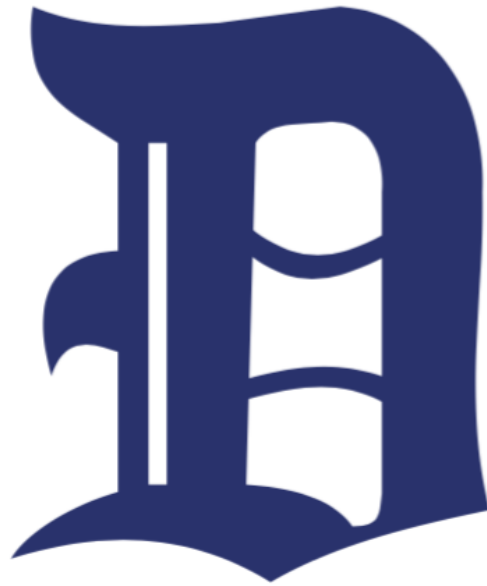


2024 DENVILLE BASEBALL



Local Rules, Code of Conduct,
and Safety Information
www.denvillebaseball.org

**This manual is offered as a tool to place important
information at the managers' and coaches' fingertips.
Please read it.**

Denville Baseball Contact Information

League President

Joe Fazio

denvillebaseballpresident@gmail.com

973-479-6580

Website: www.denvillebaseball.org

Denville Recreation Department 973-625-8052

Denville Police or Medical Emergency 911

Denville Police – Non-emergency 973-627-4900

Rain-Out Information <http://cancellations.denvillenj.org>

(Field Closings)

Denville Baseball Board of Directors

Joe	Fazio	President
Kevin	Perry	Vice President
Joe	Gangemi	Treasurer
Billy	Wingren	Secretary/Webmaster
Stephen	Frix	Travel/Tournament Director
Bryan	Flynn	Concessions Co-Director
James	Hallik	Player Agent
George	Dionyssiou	Majors Director
Michael	Freker	Minors Director
Scott	Alton	Rookies Director
Chris	Titze	Tee-Ball Director
Eric	Mindrebo	Player Development
Mike	Sturgeon	Equipment Director/Ump in Chief
Matt	Schrager	Field Scheduler
Brandon	Gentile	Concessions Co-Director
Mike	McDonald	Umpire in Chief
Kim	Lefferts	Past President
Steve	Pellettiere	Trustee
Mark	Stein	Trustee

Denville Baseball Code of Conduct

No Board Member, Manager, Coach, Player, Parent, or Spectator shall:

- Speak disrespectfully to any manager, coach, official, or league representative.
- Be guilty of disrespectful behavior via email, social media, or any other avenue to any manager, coach, official, or league representative.
- Be guilty of discussing publicly with anyone in a derogatory or abusive manner about current or past board members, general members, league officials, managers, coaches, players, or league officials.
- Be guilty of physically attacking any board member, official, manager, coach, player, or spectator.
- At any time, lay a hand upon, push, shove, strike, or threaten to strike an Umpire.
- Shall challenge an umpire's authority. The umpires shall have the authority and discretion during a game to penalize the offender according to the infraction up to and including removal from the game.
- Be guilty of personal, verbal, or physical abuse upon any official for any actual or imaginary belief of a wrong decision or judgment.
- Be guilty of an objectionable demonstration of dissent at an official's decision by throwing gloves, helmets, hats, bats, balls, or any other forceful, unsportsmanlike action.
- Be guilty of publicly discussing any play, decision, or personal opinion on players (during or after a game) with spectators in a derogatory or abusive manner.
- Be guilty of mingling with or fraternizing with managers, coaches, and spectators during the game.
- Be guilty of using unnecessarily rough tactics in a game against the body of an opposing player.
- Be guilty of tampering with or manipulating league rosters, schedules, draft positions or selections, official scorebooks, rankings, financial records, or procedures.
- Be guilty of the use of profane, obscene, or vulgar language in any manner at any time.
- Be guilty of gambling upon any play or outcome of any game with anyone at any time.
- Smoking or vaping in the stands, on the playing field, or in any dugout is prohibited. The Township of Denville's ordinances regulate smoking policies and rules.
- Appear on the field of play, stands, or anywhere on the Denville Baseball complexes while intoxicated at any time. "Intoxicated" will be defined as an odor or behavior issue.
- Observe local speed limits in all parking lots.
- No alcohol is allowed in any Township of Denville field areas without a permit from the Township Clerk.

Failure to comply with the above may result in disciplinary action at the discretion of the Denville Baseball Board of Directors.

SafeKid Program

The following constitute the policies of Denville Baseball concerning awareness and prevention of abuse within our organization:

- Denville Baseball is committed to providing a safe environment and to prevent child abuse and sexual misconduct.
- Denville Baseball will make every reasonable effort to ensure that every person involved in coaching/training a sports activity in our organization will abide by the SafeKids guidelines.
- Denville Baseball will make every reasonable effort to exclude any adult with a legally documented history of child abuse/molestation or any other conviction or record that would bring unnecessary risk to the health and safety of the pool participants of this organization.
- Denville Baseball will perform a criminal background check on every person applying for a position at our organization.
- Denville Baseball will take appropriate action on all allegations of child abuse and/or sexual misconduct. All allegations will be reported immediately to the authorities for investigation and will cooperate fully with any such investigation.
- The following represent the preventive measures of our organization concerning abuse:
 - Physical, mental, and verbal abuse of any of the participants, coaches, managers, employees, and volunteers involved in our sponsored activities is not permitted.
 - Inappropriate touching of any kind is forbidden.
 - We agree to provide more than one adult to work at or oversee every activity. If a child needs special attention (one-on-one training or an individual meeting), another adult will assist or be present.
 - Coaches/trainers should never ride alone with a child or participant in the car. Procedures shall be established for coaches to follow if a participant is stranded at an activity.
- Parents are encouraged to attend sponsored activities.

SAFETY CODE FOR DENVILLE BASEBALL

- Responsibility for safety procedures should be that of an adult member of the local league.
- Managers, coaches, and umpires should have some training in first-aid. First-Aid Kit will be available at the field and at the concession stand at all times.
- No games or practice should be held when weather or field conditions are not good, particularly when lighting is inadequate. Please check the field closing website <http://cancellations.denvillenj.org/> and look for signs posted on the fields.
- It is required that the fields are inspected by coaches/managers/umpires before games or practices for holes, damage, glass, and other foreign objects/hazards.
- A protective cup is suggested for all players (mandatory for those who play catcher)
- Only players, managers, coaches, and umpires are permitted on the playing field during play and practice sessions.
- The managers, coaches, or players assigned are responsible for keeping bats and loose equipment off the field of play.
- Procedures should be established for retrieving foul balls batted out of the playing area.
- During practice and games, all players should be alert and watch the batter on each pitch.
- During warm-up drills, players should be spaced so that no one is endangered by wild throws or missed catches.
- Equipment should be inspected regularly. Make sure it fits properly.
- Batters must wear approved protective helmets during practice and games.
- Although not mandatory, Denville Baseball encourages using face guards on all personally owned batting helmets.
- Catchers must wear a catcher's helmet, mask, throat protector, long model chest protector, shin guards, and male catchers must always wear a protective supporter and cup.
- Except when a runner returns to a base, head-first slides are not permitted (12 years old and under).
- During sliding practice, bases should not be strapped down and should be located away from the base anchoring system.
- "Horseplay" is never permitted on the playing field or in dugouts during gameplay and practice sessions.
- Parents of players who wear glasses should be encouraged to provide "Safety Glasses."
- Players must not wear watches, rings, pins, jewelry, or other metallic items.
- Catchers must wear a catcher's helmet and mask with a throat protector in warming up pitchers.
- The use of mouthguards for all players is encouraged, especially infielders.
- Coaches are strongly encouraged to openly communicate with parents to discuss their pitching load from other teams outside of Denville Baseball. (i.e.: Club Teams, School Teams, Etc.)

Denville Baseball Local Rules books are provided to the manager of each team by the local league or can be obtained by contacting Babe Ruth International Headquarters, 1670 Whitehorse Mercerville Road, Hamilton, NJ 08619 (800) 880 3142.

Section A – General

1. DEFINITIONS:

1.1. These rules shall apply to the Major, Minor, Rookies, Tee-Ball, Travel, Tournament, and Travel leagues.

1.1.1. Section A shall apply to all the leagues.

1.1.2. Section B shall apply to Managers.

1.1.3. Section C shall apply to Umpires.

1.1.4. Section D shall apply to Pitching.

1.1.5. Section E shall apply to Equipment.

1.1.6. Section F through J shall apply only to the Divisions specified.

1.2. These rules shall be approved by and subject to change only by a vote of the Executive Board, as outlined in the Constitution and By-Laws of Denville Baseball.

1.3. These rules supplement the Constitution and By-Laws of Denville Baseball, Inc. and the official playing rules for local leagues as published by Cal Ripken rules and, if applicable, the Babe Ruth League, Inc. Baseball Rules and Regulations and Official Playing Rules.

1.4. Player eligibility for the 2024 season will be strictly governed by Babe Ruth Baseball's rules and regulations and this document locally. All participants must meet the eligibility criteria as specified by Babe Ruth Baseball to ensure fair play and compliance within our league. The following table summarizes player eligibility by age:



BABE RUTH LEAGUE, INC. BIRTH CHART FOR 2024 – BASEBALL DIVISIONS

	2020	2019	2018	2017	2016	2015	2014	2013	2012	2011	2010	2009	2008	2007	2006	2005
January	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
February	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
March	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
April	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
May	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
June	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
July	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
August	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
September	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
October	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
November	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
December	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

All player ages are determined by the birth chart shown above. May 1 in any year shall be the deciding date.

2. DRAFTS

- 2.1. Majors and Minors Division teams shall be assigned using the draft method determined by the Denville Baseball, Inc. Board. The draft will ensure that teams are as balanced as possible. The Rookies and Tee-Ball Division Directors and the Player Agent will assign Rookies and Tee-Ball teams.
- 2.2. The only options considered are siblings and transportation needs. Manager and coach options are not permitted.
- 2.3. Trading of players after rosters have been assigned is not allowed.
- 2.4. All rosters must be completed at the time of draft.
- 2.5. Only registered players are eligible for the draft, per the Player Agent. Player Agent decisions are final.
- 2.6. Coaches may not contact players regarding their team until the Player Agent officially releases the League's roster for the upcoming season.
- 2.7. Majors and Minors Drafts - The Player Agent, Division Directors from Majors and Minors, and the Travel Director will conduct respective drafts to assign registered players to teams. Teams will be created to maximize parity and balance between each team as best possible.
- 2.8 Rookies and Tee-Ball Rostering—the Rookies and Tee-Ball Division Directors and the Player Agent will assign Rookies and Tee-Ball teams based on age. Parental requests due to familial relationships, transportation requirements, or schedule will be considered but are not guaranteed.
- 2.9 All teams will have a new draft or rostering process each season.
- 2.10 Drafts and rostering for all leagues will utilize a collaborative approach to generate balanced teams.
- 2.11 The Player Agent will oversee the operation of all drafts and team rostering.

3. PROTESTS

- 3.1. Written protests shall be made to the League President. In filing a protest, the protesting manager must specifically point out the rule (by number and section) on which the protest is based.
- 3.2. Written protests addressed to the President and emailed directly to him/her within 24 hours of the incident being protested.
- 3.3. The protest committee (consisting of: The President, Secretary, Player Agent, Umpire-In-Chief and Director of said Division) shall render a decision as soon as possible after the President receives the letter of protest, but no later than four (4) days.
- 3.4. If a protest is upheld, thereby requiring all or a portion of the protested game to be replayed, the schedule for this game shall be announced to the managers involved by the League Director no later than 48 hours after the protest committee's decision.

4. POSTPONED OR SUSPENDED GAMES

- 4.1. Postponed and suspended games will be played at the next available date. **Managers will consult on the next available date for the game. Once a date is agreed upon, the Home Team Manager will contact the Field Scheduler, Umpire-in-Chief, and Division Director to change it.**
- 4.2. Once a game is rescheduled, if a team fails to show up for that game, it is grounds for a forfeit.

5. FORFEITS

- 5.1. There are no automatic forfeits. All situations deemed to be grounds for a forfeit will be decided by the Board of Directors on an individual basis. Any game not played for any reason other than inclement weather must be reported to the Board of Directors within 24 hours. Failure to do such will result in double-forfeit with zero points awarded to both teams.

6. DIVISIONAL STANDINGS

- 6.1. Divisional standings will be determined on a point basis.
- 6.2. A team will be awarded 3 points for each victory, 2 points for a tie, and 1 point for a loss.
- 6.3 Any game not made up by the end of the regular season will be considered a double-forfeit, and no points

will be awarded.

6.4. In the event of a tie at the end of the regular season, the following tie-breakers will be used in this order:

1. Head-to-head record, if tied, then
2. Head-to-head run differential, if tied then
3. Percent of games played, if tied, then
4. Coin flip.

6.5. Rookies and Tee-Ball Divisions do not keep score or Divisional standings.

7. ROSTER VACANCIES

7.1. In the event of a roster vacancy during the season, the manager shall immediately notify the Player Agent and League Director.

7.2. The Player Agent will analyze the situation. Each situation will be different and will be analyzed as such. Replacement time will be the Player Agent's option. After his/her investigation, the Player Agent will advise the Division Director and Manager of his/her decision.

7.3. If any player misses three (3) consecutive games, or it is apparent that three (3) games will be missed due to illness or injury, the manager shall immediately notify the Player Agent and Division Director, who will determine if a replacement should be made.

7.4. In the beginning of the season, Division Directors will get a list of eligible Taxi Squad (General Section A, 8. Taxi Squad) players eligible participants to fill vacancies for one game at a time to the Player Agent. The Player Agent will assign a player from the Taxi Squad to fill the vacant position.

8. TAXI SQUADS

8.1. For the purpose of this section, these players will be referred to as "TS Player".

8.2. During the Recreational and Travel/Tournament seasons, teams may elect to use one (1) player from a lower level to play in a higher Division. Travel teams should use a player from the same level if a second team plays at the same level.

8.3. This policy pertains to the Majors, Minors, and Rookie levels. This policy aims to help managers field a team to keep the season moving. At no time will the addition of a TS Player increase the available game-day roster to more than ten (10) players.

8.4. Under this policy, it will not be necessary for a Rookies team to use a TS Player from a lower Division.

8.5. All requests for a TS Player shall be directed to the Player Agent, who shall determine if there are any restrictions or safety concerns with the younger TS Player moving to a higher level. The Player Agent will then contact the TS Player's parents for approval. This approval must be in writing; email will suffice. If the parents approve, the Player Agent will notify the Division Director.

8.6. At the beginning of each season, each team manager must develop a list of interested candidates and provide the list to the Player Agent for final approval.

8.7 All requests must be made within 2 Hours before the game. All taxi squad players will be part of a pool.

8.8 The Player Agent will maintain the pool of Taxi Squad players. Taxi squad players will be eligible to play on a rotating basis (i.e., the Player Agent will do their best to ensure that a player is not eligible to play as a taxi squad player until all Taxi Squad players in the pool are offered the opportunity to play).

8.8 The player agent should incorporate a rotation within the pool to allow equal participation among the taxi squad.

8.9 No lateral Taxi Squad players (players from the same Division) will be added to a roster.

8.10 TS Players Taxi players may not be used in a manner that significantly reduces the playing time of rostered players in key positions (for example, TS players are not permitted to play infield or pitch ahead of rostered players who choose to do so, and TS players should bat last in the lineup, etc.). The primary role of TS players is to serve as extra players, ensuring that teams have enough players to participate and improving the overall game experience for everyone involved. Furthermore, this regulation ensures that TS players can contribute to higher-level games while respecting the commitment and position of rostered players. Any exceptions to this regulation must be approved by the team's coaches, Division Director, and Player Agent before the start of the game. Any team found to have violated this rule, whether by misusing TS players without proper explanation or failing to adhere to the outlined limitations, will forfeit the game.

9. PLAYING TIME

*** Special attention to this rule. NO EXCEPTIONS!**

9.1. Each player present at a game, in uniform and physically able to play, shall remain in the defensive lineup for at least three of the first six (6) innings of a Major or Minor league game. No player shall sit for more than one consecutive inning. **NOTE: (An inning is six (6) outs.) Free substitution as per in 9.6 and 9.7.**

9.2. No player can play more than 4 consecutive innings per game on one (1) position unless the manager deems it necessary based on safety or other concerns. Pitchers are exceptions to the rule but must follow pitching rule guidelines.

9.3. Each player must play a minimum of one (1) inning in an infield position per game. The safety of the player is the first priority, and the player can be removed from the infield position prior to finishing the inning, if necessary. The manager has the authority, for safety, to not place a player in an infield position during a game.

9.4 The three (3) inning requirement is lessened to the extent that a game is shorter than the standard seven (7) or six (6) inning game.

9.5 The rule may be waived entirely for disciplinary reasons as outlined in Section A, 10. Discipline.

9.6 Free substitution – players can be substituted throughout the game in the field. No player can sit out (or be scheduled to sit out) more than three innings in a game, nor can they sit out consecutive innings. Once a pitcher has been removed, they cannot return as a pitcher.

9.7 Batting Order – A batting order that includes all team members must be submitted to the opposing manager before the start of the game. Latecomers will be added to the end of the lineup. If a player in the batting order leaves the game for anything other than an injury and misses their turn at bat, that player cannot re-enter the game. No out is assessed. Everyone bats the entire game.

10. DISCIPLINE

10.1 A manager may elect to keep a player out of a game as a form of discipline.

10.2 Such action must have **prior approval** of the Division Director and Player Agent and notification to the President and Board Secretary of the action taken.

10.3 If such action is to be taken, the manager must inform both the Umpire-in-Chief and the opposing manager before the game. Once announced, this decision is irrevocable. The player being disciplined may be in uniform and on the team bench. The player may participate in pre-game practice, etc., but they may not participate in the game.

10.4. Any defensive player who fakes a tag without possession of the ball or makes a move intended to or which causes the runner to slide shall be given a warning. The next occurrence may lead to ejection.

10.5. Any ejection from a game (player or adult) shall be reported by the umpire involved, in writing, to the Umpire-in-Chief, who shall notify the Division Director, the President, and the Player Agent immediately for possible disciplinary action and documented and filed with the Board Secretary.

10.6 Umpires will use their judgment regarding any discipline on a coach, player, and parent. The umpire has the right to eject any manager, coach, player, or parent from a game.

10.6.1. Any player ejected from a game will be suspended for the next scheduled game (no exceptions) (including playoffs).

10.6.2. Any manager or coach ejected from a game will be suspended for the next two scheduled games (no exceptions and (including playoffs).

10.6.3. A 2nd offense by anyone will result in a suspension for the remainder of the year (including playoffs).

10.6.4 Denville Baseball Board reserves the right to review all ejections and apply additional action(s) at its sole discretion. Any decision of the Denville Baseball Board is final.

11. MISCELLANEOUS

11.1. In the event of thunder or lightning, play must be stopped for a minimum of 30 minutes after the last sound of thunder or observed lightning strike before play can resume. Resumption of play is at the discretion of the umpire, coaches, and Site Manager

11.2. If a game is halted due to weather, it shall be deemed (1) suspended, (2) declared an official game, or (3)

declared not an official game if it cannot be resumed within 30 minutes after the applicable curfew (see curfew times on chart on next page).

11.3. NJ State Law requires that Denville Baseball require players wearing corrective eyewear to wear protective eyewear that meets the frame standards of the American Society for Testing and Materials (ASTM) F803 and lens standards of the American National Standards Institute (ANSI) Z87.1. It is highly recommended that any sunglasses worn by players also meet these standards.

11.4. Major and Minor league games require 8 players per team to start and end a game. The coach can request another team player to play an outfield position. If requested, it will be the player who made the last out. The player does not bat.

11.5. It is recommended that all managers will select a maximum of three coaches. Once selected, they will be submitted to the Board for approval.

11.6 11.6 If an incident occurs during Denville Baseball activities that require medical attention, the injured player's manager or relative must email the Division Director, President, Board Secretary, and Player Agent within 24 hours of the incident.

11.7 Site Manager will be defined as a Board member responsible for overseeing play at Gardner Field per local rules.

12. STANDARD START TIMES:

Field 1 6:30 P.M.

Field 2 6:30 P.M.

Field 4 7:00 P.M.

Field 5 6:00 P.M.

Field 6 6:00 P.M.

Veterans Memorial Field 6:00 P.M.

Valley View Middle School 6:00 P.M.

13. CURFEW:

13.1. All regular-season Majors Division games have a 2-hour time limit. No new inning shall start after 1 hour 45 minutes from the start of the game. There are no time limitations for playoff and Championship Games.

13.2. All regular-season Minors Division games have a 2-hour time limit. No new inning shall start after 1 hour 45 minutes from the start of the game. There are no time limitations for playoff and Championship Games.

13.3. After 4 Innings, or 1 hour and 30 minutes after the game starts, all regular season games are considered complete, even if tied.

13.4. A new inning starts once the third out is made in the prior inning.

13.5 All Rookies Division games have a 1-hour 30-minute time limit. No new innings shall start after 75 minutes from the start of the game.

13.6. All Tee-Ball games have a 60-minute time limit. No new innings shall start after 45 minutes from the start of the game.

13.7. The Umpire is the official timekeeper of all Majors and Minors games. The start time of all games is established upon completion by the manager/umpire meeting.

13.8. The Home Manager is the official timekeeper of all Rookies and Tee-Ball games.

13.7. On Sunday – Thursday evenings, no inning can start after:

13.6.2 Majors/Minor League 9:00 P.M.

13.8 On Friday and Saturday evenings, no inning can start after:

13.7.2. Major/Minor League 10:00 P.M.

14. UNIFORM REQUIREMENTS

14.1. Recreation Baseball players must wear their assigned jersey, hat (and socks). They may not wear any other uniform parts, including Denville Travel Baseball uniforms.

14.2. School game day: Players are allowed to wear school pants but must wear the Denville team shirt and hat.

14.3. All shirts will be tucked in.

14.4. Pitchers cannot wear wristbands or white long-sleeve tops.

14.5. Players will be allowed to wear their own baseball pants, including travel team pants, as long as they are grey.

15. BATTING CAGES

15.1. Batting cages will be reserved:

15.1.1 For 1 hour before the published game start time, teams scheduled for games on Field #1 will have priority to the left batting cage.

15.1.2 For 1 hour before the published game start time, teams scheduled for games on Field #2 will have priority to the right batting cage.

15.1.3 In the spirit of fairness and cooperation, when four teams are scheduled to play at the same start time on Fields #1 and #2 and express a desire to use the batting cages for pre-game warm-ups, teams must share the cages equally and cannot use them for more than 20 minutes each.

Section B - Managers

1. DEFINITIONS

1.1. The Manager is a person appointed by the Board of Directors of Denville Baseball to be responsible for the team's actions on the field and to represent the team in communications with the umpire and the opposing team.

1.2. The Manager shall always be responsible for the team's conduct, observance of the official rules, and deference to the umpires.

1.3. The Manager is also responsible for the safety of his players. He/She is also ultimately responsible for the actions of designated coaches.

1.4. If a Manager leaves the field, that Manager shall designate a Coach as a substitute, and such Substitute Manager shall have the duties, rights, and responsibilities of the Manager.

1.5. Annually, any person(s) interested in managing in the Denville Baseball program submit a biography of coaching credentials when asked prior to the drafts.

1.5.1 Assistant coaches will be nominated by the Board to assist the manager.

1.5.2. The Denville Baseball Board will confirm all coaches to the manager.

2. MANAGER'S SPECIAL DUTIES

2.1. The home team manager on each field is responsible for obtaining the necessary equipment (e.g., bases) for their game. Specifically, ensuring the scoreboard tablet is working, and the scoreboard is on.

2.2. The winning manager will notify the league director of each game's outcome and post it in TeamSnap.

2.3. The winning manager must post the pitching counts on Team Snap within 12 hours of the game's conclusion. Failure to do so will result in disciplinary action.

2.4. Both team managers are responsible for policing the dugouts, field, and spectator areas after each game, including sweeping of dugouts.

2.5. Only approved managers, coaches, and team players are permitted in the dugouts or field area during games in all divisions of Denville Baseball. Only the manager or acting manager is permitted on the field to talk to players or umpires during games.

2.6. Field 2 or 4 home team manager to ensure snack stand personnel are escorted to their cars. Please do not leave if the stand is still operating.

2.7. Home team manager is responsible for distributing and signing umpire's reimbursement cards for payment.

2.8. All managers must complete the Denville Baseball Volunteer Application and complete a certified safety course. All managers must ensure all coaches have done the same.

2.9. Managers and coaches should use field watering and lining equipment before each game and return the pitching mound cover at the conclusion of game day.

2.10. Managers are responsible for supplying player evaluations to the Player-Agent. Failure to do such will disqualify the manager from holding the position of Manager the following season. This shall be completed by May 21st of each year.

2.11. All managers and coaches are responsible to ensure there is no on-deck swinging except for 1st batter of

each ½ inning.

2.14. Player evaluations are subject to review and adjustment by the Denville Baseball Board.

2.13. All managers must attend a pre-season manager meeting with the Denville Baseball Board of Directors or Division Director. (If the manager does not attend, they must meet with the Division Director of their league for a one-on-one meeting).

2.14 Coaches should communicate openly with parents to discuss their pitching load from other teams outside of Denville Baseball (i.e., Club Teams, School Teams, Etc...)

3. PRE-SEASON RESPONSIBILITIES

3.1. Take possession of a Safety Manual and the First-Aid Kit supplied by DBB.

3.2. Attend a mandatory Managers meeting before the beginning of the season. Have all members of the coaching staff attend this meeting as well.

3.3. All managers and coaches are required to complete the Rutgers SAFETY Clinic Course, the online Concussion Training Course “Heads Up, Concussion in Youth Sports”, and have an up-to-date background check.

3.4. Meet with all parents to discuss Baseball philosophy and safety issues.

3.5. Cover the basics of safe play with his/her team before starting the first practice.

3.6. Teach players the fundamentals of the game while advocating safety.

3.7. Notify parents, Division Director, and Player Agent that if a child is injured or ill, he or she cannot return to practice unless they have a note from their doctor. This medical release protects you if that child should become further injured or ill. **There are no exceptions to this rule.**

3.8. Encourage players to bring water bottles to practices and games.

3.9. Make sure equipment is in working order. Any “bad” equipment must be destroyed or made unusable to stop children from attempting to “save it” from waste. Notify the Equipment Director and Division Director immediately for the replacement of any unusable equipment.

3.10. Ensure that telephone access is available at all activities, including practices and games. It is suggested that a cellular phone always be available.

4. BEFORE, DURING, AFTER GAME RESPONSIBILITIES

4.1. Ensure players carry all gloves and other equipment off the field and to the dugout when their team is up at bat.

4.2. Make sure no equipment shall be left lying on the field, either in fair or foul territory.

4.3. It is required that managers/coaches and umpires walk the fields for hazards before use.

4.4. The home team Manager is responsible for installing the league-supplied bases in the equipment room or designated storage container.

4.5. Make sure all players have been properly warmed up and stretched.

4.6. Keep players alert.

4.7. Maintain discipline at all times.

4.8. Be organized.

4.9. Keep players in the dugout unless participating in the game or preparing to enter the game.

4.10. Make sure catchers are wearing the proper equipment.

4.11. Encourage everyone to think about Safety First.

4.12. Observe the “no on-deck” rule for batters and always keep players behind the screens. No player should handle a bat in the dugouts at any time. On-deck batters can warm up in designated areas before batting in an inning.

4.13. Keep players off fences.

4.14. No practice batting off fences is permitted at any time.

4.15. Get players to drink often so they do not dehydrate.

4.16. Do not allow children who are ill or injured to play.

4.17. Attend to children who become injured during a game.

4.18. Do not lose focus by engaging in conversation with parents or other spectators.

4.19. Upon game completion, the home team manager shall return the bases to the appropriate cubby in the

equipment room and use the provided base-plugs on the field.

Section C - Umpires

1. DEFINITIONS

- 1.1. All adult umpires must be assigned through the board-approved umpire agency.
- 1.2. All youth umpires must complete a training session to be scheduled by the Umpire-In-Chief prior to the start of the season.
- 1.3. The Umpire-In-Chief shall assign:
 - 1.3a Majors: 2 Staff Umpires (1 Adult, 1 Youth)
 - 1.3b Minors: at least 1 Staff (Adult) Umpire

2. PRE-GAME RESPONSIBILITIES

- 2.1. Check equipment in both teams' dugouts; equipment that does not meet specifications must be removed from the game.
- 2.2. Make sure youth catchers are wearing helmets when warming up pitchers.
- 2.3. Make sure all bats are official certified bats.
- 2.4. Make sure that bats have grips.
- 2.5. Make sure there are foam inserts in helmets.
- 2.6. Inspect helmets for cracks.
- 2.7. Any "bad" equipment must be destroyed or made unusable to prevent children from attempting to "save it" from waste. Inform the manager of the team whose equipment is not good.
- 2.8. Walk the field with coaches and managers for hazards and obstructions, such as rocks, etc.
- 2.9. Make sure the bases are properly installed and secure.
- 2.10. Check players to see if they are wearing jewelry.
- 2.11. Check players to see if they are wearing metal cleats.
- 2.12. Secure official balls for play from the home team.

3. FIELD DUGOUT ASSIGNMENTS

- 3.1. Field 1 - the HOME team will occupy the dugout along the first base line, while the AWAY team is assigned to the dugout on the third base line.
- 3.2. Field 2: the HOME team will occupy the dugout along the third base line, while the AWAY team is assigned to the dugout on the first base line.
- 3.3. Field 4: the HOME team will occupy the dugout along the first base line, while the AWAY team is assigned to the dugout on the third base line.
- 3.4. Field 5: the HOME team will occupy the dugout along the first base line, while the AWAY team is assigned to the dugout on the third base line.
- 3.5. Pony Field: the HOME team will occupy the dugout along the first base line, while the AWAY team is assigned to the dugout on the third base line.

4. GAME-TIME RESPONSIBILITIES

- 4.1. Govern the game as mandated by Babe Ruth League, Cal Ripken Baseball Division (ages 4–12) rules and regulations.
- 4.2. Check baseballs for discoloration and nicks and declare a ball unfit for use if it exhibits these traits.
- 4.3. Act as the sole judge as to whether and when play shall be suspended or terminated during a game because of unsuitable weather conditions or the unfit condition of the playing field; whether and when play shall be resumed after such suspension; and whether and when a game shall be terminated after such suspension within the guidelines established above.
- 4.4. Enforce the rule that no spectators shall be allowed on the field during the game.
- 4.5. Make sure catchers are wearing the proper equipment.
- 4.6. Continue to monitor the field for safety and playability.
- 4.7. Make the calls loud and clear, signaling each call properly.

4.8. Ensure players and spectators keep their fingers out of the fencing.

UMPIRE SPECIAL INSTRUCTIONS

5.1. In the event of any issues that may arise, i.e., unruly manager, coach, player, and/or spectator, you have sole authority to administer the following:

5.1.1. Suspend the game until the issue has been dealt with.

5.1.2. Eject the manager/coach/player/spectator if behavior continues. All ejections shall be reported in writing to the Umpire-in-Chief, President, Secretary and Player Agent within 24 hours.

5.2. If the umpire, at any time, feels an issue/situation is beyond his/her control, he/she is to suspend the game and immediately contact the Umpire-In-Chief and President. Gameplay will be suspended until either/or the Umpire-In-Chief and President come to the field.

Section D - Pitching

All coaches will be responsible for managing players' pitching in both Rec and Travel Baseball. Players can pitch for both Rec and Travel. The Travel coach at each level is responsible for administrating the pitching rules of any player on the Travel team whether they pitch for Travel or Rec. The Travel coach will have priority when scheduling a player to pitch. The Rec manager is responsible for administrating the pitching rules for any Rec only player. The pitching rules are based on the pitch count chart on the following page.

1. PITCHING AND PITCH COUNT

1.1. The home team manager shall act as the official scorer for each game. In their scorebook, the home team manager must keep an accurate pitch count for pitchers on both teams. The visiting team confirms current pitch counts after every ½ inning. If there is a discrepancy between the home team manager's count and the visiting team manager's count, the home team manager's count shall stand, as he is the game's official scorer.

1.2. The Pitching Rules will be taken from the Official Regulations and Playing Rules for All Divisions of Cal Ripken Baseball.

1.3. Days of rest are rotating; we will not have a set week. The number of pitches dictate the days of rest. **NOTE:** If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

1.4. A pitcher who delivers 40 or more pitches in a game cannot play the catcher position for the remainder of that day. A catcher who catches more than 4 innings cannot play the pitcher position for the remainder of that day.

1.5. All pitch counts **MUST** be entered on a shared spreadsheet managed by the Travel Director after the end of a game. The winning team manager is responsible for doing so by the next morning. Failure to do so will result in disciplinary action. This rule applies to **both Recreation and Travel managers.**

1.6. Travel pitching dictates a player's ability to pitch in the Recreation League. The recreation team manager must approve the use of a travel pitcher during a recreation game.

1.7. Eligible players to pitch in Majors or Minors may be required to attend 1 pitching clinic before regular recreation season play to obtain a pitching card. Travel pitchers may be assigned pitch cards through their travel managers. Pitching clinics and pitching card issuance shall be at the discretion of the Board.

1.8. The following table summarizes the Pitching Rest Requirements:

PITCHING REST REQUIREMENTS

AGE	DAILY MAX (PITCHES IN GAME/DAY)	REST PERIOD		
		0 Days	1 Day	2 Days
7-8	50	1-20	21-35	36+
9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+
13-15	95	1-45	46-75	76+
16-18	95	1-45	46-75	• 76+

Section E - Equipment

The Equipment Director is an elected Denville Baseball Board Member and is responsible for purchasing and distributing equipment to the individual teams. This equipment is checked and tested when it is issued but it is the **Manager's responsibility** to maintain it. Managers should inspect equipment before each game and each practice.

The Denville Baseball Equipment Director will promptly replace damaged and ill-fitting equipment. Furthermore, kids like to bring their own gear. This equipment can only be used if it meets the requirements as outlined in this Safety Manual and the Official Little League Rule Book. ***Any "bad" equipment must be destroyed or made unusable to stop children from attempting to "save it" from waste.***

At the end of the season, all equipment must be returned to the Denville Baseball Equipment Director. First-aid kits must be turned in with the equipment.

- Each team, at all times in the dugout, shall have five (5) protective helmets, which must meet NOCSAE specifications and standards. Denville Baseball will provide these helmets at the beginning of the season. If players decide to use their own helmets, they must meet NOCSAE specifications and standards.
- Use of a helmet by the batter and all base runners is mandatory.
- Use of a helmet by an adult base coach is optional.
- Male catchers must wear a metal, fiber, or plastic type cup and a long-model chest protector.
- Female catchers must wear long or short-model chest protectors.
- All catchers must wear chest protectors with neck collars, throat guards, shin guards, and catcher's helmet, all of which must meet Cal Ripken specifications and standards.
- All catchers must wear a mask, a "dangling" type throat protector, and a catcher's helmet during practice, pitcher warm-up, and games.
- If the gripping tape on a bat unravels, it must not be used until it is repaired.
- Bats with dents or that are fractured in any way must be discarded.
- Only Official balls will be used during practices and games.
- Ensure that the equipment issued to you is appropriate for the age and size of the kids on your team. If it is not, get replacements from the Equipment Director.
- Players helmets must appropriately fit
- Replace questionable equipment immediately by notifying the Denville Baseball Equipment Director.
- Make sure that players respect the equipment that is issued.

Section F – Majors Division

1. DEFINITION

- 1.1. These rules shall apply only to the Majors Division.
- 1.2. All Players of baseball ages 11 and 12, as per the Cal Ripken/Babe Ruth League Rules as noted in the attached (see below) Babe Ruth Birth Chart for 2024 and of Denville Baseball, may play in the Major Division.

2. ROSTER VACANCIES

- 2.1. In the event of a roster vacancy during the season, the manager shall immediately notify the Player Agent and League Director. The Player Agent will analyze the situation. Each situation will be different and will be analyzed as such. Replacement time will be the Player Agent's option. After his/her investigation, the Player Agent will advise the League Director and Manager of his/her decision.
- 2.2. If any player misses three (3) consecutive games, or it is apparent that three (3) games will be missed due to illness or injury, the manager shall immediately notify the Player Agent and League Director, who will determine if a replacement should be made.
- 2.3. In the beginning of the season, the Division Director will get a list of eligible Taxi Squad (General Section A, 8 Taxi Squad) players eligible participants to fill vacancies in the Majors for one game at a time to the Player Agent. The Player Agent will assign a player from the Taxi Squad to fill the vacant position.
- 2.4. Once the player is contacted and consent is given, the Player Agent will notify the two Division Directors. Under no conditions will the Majors Division manager contact the player selected until contacted by the Player Agent.
- 2.5. If such replacement is made, the player replaced shall remain the property of his/her original team, even if the player is out for the balance of the season. If the player recovers before the season's conclusion, he/she will return to his/her original team. NOTE: The thirteenth (13th) player shall only be a returnee from the injury list.
- 2.6. Failure by a manager to comply with this section will require said manager to appear before the Exec. Board.

3. VISITS AND OTHER

- 3.1. A manager may come out twice in one inning, to talk to his pitcher, but the SECOND time out the player must be removed as a pitcher. The manager may come out three times in a game, but the fourth time out the player must be removed as a pitcher. This rule applies to each pitcher who enters a game.
- 3.2. During such visits, the manager shall be permitted to talk to the pitcher and catcher only. **NOTE: A trip to the catcher counts the same as a trip to the pitcher, except for equipment issues. Any trip out by the Manager counts. The umpire will determine if the Manager makes a "trip out".**
- 3.3. A batter may not step out of the batter's box without the umpire's permission.
- 3.4. Offensive time out, one per inning.
- 3.5. The pitching rules shall be taken from the Official Regulations and Playing Rules for All Divisions of Cal Ripken Baseball.
- 3.6. A pitcher shall be limited to the pitching counts on the chart established in Section D – Pitching: Clause 1.8.

4. CURFEW

- 4.1. Curfew rules are posted on pages 14-15.
- 4.2. No inning shall start after the scheduled starting time of the next game.
- 4.3. After a regulation game, a 12-run rule will be in effect, with no concession required by the opposing manager.

5. ELIGIBLE PLAYERS

- 5.1. A Player eligible to be picked for a Major Division roster is defined as:
 - 5.1.1. Any player who attends evaluations and/or tryouts.
 - 5.1.2. Any player declared eligible by the Executive Board.
 - 5.1.3. All 11 and 12-year-olds signed up for Denville Baseball per the table in Section A – General: 1 Definition:

Clause 1.4.

6. BASE RUNNING & STEALING

6.1. Advancing on a base or "stealing" is allowed.

6.2. Leading is allowed.

6.3. Stealing off a wild pitch, a pick-off attempt, or an overthrow is allowed.

6.4. Stealing is NOT allowed on the standard return throw from the catcher to the pitcher (i.e., Delayed steal)

6.5. Stealing home is allowed **ONCE** per inning. Runners cannot steal home if their team is winning by more than 8 runs. Stealing off a passed ball is o.k., except for a pickoff play at 3rd base.

6.6. A courtesy runner for the positioned catcher and/or pitcher can occur when the batting team has two outs. The courtesy runner shall be the last player who recorded an out.

6.7. The baserunner can't force a balk, and a secondary lead before the pitch is not allowed. Once the pitch is thrown, the baserunner may take a secondary lead, which is allowed.

6.8. Sliding

- The must slide or avoid rule will apply to all Divisions if a play is imminent in the umpire's judgment.
- Any player not sliding shall be deemed out at the umpire's discretion.
- There will be no running over of defensive players at any base.
- There are no headfirst slides at any base (results in an automatic out).
- Players may dive back into a base.

7. PITCHING WEEK

7.1. The Pitching Rules will be taken from the Official Regulations and Playing Rules for All Divisions of Cal Ripken Baseball. In Series play, a pitcher may pitch a maximum of 6 innings per 3-game series, 9 innings maximum in a 4-game series. See the pitching chart at the end of the rules.

Exception: If a pitcher reaches the limit imposed in Rule 7.1 for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A catcher who catches more than 4 innings cannot play the position of pitcher for the remainder of that day.

7.2. Travel pitchers must be approved by the Travel Manager as per the Pitching Rules. Any manager/coach found not following this rule will be brought before the Executive Board for possible disciplinary actions. No exceptions to this rule.

8. Other

8.1. Tie games, after regulation play, should be continued to a conclusion, darkness, or curfew.

8.2. Minimum playing rules from general rules apply.

8.3. Infield fly is in effect.

8.4. Dropped Strike Rule - This rule is not in effect for any Recreation Baseball division-level game.

8.5. Balks: Two warnings per pitcher per game.

8.6. No big barrel bats (Only 2 5/8" barrel maximum, non-wood bats, marked USA Baseball, NO BBCOR, will be allowed)

8.7. Pitching rules apply.

8.8. Mercy Rule: a game is officially over, once official (3 ½ or 4 innings), and the winning team is ahead by 10 runs.

8.9. Playoff games will follow the same rules as the regular season. Playoff games cannot end in a tie.

8.10. Games will be played on a 50 / 70 baseball field.

8.11. There will be no intentional walks.

Section G – Minors Division

1. DEFINITIONS

- 1.1. These rules shall apply only to the Minors Division.
- 1.2. All players who are present shall be in the batting order.
- 1.3. No more than 5 runs scored per team in an inning, except the last inning. Play shall stop after the fifth (5th) run is scored or the 3rd out is made, whichever occurs first. Exception: In the last inning of the game, teams may bat through the order once or until the 3rd out is made, whichever occurs first. After hitting the ball, the last batter in the order may advance until an out is made or until the catcher, with the ball in his possession, touches home plate. No further advancement is permitted.
- 1.4. The team with the greatest number of players shall determine the number of batters in the batting order. For example, if Team A has 11 batters and Team B has 9 batters, then Team B may have 11 players bat before 3 outs are made in the last inning.
- 1.5. No balks may be called.
- 1.6. Infield Fly Rule is in effect
- 1.7. There will be no intentional walks

2. ROSTER AND PITCHING RULES

- 2.1. The number of players on a roster shall not exceed fifteen (15).
- 2.2. The pitching rules shall be taken from the Official Regulations and Playing Rules for All Divisions of Cal Ripken Baseball. Denville Baseball will follow the pitch count standard on the chart in Section D – Pitching: Clause 1.8.
- 2.3. A pitcher is limited to the pitch count on the chart (Section D – Pitching: Clause 1.8) during any playoff series, even if the series occurs in more than one calendar week.
- 2.4. **A pitcher who delivers 40 or more pitches in a game cannot play the catcher position for the remainder of that day. A catcher would catch more than 4 innings and cannot play the pitcher position for the remainder of that day.**
- 2.5. Travel pitchers must be approved by the Travel Manager per the Pitching Rules ABOVE. Any manager/coach found not following this rule will be brought before the Executive Board for possible disciplinary actions. No exceptions to this rule.

3. ROSTER ADDITIONS

- 3.1. Players registering after the draft will be assigned by the Player Agent in the following priority:
 - 3.1.1. Team with the least number of players on their roster.
 - 3.1.2. The same order as the original draft.
- 3.2. If an arbitrary assignment serves the best interests of the players and/or the League, the Player Agent, with the approval of the President, may make such an assignment.
- 3.3. For vacancies due to injury or lack of players, a member of the Taxi Squad (General Section A, 8) can be used to replace a player. No more than one player (1) may be used per game. A roster cannot go above ten (10) players with the addition of a Taxi Squad player.

4. CURFEW

- 4.1. After a regulation game, the 10-run rule will be in effect with no concession required by the opposing manager. This will take effect after four innings of play. If a player does not have his/her full share of play, they will start first in the next game.

5. BASE RUNNING & STEALING

- 5.1. Advancing on a base or “stealing” is allowed.
- 5.2. Leading is NOT allowed:
 - Players may not leave the base before the ball crosses the plate. If either is thrown/tagged out, the play stands, but the other safe runner (if any) would be returned to the mentioned base) the only exception is a Home Run over the fence.)

- The 2nd time a player leaves early (from the warned team), the player will be called out.
- Delayed stealing is allowed.

5.3. Stealing (advancing) is allowed **ONLY** to second and third base.

5.4. Players may **NOT** steal home plate; they must score on a walk or a batted ball.

5.5. Stealing is **NOT** allowed on the standard return throw from the catcher to the pitcher (ie: Delayed steal)

5.6. Sliding

- The must slide or avoid rule will apply to all Divisions if, in the umpire's judgment, a play is imminent.
- Any player not sliding shall be deemed out at the umpire's discretion.
- There will be no running over of defensive players at any base.
- There are no headfirst slides at any base (results in an automatic out).
- Players may dive back into a base.

6. OTHER

6.1. Tie games, after regulation play, should be continued to a conclusion, darkness, or curfew.

6.2. Minimum playing rules from general rules apply.

6.3. Base stealing is allowed as per rules in Section E 1.5.

6.4. Leading is not allowed.

6.5. Infield fly is in effect.

6.6. The dropped third strike is not in effect.

6.7. No balks.

6.8. No big barrel bats (2 5/8" barrel maximum, non-wood bats, marked USA Baseball, NO BBCOR, will be allowed)

6.9. Pitching rules apply.

6.10. Mercy Rule: a game is officially over once it is official (3 ½ or 4 innings), and the winning team is ahead by ten (10) runs.

6.11. There is a 5-run limit per inning, except for the last inning of play.

6.12. Playoff games will be played with the same rules as the regular season. P

6.13. Playoff games cannot end in a tie.

6.14. Games will be played on a regulation 46 / 60 Baseball field.

Section H – Rookies Division

1. DEFINITION

1.1. The Rookies Division philosophy is to introduce and develop the players' understanding of the fundamentals and rules of baseball with a significant presence of coaches during simulated gameplay. Rookies teams are designated into two sub-divisions and will play teams only within their sub-division:

1.1.1. Pioneers: designed for players who are seven (7) years old. This foundational tier is specifically designed for players in their 1st or 2nd year of participation in the Rookies Division. As the more remedial and younger group, the Pioneers sub-division focuses on nurturing the fundamental skills of baseball, offering a supportive and educational environment where beginners can explore the basics of the game. Pioneers will focus on catching and throwing accurately to one another and successfully hitting coach-pitched balls in the strike zone.

1.1.1.2 Player pitching can be introduced starting the regular season week five (5) during the 5th and 6th innings of games, at the Manager's discretion.

1.1.1.3. Fielded-outs are acknowledged, but players should remain on bases to teach station-to-station base running.

1.1.1.4 Balls and strikes will not be recorded against batters (during both coach and player pitch), and batting tees may be used if needed.

1.1.1.5 Balls are not recorded, and walks are not awarded.

1.1.1.6 A goal of ⅓ coach-pitched and ⅔ player-pitched innings by the end of the season is desired.

1.1.1.7 Scores and outs are not kept.

1.1.2. Trailblazers: designed for players who are eight (8) years old, and this will be their 2nd or 3rd year at the Rookies level. These players have already experienced the basics at the Rookies level and are now ready to refine their skills and understanding of the game. Trailblazers are more advanced players, with a shift towards less simulated games. Gameplay will include more live at-bats with player pitching.

1.1.2.1 Player pitching can be introduced starting regular season week three (3) during the 4th, 5th, and 6th innings of games, at the Manager's discretion.

1.1.2.2. Player-pitched at-bats will count outs (strikeouts and fielded outs), balls and strikes during at-bats, and award walks during player-pitched innings.

1.1.2.3 A goal of half coach-pitched and half player-pitched innings by the end of the season is desired. Scores.

These rules shall only apply to the Rookies Division:

1.2. The game is played in two parts: Coach Pitched and Player Pitched.

1.2.1. Coach Pitch is used to ensure equal batting opportunities and increase the number of fielding opportunities on contracted balls.

1.2.2. Player Pitch is used to introduce and create more pitching opportunities.

1.3. Rookie Division players will focus on three major areas of development: Offense, Fielding, and Pitching.

1.3.1. Offense: Players should be positioned properly in the batters' box in relation to home plate. A player's feet, hands and head should be observed and adjusted to give them the best chance to make contact. After contact, the coach will instruct the player to run the bases.

1.3.2. Fielding: Players should be positioned properly throughout the field and be instructed to execute the primary play off the batted ball. Coaches in the field are encouraged to prepare the players on what to do before contact.

1.3.3. Pitching: Players should be positioned 46 feet from home plate. ***(If a pitcher cannot reach home plate, DO NOT move them closer. This will increase the risk of injury from a batted ball.)*** Each pitcher must throw with a traditional fastball grip. Any pitches other than a fastball are prohibited. During the Player Pitch portion of the game, the focus and goal should be to throw the ball in the strike zone.

1.3.4. Rookie division games are six (6) innings.

2. Coach Pitched Innings

2.1. A coach from the batting team will pitch the ball. The coach should pitch from a one-knee position or sit on a bucket to throw at the appropriate angle to the batter. These innings are meant to be used as live batting practice.

2.2. Each team will bat half of their lineup per inning. For example, a team with 11 players in attendance will bat batters 1-6 in the first, 7-11 in the second, 1-6 in the third and 7-11 in the fourth.

2.3. If the batter does not put the ball into the field of play after 7 attempted swings or 10 pitched balls, a tee will be provided for the at-bat.

2.4. If three "outs" are recorded before the last batter of the inning, the bases will be cleared, and the remaining batters will get their at-bats.

2.5. The batter and runners may advance extra bases during the primary play. For example, on a ball hit to the outfield. However, the batter and runners cannot advance more than one base on a secondary play. For example, on a throwing error committed by an infielder. It is the judgment of the coach that is pitching to determine the end of play.

3. Player Pitched Innings

3.1. A player will pitch with a coach with extra baseballs positioned next to them. Coaches are encouraged to help with wild pitches, passed balls, and overthrows from the catcher by supplying baseballs throughout the inning. This will allow for faster gameplay. These innings are meant to be used as live bullpen sessions.

3.2. The batting lineup rules will continue into these innings. Three "outs" will only clear the bases for Trailblazer

games.

3.3. More than one pitcher can pitch in an inning. No pitcher may face more than six (6) batters for Pioneer games and no more than eight (8) batters for Trailblazer games.

3.4. If a batter receives four consecutive pitched balls, the coach will pitch to the batter.

3.5. If a strike is thrown at any time during the at-bat, a traditional count will apply. The batter can strike out on 3 swinging strikes or be walked on 4 pitched balls. There are no called strikes in Rookies.

3.5. Batting team coaches should be positioned on the mound and at the first and third base coaches' boxes. The fielding team coach(s) should be positioned behind the shortstop and second baseman and behind the catcher in the home plate area.

4. OTHER

4.1. No player may catch more than two consecutive innings or 4 innings total within a game.

4.2. Catchers must wear full equipment in all four innings, including a throat protector and protective cup.

4.3. All players not on the field must remain behind the fences or remain in dugouts at all times.

4.4. Managers, coaches, and players must police dugouts, playing fields, and spectator areas at the end of the game.

4.5. Home team is responsible for getting the bases and first aid kit before the games. Upon game completion, the home team manager must return this equipment to the field house or ensure the following game's home manager has been given the equipment.

4.6. Players must wear the uniform provided by the League.

4.7. Helmets must be worn by all batters, base runners, and player base coaches.

4.8. Time out may be called anytime for instructions. (Batting or fielding techniques.)

4.9. There are no game protests in the Rookie Division.

4.10. A player pitcher must stay in the mound area during the first four innings. The adult pitcher may not field any batted ball.

4.11. Adult base coaches are REQUIRED, AND TWO COACHES ARE REQUIRED TO ASSIST THE FIELDING TEAM. Dugouts must be supervised. All bats must be placed along the fence. The player at bat should be the only player with a bat in their hands during the game.

4.12. There will be no more than TEN fielders in the field at any time (9 traditional positions and an additional outfielder if needed).

4.13. Fielding team's pitcher will stand behind and off to the side while the adults pitch.

4.14. In self-defense of a line drive, an adult pitcher may knock the ball down, but then a player in the field must make the actual play.

4.15. Each team must have a minimum of SEVEN players to start the game. It is a Coach's discretion to request a player from the other team to play an outfield position. That player does not bat.

4.16. A runner must slide if a play is being made on him. (Except at first base).

4.17. The batting order stays the same throughout the game.

4.18. No base stealing or leading. This includes passed balls.

4.19. No bunting.

4.20. No infield fly rule.

4.21. One base may be taken on all overthrows in Trailblazer games.

4.22. Advancement of players between bases on overthrows will be left to BOTH MANAGER'S judgment.

4.23. All players must sit out one inning before any player sits out more than one inning. No player shall sit out more than 2 innings.

4.24. Players shall be moved around in the fielding positions.

Section I – Tee-Ball Division

1.1. Tee-Ball is an introductory instructional-focused program designed to teach kids the basics of hitting, throwing, catching, and base running. Tee-Ball teams are divided into two sub-divisions and only "play" games against teams within their sub-division.

1.1.1. Mighty Mites sub-division is designed for 4 and 5-year-olds, focusing on introducing them to the

fundamentals of baseball in a fun, supportive environment. As a sub-division for first-timers or second-year players, its objectives include teaching basic skills like hitting from a tee, basic fielding, base running, and understanding the general principles of the game while emphasizing teamwork, sportsmanship, and the joy of playing.

1.1.2. Little Legends sub-division is designed for 5 and 6-year-olds and aims to build on the foundational skills acquired in the Mighty Mites program or equivalent experience. This sub-division is tailored for second or third-year players, with a specific focus on transitioning from tee to coach pitch batting, enhancing throwing mechanics, and further developing fielding skills. The goal is to prepare these young athletes for the Rookies Division, ensuring they are comfortable and confident with the dynamics of coach pitch baseball while maintaining a fun and encouraging atmosphere.

1.2 Game Rules

1.2.1: Each player must rotate defensive positions every inning to ensure a comprehensive learning experience across all areas of the field. This rotation promotes equal participation and skill development. The only exception is at first base due to safety considerations.

1.2.2 The batting team will bat half their lineup each inning. This ensures that all players get a chance to bat in a timely manner and keeps the game moving efficiently.

1.2.3: Batters will hit the ball off a tee positioned at home plate.

1.2.4: Base running will follow station-to-station base running, where players advance one base at a time on hits.

1.2.5: There will be no "home-run" walk-offs for the last batter of the inning. Every player gets the opportunity to bat and run bases in a controlled manner.

1.2.6: Advancing for extra bases (e.g., turning a single into a double) is not encouraged, to maintain fairness and focus on basic running and fielding skills.

1.2.7: No outs or runs will be recorded.

1.2.8: The emphasis is on learning and enjoying the game rather than competition.

1.2.9: Games should be timed by the home team manager, with a duration of no more than 60 minutes to ensure players remain engaged and to accommodate attention spans.

1.3 Practice Lesson Plan

The following is an outline of suggested practices. Please feel free to expand on suggestions. For the safety of the children, games should not be played until instruction has been given.

First Session - explain the game of baseball, what each position does and how it is played. Run some exercises to keep children involved.

Second Session - catching, fielding, running, have them try catcher's equipment on.

Third Session - batting (introduce the tee) and try combination of all of the above.

Fourth Session - game

Fifth Session - game, begin coach pitching for Little Legends

Sixth Session - game, begin coach pitching for Little Legends

You may want to divide the children into stations, each station working on a particular exercise, and then rotate them to the next group.

Children should have fun. Keep them as involved as possible.

Section J – Tournament/Travel Leagues

1. DEFINITIONS

- 1.1. These rules shall apply only to the Tournament/Travel Leagues.
- 1.2. All Tournament/Travel teams are under the rules and regulations of Babe Ruth, Inc. Tournament Play and Denville Baseball, Inc.

2. TENURE

- 2.1. No youngster having been placed on a Tournament/Travel team, shall be required to relinquish his/her right to play on that team, as long as the youngster is eligible to participate in Denville Baseball, according to Babe Ruth Baseball, according to Babe Ruth Tournament rules and the By-Laws of Denville Baseball, Inc.
- 2.2. If a player is on a Tournament/Travel/Summer team roster and is released from that roster because the player opts not to play for the season, the player shall be eligible to try out for the team the following year.
- 2.3. If any youngster misses more than three (3) consecutive games, or it is apparent that three (3) games will be missed due to illness or injury, the manager shall immediately notify the Player Agent, League Director, and Travel Director who will determine if a replacement should be made; with record kept by League Secretary.

3. TRYOUT PROCESS

- 3.1. Tryouts will be held annually under the supervision of the Tournament/Travel Director and the Player Agent and will include evaluators and members of the Denville Baseball Board.
- 3.2. All players eligible for a team will be permitted to try out.
- 3.3. Tryouts will be conducted in the fall to determine Spring and/or Spring and Summer teams
- 3.4. Tryouts will consist of drills allowing the players to demonstrate their proficiency level in baseball fundamentals such as hitting, fielding and throwing.
- 3.5. At the end of the tryout, the evaluators will assign an overall rating for each player based on the skills demonstrated.
- 3.6. Separate tryouts for summer only Travel teams may occur in the spring.

4. SELECTION PROCESS

- 4.1. The Denville Baseball Board Travel Committee, composed of the Tournament/Travel Director, President, Player Agent, Secretary and other Board Members, will conduct the selection of players for each team.
- 4.2. The selection will be based upon the annual tryout ratings along with the ratings from the previous recreational season, which is done by the recreational managers annually.
- 4.3. Selection to the Spring Travel team also means the player will be on the Tournament team participating in the Cal Ripken District All-Stars Tournament at the conclusion of the recreational season.
- 4.4. Selection to this team requires a player's commitment to 75% of the Spring Travel games and practices. The player and his family are expected to commit to 100% of the District All-Star Tournament games and practices.
- 4.5. The manager is not to contact the team until the rosters have been released by the Tournament/Travel Director and Player Agent.

5. SELECTION OF MANAGERS/COACHES

- 5.1. Annually, any person(s) interested in managing in the Travel program, shall inform, with resume, the Denville Baseball Board Travel Committee. The Committee will evaluate prospective managers and conduct a vote by the Denville Baseball Board to determine the successful manager.
- 5.2. The selected manager may identify and nominate three (3) coaches to assist.
- 5.3. The Denville Baseball Board will confirm all coaches to the manager.

6. TRAVEL COMMITTEE GUIDELINES

- 6.1. Annually a Travel Committee will be implemented to review the current program and all applicable rules, policies and procedures.
- 6.2. The Travel Committee will determine the League for the spring and summer, and summer only teams to

participate, as appropriate.

6.3. The Travel Committee shall notify the Denville Baseball Board of any issue and potential remedies, and any rule, policy or procedure changes.

6.4. Any changes to the current program will be put to vote by the Denville Baseball Board.

7. RULES FOR MANAGERS AND COACHES

7.1. Managers and coaches are expected to conduct themselves in a professional manner at all times with players, parents, officials, opponents, etc.

7.2. Managers and coaches are to be in compliance with all Code of Conduct rules, expectations and guidelines set forth by Denville Baseball, Inc. outlined in this manual, By-Laws and Constitution.

7.3. The Denville Baseball Executive Board will oversee any and all conduct issues and related discipline.

7.4. Managers are to follow all rules set forth by Denville Baseball, Inc. in regard to pitching, playtime, etc. as outlined in Section A, with the exception of individual Tournament Rules the team is participating in.

7.5. Managers must submit all pitch counts on shared document within 24 hours of a game. Failure to do so will result in manager being called to a meeting with the Executive Board for possible disciplinary actions.

8. RULES FOR PARENTS

8.1. Parents are expected to conduct themselves in an appropriate manner at all times with players, other parents, officials, opponents, coaches, managers, etc. and be in compliance with expectations set forth by Denville Baseball in The Parent Code of Conduct.

8.2. The Denville Baseball Executive Board will oversee any and all conduct issues.

8.3. Inappropriate behavior can result in actions against parents and players.

9. MISC.

9.1. Players will be expected to attend Winter Workouts that will be planned and coordinated by team manager.

9.2. All fees associated with the Spring and Summer and/or Spring Travel teams will be based on Winter Workouts, uniforms, league fees, umpires and equipment. Fee will be due upon receipt.

9.3. Additional fees can be incurred if team participates in other Tournaments or goes into Summer Travel.

9.4. All players selected for a team must be registered for Denville Baseball Recreation League prior to beginning Winter Workouts.

Volunteer Application

All volunteers (Board Members, Managers, Coaches, Team Moms...) MUST fill out every year a Denville Baseball Volunteer Application before the season begins.

(The form is part of the player registration process on TeamSnap. A form may also be obtained by contacting the League Secretary via: www.denvillebaseball.org.)

Include a copy of a government-issued photo ID for verification.

Volunteers who refuse or do not complete and submit a "Volunteer Application" ***will be ineligible to participate*** in Denville Baseball.

Background checks of all volunteers including board members, managers, and coaches shall be conducted.

In addition, the Township of Denville requires that an independent background check of all volunteers participating in local youth sports programs be administered through the Township's Department of Law Enforcement. Background check will include review of sex offender registries, child abuse and criminal history records through LexisNexis.

Suggested Communicable Disease Procedures (Contact emergency hotline immediately for assistance)

- Bleeding must be stopped, and the open wound covered.
- Always use latex gloves to prevent mucous membrane exposure when contact with blood or other body fluids are anticipated.
- Immediately wash hands and other skin surfaces if contaminated with blood. Clean all blood-contaminated surfaces and equipment

- Managers, coaches, and volunteers with open wounds should refrain from all direct contact until the condition is resolved.
- Follow accepted guidelines to immediately control bleeding and disposal when handling bloody dressing, mouth guards, and other articles containing body fluids.

Important Do's and Don'ts

Do:

- Reassure and aid children who are injured, frightened, or lost.
- Provide or assist in obtaining medical attention for those who require it.
- Know your limitations.
- Carry your first aid kit to all games and practices.
- Assists those who require medical attention and when administering air remember to:
 1. **LOOK** for signs of injury (blood, black and blue, deformity of joints, etc.)
 2. **LISTEN** to the injured describe what happened and what hurts if conscious.
 3. Before questioning, you may have to soothe a child **FEEL** gently and carefully the injured area for signs of swelling, or grating of broken bones

Don't:

- Administer any medications.
- Provide any food or beverages (other than water).
- Hesitate in giving aid when needed.
- Be afraid to ask for help if you're not sure of the proper procedures.
- Transport injured individuals except in extreme emergencies.
- Leave an unattended child at a practice or game.
- Hesitate to report any present or potential safety hazard of the President.

Lightning Evacuation Procedures

- Site manager and/or Team Managers and/or Umpires will be responsible for deciding the stoppage of play due to lightning or thunder detected in the area.
- Stop game/practice at first sign of lightning.
- Stay away from metal fencing (including dugouts)
- Do not hold a metal bat.
- Walk to car and wait for a decision on whether or not the game or practice will continue.

First Aid Kits

Each team is issued a stocked first aid kit as a component of the team's standard equipment. The manager is responsible for this kit being present at all practices and games.

A well-stocked kit will (but is not limited to) the following items:

Latex gloves	1 first aid cream
4 Instant cold packs	10 non stick pads
20 bandages 1 x 3 inches	1 tweezers
5 bandages 2 x 4.5 inches	Saline rinse
1 safety scissors	2 Rolls athletic tape
List of items in kit for restocking purposes	

Note: Request for refills from the Equipment Director when these materials are near depletion.

Accident Reporting Procedures

What to report – An incident that causes any player, manager, coach, umpire, volunteer or spectator to receive medical treatment and/or first aid must be reported to the President of Denville Baseball. This includes even passive treatments such as the evaluation and diagnosis of the extent of the injury or periods of rest.

Reporting incidents can come in a variety of forms. Most typically, they are telephone conversations. At a minimum, the following information must be provided:

- The name and phone number of the individual involved.
- The date, time, and location of the incident.
- As detailed a description of the incident as possible.
- The preliminary estimation of the extent of any injuries.
- The name and phone number of the person reporting the incident.

When to report – All such incidents described above must be reported to your League Director within 24 hours of the incident.

Treatment At Site

Do . . .

- **Assess** the injury. If the victim is conscious, find out what happened, where it hurts, watch for shock.
- **Know** your limitations.
- **Call** 9-1-1 immediately if person is unconscious or seriously injured.
- **Look** for signs of *injury (blood, black-and-blue, deformity of joint etc.)*
- **Listen** to the injured player describe what happened and what hurts if conscious. Before questioning, you may have to calm and soothe an excited child.
- **Feel** gently and carefully the injured area for signs of swelling or grating of broken bone.
- **Talk** to your team afterwards about the situation if it involves them. Often players are upset and worried when another player is injured. They need to feel safe and understand why the injury occurred.

Don't . . .

- Administer any medications.
- Provide any food or beverages (other than water).
- Hesitate in giving aid when needed.
- Be afraid to ask for help if you're not sure of the proper Procedure, (i.e., CPR should be given by those that have had Certified training. Improperly administered CPR can do more damage than good.)
- Transport injured individual except in extreme emergencies.

Storage Room Procedures

All umpire gear, bases, etc. must be returned to the appropriate storage room by the home team at the conclusion of the practice or game and the room must be locked. The home team manager is responsible for making sure the equipment is returned and the room is locked. Before using any equipment (lights, scoreboards, and public address system) be sure you understand the operating procedures.

Concession Stand Procedures

The snack stand must be staffed with at least 2 adults for all shifts. The Concession Directors are responsible for staffing the stand and ensuring the parents are courteous to Denville Baseball Concession Stand Directors and patrons. No children under the age of 13 are permitted to work the stand. The Concession Director will unlock the stand, explain the procedures for stand duty, return to lock up the stand and collect the money at the end of the shift. If 1 person shows to work the stand it will be closed for that shift.

It is the Manager's responsibility to schedule their team in the stand and inform the parents that this is mandatory. Each team will have to staff the stand at least twice during the regular season and once during the playoff season. Teams will be assigned when their child's team is playing. A schedule will be posted online and in the stand.

Concession Stand Safety

Concession Stand Director is an elected Denville Baseball Board Member and is responsible for staffing and general operation of the food serving facilities. The Concession Stand Director must be adequately trained by the local board of health officials.

Concession Director(s) will be assigned at least one (1) for each day of the week. The Concession Stand Director(s) will provide essential food handling safety information and guidance to the stand volunteers.

The following are essential safety tips which must be adhered to during the daily operation of the Snack Stand.

1. Upon opening, check that all fire extinguishers are adequately charged, and the gauge indicates the extinguishers are safe and ready for use.
2. Turn on and inspect that all electrical appliances are operational and safe for use. (Report all non-functional equipment to the Concession Stand Director immediately)

Cooling and Cold Storage.

Foods that require refrigeration must be cooled to 41° F as quickly as possible and held at that temperature until ready to serve. To cool foods down quickly, use an ice water bath (60% ice to 40% water), stirring the product frequently, or place the food in shallow pans no more than 4 inches in depth and refrigerate. Pans should not be stored one atop the other and lids should be off or ajar until the food is completely cooled. Check temperature periodically to see if the food is cooling properly. Allowing hazardous foods to remain unrefrigerated for too long has been the number ONE cause of food borne illness

Hand Washing.

Frequent and thorough hand washing remains the first line of defense in preventing food borne disease. The use of disposable gloves can provide an additional barrier to contamination, but they are no substitute for hand washing!

Health and Hygiene.

Only healthy workers should prepare and serve food. Anyone who shows symptoms of disease (cramps, nausea, fever, vomiting, diarrhea, jaundice, etc.) or who has open sores or infected cuts on the hands should not be allowed in the food concession area. Workers should wear clean outer garments and must not smoke in the concession area. The use of hair restraints or hats is recommended to prevent hair ending up in food products.

Food Handling.

Avoid hand contact with raw, ready-to-eat foods and food contact surfaces. Use an acceptable dispensing utensil to serve food. Touching food with bare hands can transfer germs to food.

Dishwashing.

Use disposable utensils for food service. Keep your hands away from food contact surfaces, and never reuse disposable dishware. Wash in a four-step process:

1. Washing in hot soapy water;

2. Rinsing in clean water;
3. Chemical or heat sanitizing; and
4. Air drying.

Ice.

Ice used to cool cans/bottles should not be used in cup beverages and should be stored separately. Use a scoop to dispense ice; never use your hands. Ice can become contaminated with bacteria and viruses and cause food-borne illness.

Wiping Cloths.

Rinse and store your wiping cloths in a bucket of sanitizer (e.g., 1 gallon of water and 1/2 teaspoon of chlorine bleach). Change the solution every two hours. Well-sanitized work surfaces prevent cross-contamination and discourage flies.

Insect Control and Waste.

Keep foods covered to protect them from insects. Store pesticides away from foods. Place garbage and paper wastes in a refuse container with a tight-fitting lid. Dispose of wastewater in an approved method (do not dump it outside). All water used should be public potable water from the tap.

Food Storage and Cleanliness.

Keep foods stored off the floor at least six inches. After your event, clean the concession area and discard unusable food.

Spills.

Wipe up all spills immediately to avoid slipping hazards. If paper towels are used, dispose of them immediately. Above all, use common sense; treat all concession stand patrons as if they were your own family.

Conclusion

Remember that safety is everyone's job. Prevention is the key to reducing accidents to a minimum. Report all hazardous conditions immediately to a League Director or another Denville Baseball Board Member. Do not play on a field that is not safe or with unsafe playing equipment. Be sure your players are always fully equipped, especially batters and catchers. Check your team's equipment often.

DENVER BASEBALL BOARD CONTACT INFORMATION

Last	First	Position	Email	Phone
Fazio	Joe	President	denvillebaseballpresident@gmail.com	973-479-6580
Perry	Kevin	Vice President	kevin.perry@hotmail.com	973-747-2271
Gangemi	Joe	Treasurer	joeygangemi@gmail.com	862-222-5725
Wingren	Billy	Secretary/Webmaster	denvillebaseballsecretary@gmail.com	973-769-0324
Frix	Stephen	Travel/Tournament Director	Sfrix05@yahoo.com	973-876-5889
Flynn	Bryan	Concessions Co-Director	bflynn37@gmail.com	201-841-9841
Hallik	James	Player Agent	jhallik2@gmail.com	973-248-5649
Dionyssiou	George	Majors Director	gdionyssiou@yahoo.com	201-463-9687
Freker	Michael	Minors Director	michaeljfreker@yahoo.com	917-226-4629
Alton	Scott	Rookies Director	scottealton@gmail.com	973-449-1730
Titze	Chris	Tee-Ball Director	ctitze@gmail.com	646-552-4163
Mindrebo	Eric	Player Development	ejmindrebo@gmail.com	908-963-0082
Sturgeon	Mike	Equipment Director/Ump in Chief	Msturgeon@mbs.net	201-919-8778
Schrager	Matt	Field Scheduler	Matthew.schrager.dba@gmail.com	201-819-9586
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Updated March 22, 2024