximately 4 to 6 inches deep for an area 4 to 6 feet wide and 6 to 8 feet long in front of the base and plate.
- Return all hoses to the field house on the reels provided.

LINING FIELDS

Very often new managers, as well as some seasoned veterans, are not quite sure of the proper way to line a baseball diamond. Exactly where does the foul line start? How are the batter's boxes positioned? Is the foul lines part of fair territory?

Official Baseball Rules defines fair territory as "that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory." (pg. 7; Definitions). This means that the foul pole, each base, and home plate, are entirely within fair territory. The foul lines start at, and include, the back edges of home plate.

The batters boxes are 3' by 6' rectangles the inside lines of which are four inches from, and parallel to, the side edges of home plate. The chalk lines are within the 3' by 6' rectangle. The boxes extend three feet to the front and three feet to the rear of the centerline of the plate.

As you can see from the diagram, the foul lines intersect the batter's boxes about four inches in from the corner towards home plate, not at the corner of the box.

Of course, nobody expects perfect lines and boxes, it's just not possible to have everything come out perfect every time what with the inconsistencies in the diamond layouts, and lining machines that tend to go where ever they feel like, with total disregard for the human that is trying to steer them. But, at least with this information you'll be able to keep your lines within the ball park.

To help you out, we've provided a wooden form to aid in laying down batter's boxes. Just lay the form down parallel to the plate and about four inches away, and scribe a line in the dirt with a bat or stick. Do the same on the other side of the plate, and trace over the lines with the chalk machine.

Here's wishing everyone a "dream season", and don't forget you're here to have fun!!

To lay down the base lines, run a string line from the foul side corner of the base to the back point of home plate. Lay the base line so that the foul side edge of your chalk line is on the string line you laid. The base line should stop at the batter's box and the base and home plate should be in fair ground. The base line should run into the foul side corner of the base so that if the line continued, it would completely cover the foul side of the base.

SECTION III: SENIORS LOCAL RULES

The Official Baseball Rules are binding on all teams in the Seniors Division. Please read and consult your 2014 Baseball Rules Book. In addition the following local rules will apply:

1. Conduct. In all divisions, managers and coaches are to refrain from profanity and abusive language, smoking on the playing field during a game and any other conduct detrimental to Babe Ruth Baseball. A manager will receive one warning and then will have to appear before the Senior Board (consisting of the League President and the Division Executive Vice President) or risk forfeiting the game.

a) Your players should be reminded that no displays of temper will be tolerated. **NO WARNINGS WILL BE GIVEN.** Any bat or helmet thrown or abused in any manner should result in the manager removing the player from the game. If the manager does not remove the player, the umpire or a League representative probably will.

b) Managers maintain your composure at all times on the field. Any profanity by a manager, coach or player will result in automatic immediate ejection. If you are going to question a call by an umpire, discuss it - don't argue it. **REMEMBER THAT UMPIRES CALL TIME OUT AND NOT THE MANAGERS, COACHES OR PLAYERS; MANAGERS, COACHES OR PLAYERS REQUEST TIME OUT.**

c) Remember that only the umpires may call time out. Managers, coaches and players may only request time out.

A Manager who violates any rule may be required to appear before the Senior Board and explain his actions. The Senior Board will determine what action, if any, should be taken including suspension of the Manager pending review by the Board of Directors. This rule applies to both league and tournament team managers at the Seniors level. (adopted 1/17/06)

2. Game Time: Start and Completion. All games on all fields will start at 6 P.M. on Week nights. All games on all fields will have a two and one half hour (2 ½) time limit unless tied. No inning will start 2 ½ hours after the start of a game. All games called after the time limit will be considered an official game provided that the required number of innings has been played. A game terminated as a result of darkness which has not become an official game will be replayed as a new game. It is imperative that all managers take the responsibility of getting their players to the field and ready to go on time! A 15 minute grace period will be allowed in all divisions in order to avoid needless forfeitures. Time will be determined by the umpire, who will notify the managers of the starting times at the beginning of the game. The starting time will be determined from the conclusion of the umpire reviewing the ground rules. Remember that an inning begins the moment that the third out is made completing the prior inning. For example, if the third out is made ending the bottom half of an inning at 2 hours and 29 minutes, the next inning will be played.

2A. SUSPENDED GAME RULES (rule adopted 1994). A suspended game is defined as a game terminated due to weather, darkness or light failure while an inning is in progress and before the inning is completed. The inning incomplete (and only that inning) as a result of a game being suspended shall be completed at the first available opportunity if one of the following situations prevails:

1. The visiting team has scored one or more runs to tie the score and the home team has not scored.
2. The visiting team has scored one or more runs to take the lead and the home team has not tied the score or retaken the lead.

No game called because of weather, darkness or light failure shall be a suspended game unless it has progressed far enough to have been a regulation game.

A suspended game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension.

3. Pitching Limitation. In Seniors a pitcher may pitch 7 innings per week. The week begins on Monday. Two days rest is required when a pitcher pitches MORE THAN 3 INNINGS in a game. Example: a pitcher who pitches 4 innings on Monday cannot pitch again until Thursday.

4. Playing Minimum. Seniors shall have a continuous batting order with free substitutions. Each player shall play a minimum of four (4) defensive innings by the end of the sixth inning of play. The nine starting defensive players will bat in the first nine spots in the batting order with the rest of the team to follow.

5. Forfeit. A team will forfeit a game if 9 players are not present at the official start of the game plus 15 minutes grace period. **A game will be forfeit if the visiting team cannot field 9 players at the end of the 15 minute grace period. The visiting team may commence batting but if the missing player is reached in the batting order, and the player has not arrived, or if three outs are made, and the player has not arrived, the game is forfeited.** (Added April 2001)

6. Suspension. A player, manager or coach ejected from a game, will **ALSO AUTOMATICALLY BE SUSPENDED FOR HIS TEAM'S NEXT SCHEDULED GAME!**

7. The Collision Avoidance Rule will be in effect for all divisions. This rule is in force for any runner at any base where the ball is in the glove (in possession) of the fielder and he is attempting to make a tag. In this instance, the runner must attempt to avoid a collision with a fielder. If not, the runner is declared out! If a deliberate attempt to injure is determined by the umpire, the runner is ejected from the game and a report must be made to the Senior Board of Directors for further disciplinary action.

8. Phantom Tags (causing a runner to slide needlessly) and **throwing off a helmet deliberately** while running the bases will also result in automatic ejection from the game.

9. Official Protests will be submitted according to Official Baseball Rules. The Protest Committee will not review any protest improperly filed. Each protest should be directed to the attention of the V.P. of the respective division who will review it and pass it on to the Protest Committee for final authority.

Any protest must be made within 48 hours after the completion of the game, and in the case of post season games, within 24 hours after the completion of the game. **VIOLATION OF LOCAL RULES 3, 4, 6 or 17, WHETHER ACCIDENTAL OR DELIBERATE, WILL RESULT IN AUTOMATIC FORFEITURE IF A PROPER PROTEST IS FILED.** See page 30 for more on protests.

10. Equipment Return Any manager failing to return his equipment by the end of September will be disqualified as a manager in the future.

11. Score and Pitcher Reports All game scores and innings pitched per pitcher must be reported after every game to the Executive Senior Vice President; Bill Wolf.

12. Metal Cleats Metal cleats are acceptable in the Seniors Division, but are not required [adopted 2012].

13. Intentional Walks are handled by just informing the umpire to give the batter first base. A player may only be intentionally walked under this procedure once in a game. If the player is to be intentionally walked a second or subsequent time, the pitcher must throw the required pitches. The defensive team is subject to pitcher's balks, catcher's balks, passed ball and steals.

14. An Official Game An official game is five complete innings or four and one half innings if the home team is leading.

15. Call Over Rule

a) SENIORS - a player may be borrowed from another Senior team so long as the player or players borrowed were drafted in the seventh round or below. The V.P. of Seniors shall prepare a list consisting of said players. No borrowed player may pitch. (Amended March, 2014)

b) Any player borrowed shall only play the minimum number of defensive innings necessary to avoid a forfeit. Playing preference shall be given to regular members of the team. The borrowed player cannot bat in the batting order prior to a regular player and not bat more than a regular player. (Amended March 1997)

c) The playing of an ineligible player pursuant to Rules 15 (a) or (b) shall constitute a forfeit. (Adopted March 1997)

d) The excessive need for call-overs, as determined by the Executive V.P of Seniors, will be addressed with team manager (adopted 3/17/10).

16. TIES

Games tied after seven complete innings shall be continued **if, and only if**, the following criteria apply:

- a) there is sufficient daylight in the umpire's judgment to continue the game, and
- b) there is no immediately following game whose start would be delayed thereby.

17. PITCHER MAY RETURN TO THE MOUND

There is nothing in Official Baseball Rules or Babe Ruth rules prohibiting a pitcher from returning to the mound to pitch in a game. A pitcher becomes ineligible to pitch by:

1. Being withdrawn by action of a second trip by the manager or coach to the mound in an inning; in this case, the pitcher may not pitch for the remainder of the game.
2. Exceeding the weekly or daily limit of innings (7 innings a game or 7 innings a week)
3. Not having the required rest.

The return to the mound as a pitcher is really no different from the defensive change of any player on the field. Even a player who has left the game (see above) may later return to the mound to pitch. There is no limit to how many times a pitcher may return to the mound providing other rules are met. However, if a pitcher returns to the mound a second time in an inning, no warm-up pitches may be allowed. This is to prevent a stalling tactic.

Therefore, pitchers removed on the managers or coaches first trip to the mound may even be physically removed from the game and later put back into pitch at a later time, providing our local substitution rules are complied with.

Managers and coaches should be aware that there is some danger to using a pitcher too much, particularly early in the season or when it is cold. The intent of the rule is to encourage you to use another pitcher and give more players the experience. It still allows you to bring someone back in if the pitcher gets in trouble.

Once a player takes the mound to pitch, however, he must pitch to the batter unless illness or injury prevents him from doing so. In other words, if you "announce" a pitcher, or warm him up, he must pitch to the batter, even if it is one pitch.

Consult baseball rule #3.05 with regard to the requirements for starting pitchers and replacements. Remember, our objective is not to exploit the pitchers, but rather

develop them and give as many opportunities to play as we can without increasing the risk of injury.

18. 10 RUN MERCY RULE (Rule Adopted 1996)

If a team is ahead by 10 runs or more at the end of five innings (4 ½ innings for the home team, 5 innings for the visiting team), the game, including playoffs, will end with the team ahead getting credit for a win. Under no circumstances shall the game continue to be played.

19. Ground Rules Meeting with Managers Prior to Game

Home plate umpire and base umpire will review ground and other rules with both managers prior to the game. The following should be discussed:

A. **Out of Bounds Area** - Normally a line is drawn from the edge of the backstop to the bench and then straight out parallel to the foul line. Penalty is one base from the mound (pick off attempt), two from the field. Consult official baseball rules for penalties for non-enclosed parks. Note whether penalty is assessed from time of pitch and/or position of the runners at the time the throw is made, and whether it is a first play or succeeding play.

B. **Overthrows, Awarded Bases** - see Official rule Book (see above).

C. **Behavior and Decorum of Players and Coaches**

1) Players should be reminded that no displays of temper will be tolerated. Any bat or helmet thrown or abused in any manner should result in the manager removing the player from the game. If the manager does not remove the player, the umpire or a league representative may do so.

2) Managers maintain your composure at all times on the field.
Any profanity by a manager, coach or player will result in automatic immediate ejection. If you are going to question a call by an umpire, discuss it - don't argue it.

D. **Disqualifications** - Players or coaches may be disqualified as the result of abusive language, gestures, cursing/swearing, threats, taunting, or violent disagreements with a call. Only a manager or his representative may question a call. Balls, strikes and balks are judgment calls and may not be argued unless an umpire feels he may have missed a call and asks the other umpire for help.

E. **Pick off Attempts and Balks** - No warnings are given.

F. **Dropped Third Strike** - The 2014 Official Baseball Rule Section 6.09(b) applies which states that the batter becomes a runner when the third strike called by the umpire is not caught providing (1) first base is unoccupied or (2) first base is occupied with two out.

20. Appeals

Failure to touch a base is not an automatic out. A proper appeal may be made in accordance with Official Baseball Rules. After proper appeal, umpire shall call the runner "safe" or "out" as appropriate. If he failed to see the play, runner is safe.

21. The Surrogate Rule

This rule allows for eligible, non-playing ballplayers to come into the game on a temporary basis, to allow for an injured player to collect himself, catch his breath, etc. This surrogate replacement must be a player who is not in the game at the time of the accident and will completely substitute for the injured player until the completion of the half inning. At that time he may leave the game and the original injured player may return to his normal position with regards to batting order and defensive position. It must be kept in mind that the eligibility of the surrogate player is not compromised by the substitution. Therefore the surrogate player MUST COMPLETE FOUR ADDITIONAL INNINGS and bat at least once, in addition to acting as surrogate.

22. Rain Out Information

No other board member, manager, umpire, or coach may make and further decision regarding the condition of the playing fields. Any game that is played contrary to the posted decision of the designated individuals below will not be an official game. In addition, no team will be allowed to practice on an unplayable field.

Once a game starts, the umpire will determine if weather or field conditions warrant the stoppage of play.

If a manager disputed the decision of the board member and refuses to play, he will be subject to forfeiture of said game pending full review by the Board of Directors. During periods of wet weather try to make arrangements to have someone from your team get to the fields early to work the diamonds and possibly save you from a RAIN OUT.

To reschedule games, the scheduler will notify the teams with the date of the rescheduled game.

23. DUGOUT RULES AND LIMITATIONS

FOR ALL GAMES, the home team will occupy the first base dugout and the visiting team will occupy the third base dugout (adopted 3/17/10). A maximum of four adults (manager, 2 coaches and 1 scorekeeper) will be allowed in each dugout during a game. In addition, with the exception of base coaches, no adults will be allowed outside the dugout while the ball is in play. The on-deck cage is NOT part of the dugout!!!

PROTESTS

THE PROTEST COMMITTEE WILL BE RESPONSIBLE FOR ALL PROTESTS IN THE SENIOR DIVISION.

Please read and be familiar with the Official Rules of Baseball and its references as to how to protest a game. If you fail to follow those rules, compliance with our local rules will still result in your protest being denied.

Protests should be submitted in WRITING to the Senior Exec. V.P., with all substantiating facts within 48 hours of completion of the game. Specific violations of Babe Ruth and/or Local Mathewson McCarthy rules should be cited. **JUDGMENT CALLS BY UMPIRES MAY NOT BE USED AS GROUNDS FOR A PROTEST AND WILL BE REJECTED OUTRIGHT!!** Only **MANAGERS** may protest a game. If the Executive V.P., for the Seniors Division is unavailable, the protest may be submitted to either of the other protest committee members.

PLEASE think a protest over before submitting it. Consider the fact that our main objective is to teach youngsters to play baseball. Managers should make every effort to avoid protests. If a situation arises that may result in a protest (e.g. ineligible pitcher), bring it to the attention of the opposing manager. Don't wait until after the fact and protest. **THIS IS NOT THE WAY TO WIN BALL GAMES!!**

PROTEST COMMITTEE

Seniors

Andy Gulick
Rich Galmarini
Greg Croll

In the event any member(s) of the protest committee is (are) unavailable, the President shall appoint individuals to serve temporarily on the protest committee.

PLAYOFFS

All teams qualify. **A double elimination format will be used.**

If teams are tied at the end of the regular season, head to head competition will be the first tie breaker; division record (if applicable) will be the second tie breaker. The fewer runs allowed will be the next tie breaker. All other ties will be decided by a coin flip. Standings shall be determined by awarding two points for a win and one point for a tie (if not otherwise required to be played off). If all teams have not played an equal number of games, win percentage will be used to determine standings. Higher seeded team will be home team in the first playoff game; thereafter home team shall be determined by a coin flip, which will occur at least 15 minutes prior to game time (revised 3/17/10).

Trophies will be awarded to the first place team in each division and the playoff winner and runner up. If a first place team wins the playoffs each player will receive one trophy, but larger than a first place trophy.

FIELD CONDITION

WEHRLE – The director on duty will determine field playability.

AUDUBON - Home Team manager must call the recreation center for the town decision after 3 P.M. (631-7132). Under no conditions shall a game be played at Audubon if the town says the field is unplayable. If you have a make up game to be played at Audubon, the Home Team manager should call Audubon the day before in order to ensure the field is prepared. If the town deems the field unplayable, immediately call the Executive Vice President for the Seniors Division and the umpire scheduler to cancel the umpires.

FIELD PREPARATION

BOTH TEAMS AND MANAGERS are responsible for lining the diamond and getting the field at Wehrle ready to play. Neither team will begin warming up until the diamond has been raked, lined and is otherwise ready to play. If you have a make-up game rescheduled at Northtown, the home team manager must call the Northtown Center the day before the game in order for them to have sufficient time to prepare the diamond. If you don't call them far enough in advance, the diamond will not be raked and lined and may not have bases. The home team manager should also double check with Northtown Center at least one hour before game time to check on playing conditions.

ALL STAR GAME FORMATS (RULE ADOPTED MARCH 1997)

An All-Star game is played at the Senior Level. The following format will apply for the All-Star game:

Game Length:	Seven innings
Minimum playing time per player	Four innings
Pitching limit:	Two innings per pitcher

Free Substitution

The batting order will consist of each player present for the game and will remain the same throughout the game.

All other applicable rules as listed in this book and local league rules will apply.

Ties will not be broken. The manager will be the manager of the first place team from each division as of the cut off date. He or she will be assisted by the managers of all the other teams in the division. The game will be umpired by a crew appointed by the vice-president of each level after consultation with the chief umpire. Umpires will rotate in their assignments during the game.

A NOTE ABOUT ALL STAR SELECTION

Selections may be made by whatever method each manager may elect. However, the manager should be cautioned that few matters elicit more hard feelings and negative response than the all star selections. All managers should, therefore, develop a sound, defensible method of selection based upon performance, attitude, sportsmanship, effort, contributions to the team, and attendance. Keeping a notebook after games and practices which notes individual player performances and effort is an excellent supplement to statistics such as batting averages, pitching records, fielding, etc. There are some advocates of voting, however, we often find that in some instances this turns into a popularity contest. If a manager wants to use the voting method, perhaps the vote could be weighted with player voting counting for an appropriate percentage of the criteria. Whatever method is chosen, it should be kept in mind that all players are all stars to you and to their parents, and that the announcements should be handled with care and sensitivity. Keep in mind also that these players will receive primary consideration as all stars on post season tournament teams at all levels and they will represent the league.

If a player is selected as an all star but cannot participate because of injury, sickness, or absence he or she cannot be replaced by another player. He or she will receive an all star trophy, and if the condition permits, may sit in the dugout with the rest of the team.

If a player is cannot participate due to another (baseball) commitment, he or she shall not be eligible.

SECTION IV: TOURNAMENT PLAY

To meet the desires of all players and families, Mathewson McCarthy is committed to offering both league and tournament play opportunities. In resolving conflicts between league and tournament activities, it is the policy of the league that league officers, managers, players and parents accord league activities -- games, practices and meetings -- priority over like tournament activities. Priority shall require that players attend league activities over simultaneously scheduled like tournament activities. Effort should be made to avoid such conflicts including making reasonable adjustments in league scheduling to accommodate tournament schedules.

At each level of play, except Rookies and Single "A", players are selected to represent Mathewson McCarthy in post-season tournaments. Player selection is based on a player's ability as demonstrated in try-outs. While playing ability is the major consideration, sportsmanship, conduct, attitude, and ability to get along with others are traits considered when selecting tournament players. The selection process for regular season ALL-STARS has no bearing whatsoever on post season tournaments.

All tournament teams participate in the Clarence Sunday league, or suitable alternative as approved by the Board of Directors. Teams also participate in Babe Ruth National Tournament and in Mathewson McCarthy sponsored invitational tournaments. The Babe Ruth National Tournament (age divisions 10, 12, 13, 14 and 15) begins the last week of June or first week of July with the District Tournament (played in the Buffalo area), followed at two week intervals by state, regional, and, finally, national (World Series) championship tournaments. Progression beyond the district level may involve extensive travel. Housing and transportation are the parents' responsibilities.

Tournament team player fees cover the league's cost of participation in the Clarence Sunday League, the Babe Ruth National Tournament, and up to three invitational tournaments. A Mathewson McCarthy sponsored invitational tournament will be counted against this three. Team managers may select invitational tournaments to enter from a list provided by the league's Tournament Director, subject to approval of the Tournament Director and Board of Directors. Teams wishing to participate in more than three invitational tournaments may do so with permission of the Board of Directors and provided that all costs are paid by the team.

Tournament team participation involves considerable practice and playing time in addition to regular league play. This being so, tournament team players and parents must make the necessary commitment to the team. Depending on success in district and state tournaments, a team may possibly continue to play through much of August. In the past, Mathewson McCarthy tournament teams have advanced to regional finals in Maryland, New Jersey and Pennsylvania.

TOURNAMENT MANAGERS / PLAYERS SELECTION PROCEDURES (approved 6/1/89)
(Revised 2/2001)

TEAMS When possible, MMBRB will field the following tournament teams:

1. Three Senior Teams (13, 14, and 15)
2. Two 12 year old and under Teams
3. One 10 and under Team
4. One 9 and under Team
5. One 8 and under Team

If interest warrants, the league will attempt to field two tournament teams at each level.

MANAGERS

1. NOMINATING COMMITTEE

- a. Cal Ripken DIVISION: League President, Executive Vice President, Tournament Director and respective Divisional Vice President.
- b. SENIOR DIVISION: League President, Executive Vice President of Senior Division, Tournament Director and respective Divisional Vice President.

2. PROCEDURES FOR NOMINATIONS

- a. Respective Divisional Vice President will gather a list of Managers and Coaches who have requested to be considered by the Nominating Committee for the position of Tournament Team Manager. The only document that will be considered is the applicant's written application. All applications should include a statement of all relevant experience both within and outside the league.
- b. The Nominating committee will then meet with each applicant to decide which Applicant and/or Applicants the committee will submit to the Board of Directors for final approval. The nominating committee will also submit to the Board a list of all managers and coaches who have requested consideration.

3. CRITERIA FOR MANAGERS SELECTION

- a. Selection of managers for teams participating in Babe Ruth National Tournaments will be made in accordance with Babe Ruth Rules. The manager selected will, in turn, select two (2) coaches. The manager and both coaches must be officially rostered as managers or coaches of Mathewson McCarthy league teams.
- b. Managers must be fully committed to fulfill the manager's obligations to hold sufficient practices, follow all applicable tournament rules and regulations, insure required documentation is provided, and finish all tournaments to conclusion. The manager must be aware that he may be required to play out of town for possibly days at a time, thus losing time from work for which he will not be compensated by the league. Reimbursement will only be made for those expenses specified in the league's tournament expense guide.

c. Manager selection will occur in January or February preceding the regular season so that all tournament managers will be available to attend the organizational meetings of the Clarence Sunday League.

4. QUALIFICATIONS & RESPONSIBILITIES

a. Managers must have a good knowledge of the game and be able to fulfill the foregoing responsibilities. In addition, managers must have demonstrated proper conduct both on and off the field and the ability to work with players, coaches, officials and parents.

b. The Manager is also responsible for all coaches and players both on and off the field.

c. Managers must strictly abide by all league and Babe Ruth rules and policies. In addition, the manager must be prepared to commit to being available for all tournaments.

d. A manager shall commit to be available to manage all his team's tournament games.

e. The manager is responsible for all equipment and uniforms issued to the team and for return of those items, in good condition, promptly upon completion of the tournament season.

f. A manager must assist the Tournament Director in running any Mathewson McCarthy sponsored invitational tournaments at his age level. Additionally, the manager is required to coordinate performance of field maintenance duties by player parents.

g. A tournament manager who violates any rule may be required to appear before the Senior Board and explain his actions. The Senior Board will determine what action, if any, will be taken including suspension of the manager pending review by the Board of Directors.

5. TOURNAMENT TEAM TRYOUTS, ORGANIZATION AND CONDUCT

a. In scheduling and conducting tryouts and selecting players, tournament managers shall:

- Schedule at least two (2) try-outs and post the time and location of the try-outs at both Wehrle and Royal Parkway. Teams attending the Babe Ruth National Tournaments will have priority on any players at their respective age levels.
- Give managers of all league teams with eligible players written notice of the times and places of each try-out. This can be done by putting the notice in the Wehrle Drive mail slots. Select coaches to help conduct the tryouts and evaluate the players.

- Prior to starting the first tryout, assemble parents and players and inform them of the commitment involved in playing tournament baseball, including dates of tournaments, and verify player availability for all tournaments which the team will enter; also inform them of the criteria which will be used to select players including conduct and sportsmanship.

- conduct the tryouts with the goal of selecting the best possible team to represent Mathewson McCarthy, considering not only playing ability but also the personal qualities of the players. Meet with the coaches who assisted at the tryout to evaluate player abilities and make player selections; a team participating in a Babe Ruth National Tournament shall have priority in player selection over any other tournament team for which a player is eligible.

- after selecting the team, submit a complete roster to the Tournament Director and appropriate divisional Vice President and post the roster on the bulletin board next to the snack bar; managers may inform players not selected in any manner but, as this is a sensitive issue, care and discretion are in order.

b. Up until one week prior to the district tournament, in the event of conflict between league and tournament team practices, a tournament team player must, without exception, attend the league practice to conclusion. Tournament practices may be held prior to league games, but players must be released in time to arrive on time for their league game warm-ups. Practices held prior to league games shall be limited to skills development -- no conditioning, base-running or other stamina taxing activities which might result in players being unable to perform to the best of their ability in the game. All tournament teams will be given one assigned practice time per week-not to conflict with league play. League teams will not schedule practices during this time.

c. Additional players may be added to the roster following the tryouts if deemed warranted by the tournament manager and approved by the division vice president. An underage player not named to the ORIGINAL team roster may not be added (for either practices or games) until following such player's team's commitment to the Babe Ruth National Tournaments except on an interim, emergency basis where the older team can field fewer than 9 players for a scheduled game. When possible, the younger player playing the needed position should be called up and not the same player time after time. Roster spots MAY NOT be kept open in anticipation of calling up younger players when they become available.

TOURNAMENT PLAYERS

1. TRYOUTS

a. All players will be required to attend a scheduled tryout conducted by their respective tournament team manager. Open tryouts will be scheduled prior to the start of the

regular season. If unable to attend these tryouts, players may contact the team manager and request an opportunity to tryout.

b. When two tournament teams will be fielded at any level, players are required to attend the tryouts for the "A" team. "B" team players will then be selected from the remaining players attending that tryout. A player may not voluntarily "play down" on a "B" team if the "A" team manager has selected that player for the "A" team. If a player refuses to attend a tryout sponsored by the "A" team, such player shall be ineligible to play for the "B" team. The "A" team will have priority on all eligible player selections at all levels.

c. Players must attend the age appropriate tryout. However, 14 year old players may attend the 15U tryouts if no 14U team will be participating in the Babe Ruth National Tournament. Players will not be allowed to tryout for tournament teams above their level of league play unless age appropriate. For example, a 12 year old player in Majors 60 is eligible to try out for the 12U team, but a 10 year old player in Majors 60 is not unless no 10U tournament team is being fielded. By the same token, a 10 year old player in AAA may try out for the 10U team despite the fact he is not rostered in Majors 60.

d. Players 9 and under may attend the tryout appropriate to either their level of league play or age.

2. RESPONSIBILITIES

a. Players must agree to commit for the entire tournament season including the Clarence League.

b. Players on teams participating in the Babe Ruth National Tournament may not play or practice with another Mathewson McCarthy tournament team until their team has completed participation in the Babe Ruth National Tournament except when called upon in an emergency.

3. FEES

a. Every player selected for any Babe Ruth tournament team is required to pay a non-refundable fee. No player shall be permitted to play until the fee is paid. Tournament managers are required to submit player fees to the Treasurer prior to the team's first game.

b. Tournament team player fees will be set annually by the Board of Directors. In the past these fees have generated less than the league's cost of fielding the team, the balance being covered by funds from the league's general fund-raising activities. c. It is highly recommended that the team manager appoint a team representative to handle the collecting of the team fees and team paperwork and as a lead person to handle the team's responsibilities during Mathewson McCarthy's invitational tournament.

SECTION V: MANAGERS