

2009

HAPPY VALLEY

BASEBALL ASSOCIATION

BY-LAWS

REVISED 03/02/09

EXECUTIVE BOARD

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VICE PRES.	BOB WESTERN	317-539-8112	317-403-3486	bobbywestern@msn.com
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SECRETARY	JEFF PERRY		765-341-1181	jtfd823@yahoo.com

TOWN REPRESENTATIVES

		<u>PHONE</u>	<u>CELL</u>	<u>EMAIL</u>
AMO	TIM WHICKER		317-281-5001	
BELLE UNION	ERIC BLUE		765-795-6895	bluebyu73@hotmail.com
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REELSVILLE	BOB VANSICKLE		765-720-5429	Vansickle46135@yahoo.com

TOWN PRESIDENTS

		<u>PHONE</u>	<u>CELL</u>	<u>EMAIL</u>
AMO	TIM WHICKER		317-281-5001	
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HEAD UMPIRE	CRAIG GRAGE	317-539-2697		cmgrage@tds.net
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RULES FOR ALL AGE GROUPS

1. There will be no sign-ups by any league prior to the first Saturday in February.
2. A roster of all players complete with name, birthdays, and team must be filed with the league president by April 28. Cutoff dates for rosters will be the opening day of play unless a participant moves in from a non-HVA area. The league officers reserve the right to add participants to the roster any time during the season if special circumstances occur. All leagues will use the HVA standard roster containing the coach's name, the assistant coach's name, and the local president's name with their respective phone numbers. Ten copies of each team roster are to be brought to the coach's meeting. No team is to start the season without their roster turned in. Each coach is responsible for checking rosters (game and team) for ineligible players and should notify the league president immediately upon delivery.
3. Major and minor league teams will play two games per week. Rain out games should be held on Friday or Saturday of the same week if weather permits. If the home team tries to reschedule a game two times, weather permitting, and the opposing team will not play, then the opposing team will forfeit the ball game. No HVA team will be forced to play on Mother's Day or the Saturday, Sunday or Monday of the Memorial Day Holiday. No HVA team shall be forced to play more than two games in one day.
4. It is up to the home team to furnish an **adult** (at least 18 yrs. old) umpire and a base umpire unless agreed upon by both coaches prior to the beginning of the game. No coach or assistant coach from either team will be allowed to umpire the game.
5. The up-to-date Cal Ripken Rules and Regulations will govern any rule not covered by these rules of the Happy Valley Baseball Association.
6. Selection of players will be done on a local basis.
7. Both coaches and umpires will agree upon the ground rules prior to each game.
8. Coaches must carry absent players and the reason for their absence on the scorebook. This rule will apply to all regular season and tournament games.
9. Any local league official, coach, parent, etc. may also hold a league office.
10. Any protest filed during the tourney will be decided at that time by the home plate umpire. Further conflict may be appealed to HVA board members present. If no HVA board members are present, the decision reverts back to the home plate umpire. Any HVA board member participating as a coach or manager in the game being protested will not be eligible to resolve the dispute.
11. Win/loss records will determine league champions and runners-up. In case of a tie, the season head to head record will determine the winner. If the tie persists, a playoff will be held at a neutral diamond. In the case of a three-way tie, after the above is applied and the tie persists, a playoff will be held at a neutral diamond at the decision of the league president. There will be a coin toss and the odd man will get the bye and will play the winner of the other two. There will be a three inning pitching limit per game for any pitcher in a playoff game. These innings pitched will not count toward regular league weekly pitching limits or tournament pitching limits. Every effort will be made to schedule equal number of games for all teams.

12. Whenever a coach protests a game because of alleged misapplication of the rules, the protest will not be recognized unless the umpires are notified at the time the play under protest occurs, and before the next pitch is made or a runner is retired. (Cal Ripken rule #4.19) All protests, including those arising on game ending plays, must be called in to the league president within 24 hours of the protested game. Protests must then be submitted in writing to the league president within 72 hours. All protests shall be decided within one week by the executive board. If the protested game needs to be rescheduled, it will be played within two weeks of the protest being upheld and will be scheduled by the executive board.
13. Signing of girls to play will be handled on a local basis only. All teams will be financed and governed on a local basis.
14. If disciplinary action is necessary, said action will be handled between the league president and the local president. The league president will advise the local president prior to any disciplinary action being taken to allow the local president to solve the problem.
15. Any town or coach may form an All-Star team at their own expense at the completion of the area league regular season and tournament. The coach or town must wait until the HVA All-Star rosters have been filled and completed before approaching any player from any town.
16. Any player rostered with a town in Happy Valley may, at any time before or during a game, be moved up to play in an older league game to fill a team's lineup left short handed due to absence, injury, or illness to complete the roster. In these cases, there will be no limitation on the number of innings. If the regular team player shows up before completion of the game, that player will be put in place of the substitute, who will be removed from the game. There will be no penalty for substitution or batting order due to the regular player being placed in the game. Teams must have 8 players present to start a game. Seven of the 8 players must be permanent team roster players (not moved up from a lower league). If a team chooses to play with 8 players, that team must take an out each inning when the 9th batting position comes up in the line-up. If both coaches agree before the game and note in writing in the score books, the out for the 9th position may be disregarded. Both coaches are to note players being moved up for the game in the scorebook. At no time will an underage player be allowed to play in place of a regular team rostered player if that player is present and able to play.
17. Underage players moved up under HVA Rule #16 must play in no more than one-third of the regular season games. If said underage player plays more than one-third of the regular season games in the older league, the player must be put on the permanent roster of the older team and may not be moved back to the younger league. All underage players that move up must occur within the same town. Players moved up to complete a permanent team so that they have the minimum of 9 or 10 players may play both leagues as not to penalize the player for having to move up if this is the only option to complete a roster.
18. Un-sportsman like conduct will not be tolerated in any manner by coaches, players or spectators. The league board at a meeting called by the league president will deal with any protest involving un-sportsman like conduct. Ejection of a town or an individual from the Happy Valley Baseball Association is a possibility.
19. When there is play at home plate, **the base runner must slide OR avoid contact** with the defensive player. If the runner fails to slide or avoid contact with the defensive player, the runner will be declared out. If the contact is of a violent or aggressive nature, the runner may also be ejected from the game at the plate umpire's discretion.

20. No HEAD first slide except when returning to the originally occupied base. Runner to be called out if this occurs.
21. Use of a “safety base” at first base will be considered legal, provided both offensive teams are allowed use of the base equally. The intention is to avoid injury to the batter-runner and the defensive player making the play at first base. **The colored “safety” portion of the base that extends outside the first base line is for use by the batter-runner only.** Once the batter-runner has safely reached first base and becomes a runner, they must use only that portion of the base that is white and fully inside the base line. The defensive player may not use the colored “safety” portion of the base when attempting to make an out at first base.
22. Yelling instruction at the opposing team’s batter ("swing", etc.) by coaches, fans, or players will not be tolerated. The offense is also prohibited from this type of un-sportsman like conduct.
23. Suspension of play by calling time-out for the sole purpose of gaining an advantage over the opponent will not be tolerated.
24. Trophies for tourney will be provided by the host town for first and second place teams. Trophies will be awarded to players only. A minimum of fifteen (15) trophies is to be ordered.
25. Trophies will be awarded by the HVA for the first and second place teams in the final league standings. Trophies will be awarded to players only.
26. League dues are \$65.00 per team to be paid at the coach's meeting.
27. Any complaints within the organization will be dealt with in the following order:
 1. Inform Coach
 2. Inform Town President
 3. Inform League President or Executive Board Member of HVA
28. A copy of these Happy Valley Baseball Association Rules and a copy of the up-to-date Cal Ripken Rules and Regulations are required to be available at every concession stand in the league.
29. Run/Mercy Rule: During regular season league games, if any team is up by more than 20 runs by the end of 4 completed innings and/or 15 runs by the end of five complete innings, then by rule the game is officially over.

HAPPY VALLEY SPONSORED ALL-STAR TEAMS
MINOR AND MAJOR LEAGUES ONLY

1. Head coaches or assistant coaches interested in coaching the All-Star Team must submit their name to the league president two weeks prior to the end of the regular season.
2. The Happy Valley town representatives will select the coaches by blind vote.
3. Town representatives are required to submit potential All-Star player information cards at the All-Star coach's selection meeting.
4. Minimum of 10 players per team. Maximum two majors and two minors.
5. Try-outs for each division will be held as soon as possible at each respective tourney site after the league post-season play. Players must attend All-Star try-outs to be eligible to play. The HVA board will determine exceptions.
6. The All-Star head coach will determine final selection of All-Star team(s). Regular season head coaches are encouraged to attend try-outs and provide constructive input to the elected All-Star coach.

MAJOR LEAGUE

1. Regular season games will be played on Tuesdays and Thursdays and consist of six complete innings.
2. Games will start promptly at 6:00 pm. If the home team does not have the field ready to play or either team is not present and ready to play at 6:05 pm, the opposing team may play the game under protest. If it is decided by the Happy Valley Board that the delay was due to the team causing the delay being careless or purposely causing a delay, that team will be forced to forfeit the game. The purpose of this rule is to encourage an on-time start to allow games to be played to completion before dark.
3. If a game is tied at the end of regulation play, extra innings will be played if the home plate umpire rules it possible. If further play is not possible, the two coaches will agree on a time to resume play. Coaches may agree to start the game earlier.
4. Only players age ten, eleven or twelve years old may be placed on a major league permanent team roster. Players must be ten before May 1st and must not turn thirteen before May 1st.
5. Infield fly rule to be enforced. No dropped third strike rule.
6. Every player will play at least two complete innings in the field. All players will bat in rotation and have free substitution. Teams must report all substitutions to the opposing teams score keeper. Any violation of this rule will result in a forfeit.
7. Major league pitchers may pitch six innings per week and these innings may be consecutive in a single game. In the event of a rain out, the rain out game will revert back to the week it was originally to be played in. The pitcher is entitled to the amount of innings left in that week.
8. No pitcher in Happy Valley League tournament play shall be allowed to pitch more than six innings in any two consecutive tournament games. If a pitcher delivers one pitch in an inning, he shall be charged for one inning pitched.
9. The pitcher will be informed that he has balked, but no penalty will be enforced. After two warnings, the third pitch will be a dead ball.
10. Only the starting pitcher can leave the mound and return once to the pitching position.
11. No intentional walks. If, in the opinion of the home plate umpire, the pitcher is attempting to intentionally walk the batter, the umpire will give a warning to the pitcher stating that the batter will not walk. If, in the opinion of the home plate umpire, the pitcher continues to intentionally deliver balls, the batter will be awarded a home run. Any runners on base will also score.
12. The pitcher must get the ball and force the lead runner back to his base for the ball to be dead. Any overthrow to the pitcher is a live ball. If the pitcher has the ball and has forced the runner back to the base and the runner is making no attempt to leave the base while pitcher has the ball, the umpire may call time out and the runner loses the option to run.
13. Play is not dead until the pitcher has the ball and is standing on the mound, or the umpire calls time out. Any exception such as an injured player is at the discretion of the umpire.

14. When the play is dead and the runner is between bases, the runner will be returned to the last base occupied.
15. During the HVA tourney, a "10 run rule" shall be instituted after four and a half innings have been played. Major Tourney will be double elimination.
16. Slugbunts will not be aloud. A slug bunt is when a batter squares to bunt while the pitcher is in his/her wind up and then pulls bat back to swing away. This will result in a called strike for first offense and an out for everyone after that. This rule is per team, per game.
17. There will be a two hour time limit on all Major Happy Valley games except for tournament championship games. The Third out of the inning constitutes the start of the next inning. Home umpire will note the start time before the first pitch is thrown and have it recorded by both scorekeepers for each team.

17. MINOR LEAGUE

1. **Regular season games will be played on Mondays and Wednesdays and consist of five complete innings played with the Ninth Batter Rule, the sixth and following innings will be without the Ninth Batter Rule in affect.** When the ninth batter comes to the plate to bat, the coach of the team at bat will inform the umpire. The umpire will inform the team in the field. If the coach does not inform the umpire before the first pitch is thrown, the ball will be declared dead. When the ball is declared dead by the umpire after the ninth batter bats, the other team will take their turn at bat. The ball will be declared dead when the lead runner is stopped. If the ninth batter walks, the ball is in play (wild pitch or passed ball) and the lead runner must be stopped. Three outs or nine batters end a turn at bat.
2. Games will start promptly at 6:00 pm. If the home team does not have the field ready to play or either team is not present and ready to play at 6:05 pm, the opposing team may play the game under protest. If it is decided by the Happy Valley Board that the delay was due to the team causing the delay being careless or purposely causing a delay, that team will be forced to forfeit the game. The purpose of this rule is to encourage an on-time start to allow games to be played to completion before dark.
3. If the home plate umpire rules a game not possible to continue, and three and a half or four innings have not been completed, it will be ruled a suspended game. The two coaches will agree on a time to restart the game and pickup where the game left off with the exception of the batter at the plate when the game was ruled not possible to finish. The batter at the plate will start the rescheduled game with a clear count.
4. If a game is tied at the end of regulation play, extra innings will be played if the home plate umpire rules it possible. If further play is not possible, the two coaches will agree on a time to resume play. Coaches may agree to start the game earlier.
5. Only players eight, nine or ten years old may be placed on a minor league team permanent roster. Players must be eight years old before May 1 and must not turn eleven before May 1.
6. No infield fly rule. No dropped third strike rule.
7. Every player will play at least two complete innings in the field. All players will bat in rotation and have free substitution. Teams must report all substitutions to the opposing team's score keeper. Any violation of this rule will result in a forfeit.
8. Minor league pitchers may not pitch more than three innings per game or six innings in two consecutive games per day in the regular season and tourney. In case of a rain out game, a pitcher may pitch three innings in the rain out game also. No team shall be forced to play more than two games in one day.
9. The pitcher will be informed that he has balked, but no penalty will be enforced. After two warnings, the third pitch will be a dead ball.
10. Only the starting pitcher can leave the mound and return once to the pitching position.
11. If a pitcher delivers one pitch in an inning, he shall be charged for one inning pitched.

12. No intentional walks. If, in the opinion of the home plate umpire, the pitcher is attempting to intentionally walk the batter, the umpire will give a warning to the pitcher stating that the batter will not walk. If, in the opinion of the home plate umpire, the pitcher continues to intentionally deliver balls, the batter will be awarded a home run. Any runners on base will also score.
13. The pitcher must get the ball and force the lead runner back to his base for the ball to be dead. Any overthrow to the pitcher is live ball. If the pitcher has the ball and has forced the runner back to the base and the runner is making no attempt to leave the base while the pitcher has the ball, the umpire may call time out and the runner loses the option to run.
14. Play is not dead until the pitcher has the ball and is standing on the mound, or the umpire calls time out. Any exception such as an injured player is at the discretion of the umpire.
15. When the play is dead and the runner is between bases, the runner will be returned to the last base occupied.
16. During the HVA tourney, a "10 run rule" shall be instituted after four and a half innings have been played. Minor Tourney will be double elimination.
17. Slurbunts will not be aloud. A slug bunt is when a batter squares to bunt while the pitcher is in his/her wind up and then pulls bat back to swing away. This will result in a called strike for first offense and an out for everyone after that. This rule is per team, per game.
18. There will be a two hour time limit on all Minor Happy Valley games except for tournament championship games. The Third out of the inning constitutes the start of the next inning. Home umpire will note the start time before the first pitch is thrown and have it recorded by both scorekeepers for each team.

COACH PITCH LEAGUES

1. The eight and under regular season games will be played on Saturdays at 9:30 am and on Sundays at 1:30 pm. The six and under regular season games will be played on Saturdays at 12:00 noon and on Sundays at 4:00 pm.
2. **A regulation eight and under game will consist of six complete innings. Innings one through five will be played with the Ninth Batter Rule.** When the ninth batter comes to the plate to bat, the coach of the team at bat will inform the umpire. The umpire will inform the team in the field. If the coach does not inform the umpire before the first pitch is thrown, the ball will be declared dead. When the ball is declared dead by the umpire after the ninth batter bats, the other team will take their turn at bat. The ball will be declared dead when the lead runner is stopped. Three outs or nine batters end a turn at bat. **The Ninth Batter Rule will not apply in the sixth inning. Three outs will end a turn at bat in the sixth inning.**
3. **A regulation six and under game will consist of five complete innings all played with the Ninth Batter Rule.** When the ninth batter comes to the plate to bat, the coach of the team at bat will inform the umpire. The umpire will inform the team in the field. If the coach does not inform the umpire before the first pitch is thrown, the ball will be declared dead. When the ball is declared dead by the umpire after the ninth batter bats, the other team will take their turn at bat. The ball will be declared dead when the lead runner is stopped. This also means if the fielder has the ball and touches home plate before the advancing runner gets to home plate. Three outs or nine batters end a turn at bat.
4. Only players eight years and under may play in the eight and under league. Players must not turn nine before May 1st. Only players six years and under may play in the six and under league. Players must not turn 7 before May 1st.
5. All players must play at least two complete innings in the field in regular season and tourney games. Teams must report all substitutions to the opposing team's score keeper. All players will bat in rotation and have free substitution.
6. Only ten players will be on the field during defensive play, six infielders and four outfielders. The outfield will be considered twenty feet behind the base lines. Three hash marks must be marked on the field to show the outfield and outfielders must stay behind these marks until the ball crosses the plate. Only two defensive coaches shall be in the outfield and shall remain in the outfield until the umpire has called time.
7. Hash marks will be marked halfway between home plate and first base, first base and second base, second base and third base, and third base and home plate. The infielders must not cross the imaginary line extending from the hash marks between first base and home plate to the pitcher's plate to the hash mark between third base and home plate until the ball is hit.
8. When play is dead and a runner is between bases, the runner may proceed to the next base if the runner was already past the halfway mark when the umpire called time. If the runner had not reached the halfway mark, the runner must return to the base previously occupied. The home plate umpire will decide whether the runner is entitled to the next base or not.

9. Coach pitch league games will be played with sixty-foot base paths. There will be a fifteen-foot **diameter** pitcher's helper circle around the pitching rubber, which will be at 46'. The pitcher's helper must have at least one foot touching the line of the circle until the coach pitcher releases the ball.
10. **For the eight and under league, the coach-pitcher will pitch every pitch underhand or overhand to each batter from a distance not less than thirty-five feet from the front of home plate. For the six and under league, the coach-pitcher will pitch every pitch underhand or overhand to each batter from a distance not less than fifteen feet from the front of the plate.** Hash marks will be drawn to show these distances. For an overhand pitch, the pitcher must inform the umpire and the catcher. If a coach-pitcher comes in contact with a live ball, in fair or foul territory, the umpire will immediately declare a dead ball and runners in motion at the time the dead ball was declared will be returned to bases previously occupied. Any outs occurring prior to the dead ball will stand.
11. No walks. After a batter receives a count of three balls, the umpire will inform the batter that the next pitch will be a strike whether the batter swings or not. The ball count is canceled by a foul ball or a strike.
12. No infield fly rule.
13. The ball is dead when the lead runner is stopped on base or is making no effort to advance and a fielder has control of the ball in the infield. When the lead runner is stopped, the umpire will call time out.
14. Pitcher's Helpers for all coach pitched leagues are required to wear a batting helmet with approved face mask.

HAPPY VALLEY BASEBALL ASSOCIATION

TOURNEY SITE SELECTION

1998

Hazelwood
New Winchester
Belle Union
Reelsville
Belleville

1999

Fillmore
Amo
Coatesville
Eminence

2000

Eminence
Belle Union
Reelsville
Belleville
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2001

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2009

Belleville
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Eminence
Fillmore
Monrovia
Belle Union
Reelsville

TOURNEYS

1. HVA 6 & Under Coach Pitch League
2. HVA 8 & Under Coach Pitch League
3. HVA Minor League
4. HVA Major League
5. HVA 6 & Under Coach Pitch League All-Star Invitational
6. HVA 8 & Under Coach Pitch League All-Star Invitational
7. HVA 9 Year Old All-Star Invitational
8. HVA 10 Year Old All-Star Invitational

The undersigned hereby adopt this revised copy of Happy Valley Baseball Association By-Laws and further agree that any discrepancy in interpretation or application of these By-Laws or Cal Ripken Rules will be settled by Head Umpire Craig Grage.

Amo Representative

Date

Belle Union Representative

Date

Belleville Representative

Date

Coatesville Representative

Date

Eminence Representative

Date

Fillmore Representative

Date

Monrovia Representative

Date

Reelsville Representative

Date