



**2012 Willamette Valley Babe Ruth
Coaches Packet**

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Willamette Valley Babe Ruth Local Playing Rules

General Rules

Base Runner: While running the bases, each base runner must attempt to avoid contact with fielders. Failure to do so will result in the base runner being called out. No base runner is to be called out for running out of the baseline to avoid contact with a player fielding a ball. No fielder may occupy a baseline unless a play is “imminent”. In the event a fielder illegally occupies a baseline and hinders a runner, the umpire will make the appropriate base award. If a base runner “deliberately” makes contact with a fielder, the base runner will be called out and immediately ejected from the game. No warning is required. If a base runner fails to slide on a force play, and in the judgment of the umpire prevents a double play, the umpire may award the second out.

Batter: A batter must make an attempt to avoid interfering with a play. Batters do not necessarily have to be successful in avoiding interference for interference to be called. It is not the intent of these rules to reward a team that has a poorly executed play, throws wildly, makes a wild pitch, or has a passed ball, with an out.

1. If a batter shows bunt, but in the judgment of the umpire the batter does not make an attempt to hit the ball, the umpire will call ball or strike based on location of the pitch. Coaches may choose to advise players to pull the bat back after showing bunt, but it is not necessary to pull the bat back to avoid a strike being called.

Coach’s Conduct: During games, no coach, player or parent is allowed to approach an umpire for the purpose of disputing a judgment call or decision. Only a head coach may approach an umpire for the purpose of discussing a rule interpretation or for clarification. At all times coaches must show respect to umpires and maintain their obligation as team leaders to provide an example of good sportsmanship for the players and other event participants. **Note: Should an assistant coach approach an umpire to dispute a call, the umpire will ask the assistant to return to his coaching box and warn the head coach that only he is permitted to discuss game related matters with the umpires. Should an assistant coach and the head coach choose to ignore the warning from the umpire, and the unsportsmanlike behavior continues; both the head coach and the assistant coach will be restricted to the dugout for the duration of the game. Should the adverse behavior continue from the dugout, the offending coach will be ejected immediately. Should an injury occur after a head coach is restricted to the dugout, only the head coach will be permitted to return to the field to attend to their injured player. If a head coach calls time out after being restricted, the players must come to the dugout to receive instructions from the head coach as the head coach is no longer permitted to be on the field.**

Dugouts: Coaches and players must clean their dugout after each game.

Fake Bunting: Excessive bat wagging for the purpose of fake bunting is not permitted. If an umpire deems bat wagging to be excessive, he shall call “time” and call a strike on the batter. Should this excessive action interfere with a throw on an attempted steal by a base runner, time will be called and the batter will be called out for batter interference. If the umpire judges that there was a legitimate attempt to throw the runner out, the runner will also be ruled out. If the umpire judges that there was not a legitimate chance to throw the runner out, the base runner(s) would have to return to the base they occupied prior to “time” being called.

Fielders: No fielder may occupy a baseline unless a play is “imminent”. If a fielder illegally occupies a baseline and hinders a base runner, obstruction will be called and the umpire will make the appropriate base award. If a ball is thrown inaccurately and draws a fielder into the path of a base runner, and in the judgment of the umpire there was no opportunity for an out to be made, and any contact was unintentional, the base runner shall not be called out.

General Conduct: No coach, player, parent, or other event participant is allowed to shout abusive or disrespectful remarks, specifically any such remarks that criticize a player, coach, or umpires performance/judgment. All participants, league officials, coaches, umpires, and spectators enjoy their respective status at the pleasure and discretion of the League. Consequences for violating rules or applicable sportsmanship standards may be imposed by any mechanism deemed appropriate by the League or by a team. Unanimity by decision-makers is not necessary. The ultimate authority is the WVBR Sportsmanship/Competition Committee or the WVBR Executive Board, whichever is the appropriate body according to applicable rules and guidelines. Their decision as to the proper forum for hearing a grievance and on any penalty will be final.

Infield: The home team is to take infield first and will split available time with the visiting team. Example: If the official game time is 2:00, and if the teams enter the field at 1:30, home team infield will take place from 1:30 - 1:40. Visiting team infield will take place from 1:40 - 1:50 with plate talk occurring at 1:55. If taking infield causes a delay in the start of a game at its regular scheduled time, depending on the time, infield will either be shortened by each team or not conducted.

Injuries: In the event of an injury, the player shall be given no more than five minutes to recover or “shake it off”. If a player is not able to continue for at least one pitch, he must be removed from the game and will not be allowed to reenter the game. In the event of a blood-related injury, the area must be covered and any bloody garments removed. The team may take five minutes to stop the bleeding, cover the area, and replace the clothing. If the injury is minor and the team removes the player to dress a wound and change clothes, the player may return subject to normal reentry rules. If a base runner or batter is injured and cannot continue to play, and there are no available substitutes on the bench, the player who made the previous out shall replace the injured player as a batter or base runner only, until he is either out or scores or the inning is over. No artificial noisemakers of any kind may be used at any games played at the Complex.

Pitcher: If a pitcher delivers one pitch in an inning, he shall be charged with pitching one inning. Example: in a single inning, pitcher (a) faces one batter, then pitcher (b) enters the game to face one batter, then pitcher (a) reenters to face another batter, and then pitcher (b) reenters to face another batter. In this case, both pitchers will be assessed two innings pitched. If an ineligible pitcher has been used, a forfeit shall be declared. **Note: The pitching week begins on Monday and ends on Sunday.**

Plate Talk: Plate talk will take place 5 minutes before the official start time of each game.

Playing Field: Only uniformed coaches and players on the official roster are allowed on the field during games.

Slide Rule: A legal slide can be either foot first or head first. If a runner slides feet first, at least one buttock will be on the ground. If a runner slides, he must slide within reach with either a hand or a foot. A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of a fielder.

1. A slide is illegal if:
 - A. A runner uses a rolling, cross-body, or pop-up slide into an infielder
 - B. The runner's raised leg is higher than the fielder's knee when the fielder is in a standing position.
 - C. The runner goes beyond the base and makes contact with, or alters the play of a fielder.
 - D. The runner slashes or kicks a fielder.
 - E. The runner tries to injure the fielder.
 - F. The runner, on a force play, does not slide on the ground and in a direct line between the two bases.

Start Time: The first game of the day must start exactly on time.

Tee Ball

Baseballs: Safe Soft baseballs will be used for all Tee Ball games.

Batting: All players on the roster will bat.

Batting: Three strikes (including foul balls), and a batter shall be declared out.

Batting: A ball hit at least 20' shall be considered a legal base hit.

Dead Ball: A dead ball shall be declared when the ball reaches the pitcher's mound.

Fielders: Ten fielders will be used while on defense. No individual player may sit out more than one inning on defense.

Game Length: Games shall be six innings or no longer than 1 hour 45 minutes in length. One coach from each team (one on the bases, and one on the plate) shall umpire the game.

Infield Fly: In situations where an infield fly may occur, no infield fly will be called.

Inning Length: A half inning shall consist of three outs or ten batters.

Overthrows: For dead ball overthrows, only one base shall be awarded.

Pitchers: Pitchers must be in contact with the rubber at the time of the swing.

Playing Field: The bases shall be spaced 60' apart.

Roster Size: The minimum roster size for a team participating in Tee Ball is 10 players and maximum roster size is 16 players.

Scoring: Scores will be kept by each team. No League Standings will be kept.

Rookies

Base Runner: Runners may not leave the base until the ball crosses the plate or they may be called out. During preseason games, one warning will be issued to an offending base runner before a runner is called out.

Base Runner: In Rookie Minor, no base runner may steal on a pitch that is caught cleanly by the catcher. In Rookie Major, a base runner may steal at any time after the ball crosses the plate.

Batting: Each team must bat their entire roster.

Batting: The batter is allowed five strikes. The at-bat continues as long as the batter fouls off the fifth strike and the ball is not caught, or a foul on the fifth strike is the result of a bunt attempt.

Batting: If a pitch is out of the strike zone and the batter does not swing, the umpire will call “no pitch” and no runner may advance.

Dead Ball: If a batted ball hits either the feeder or the pitching machine, the ball shall be declared dead. No pitch shall be ruled by the umpire and the batter will assume the same count prior to hitting the pitching machine or feeder.

Defense: There shall be ten players on defense with four in the outfield.

Fake Bunting and Swinging Away: At no time, will a batter show a bunt, pull the bat back and then swing away. Penalty: If a batter shows bunt and then swings away, the ball shall be ruled dead and the batter shall be called out.

Fielders: No player may sit out consecutive defensive innings.

Injuries: If a player is removed from the game due to injury, the player may not reenter the game. The injured player’s spot will be deleted from the batting order and no future outs will be recorded.

Inning Length: Each inning will continue until there are three outs, or six runs have been scored.

Mercy Rule: If the home team is up by seven runs after 4 ½ innings or the visitor is up by seven runs after 5 innings, the game shall be declared over.

Pitcher: The pitcher must remain in the ten-foot circle approximately even with the pitching machine, until the ball crosses the plate. In the event the pitcher, after receiving a warning, leaves

the circle before the ball crosses the plate or is hit by a batter, he will be removed from the pitching position. The offensive team will have the option of the result of the play, or the batter will be awarded first base.

Pitching Machine Feeders: Each team must supply its own person to feed the pitching machine. This person must make the best effort to move out of the way on all plays, including catcher to second throws.

Pitching Machine Speeds: For Rookie Minor, the pitching machine speed is to be set for 39 MPH. For Rookie Major, the pitching machine speed is to be set for 42 MPH. The umpire will monitor the machine and will approve and supervise any adjustments if required.

Pitching Machine: At the Complex, the home team coach is responsible for disassembling the pitching machine and placing the pitching machine and generator in the club house after the last game of the day.

Regulation Game: Regulation games are six innings unless the seven run rule is implemented or in climate weather forces the game to be shortened. Note: During in climate weather, a game is considered to be official after 3 ½ innings when the home team is ahead or after four innings when the visitor is ahead. Any game that does not meet these criteria is considered to be “no contest” and must be replayed from the start. In this scenario, a pitchers innings do not count against their weekly inning total. If the home team is trailing and a game has to be suspended after 4 ½ innings due to in climate weather, the score will revert back to the last complete inning where the game became official and that will be the final score unless the score was tied. In this scenario, a suspended game shall be declared and the game will be picked up at the exact point that the game was stopped at a later date.

Substitutions: There is free substitution defensively, providing the minimum playing time requirements are met.

Time Limit: The time limit for all games is 1:50. No new inning will be permitted to start after the time limit has expired. If a game is in the middle of an inning and the visiting team is ahead, the home team will be permitted their final at bat. If the home team is ahead at the time limit and the visiting team has completed their turn at bat, the game shall be declared over. During a league game, if a game is tied at the time limit, the game will continue until a winner is decided.

AAA

Base Runners: A runner(s) may not leave the base until the ball crosses the plate. If a runner leaves the base early, they will be called out. Note: During preseason games there will be one warning issued per team before a runner is called out. For Major Minor, a runner can lean off of a base and attempt to steal as soon as a pitch leaves the pitchers hand.

Batting: Each team must bat their entire roster.

Coaches: Only one head coach and two assistant coaches, per team, are allowed on the field and in the dugout during the game.

Injuries: If a player is removed from the game due to injury, the player may not reenter the game. The injured player's spot will be deleted from the batting order and no future outs will be recorded.

Mercy Rule: If the home team is up by 15 runs after 3 ½ innings or the visitor is up by 15 runs after 4 innings, or if the home team is up by ten runs after 4 ½ innings or the visitor is up by ten runs after 5 innings, the game shall be declared over. Note: For League Playoffs, WVBR will revert to the national run rule for tournament play (the home team is up by ten runs after 3 ½ innings or the visiting team is up by ten runs after 4 innings).

Regulation Game: Regulation games are six innings unless the 15/ten run rule is implemented or in climate weather forces the game to be shortened. Note: During in climate weather, a game is considered to be official after 3 ½ innings when the home team is ahead or after four innings when the visitor is ahead. Any game that does not meet these criteria is considered to be “no contest” and must be replayed from the start. In this scenario, a pitchers innings do not count against their weekly inning total. If the home team is trailing and a game has to be suspended after 4 ½ innings due to in climate weather, the score will revert back to the last complete inning where the game became official and that will be the final score unless the score was tied. In this scenario, a suspended game shall be declared and the game will be picked up at the exact point that the game was stopped at a later date.

Pitching: A pitcher can throw a maximum of six innings per week (Monday through Sunday inclusive). A pitcher must have two calendar days rest if he pitches in more than two innings in any one game. Example: A pitcher throws more than two innings in a game on Sunday. He may not pitch again until Wednesday.

Playing Time: Players are required to play three innings defensively; players who don't play three defensive innings because a game is called off early must start defensively in the next game.

Substitutions: There is free substitution defensively, provided that minimum playing time requirements are met. Pitchers may be removed at any time and may return to pitch at any time unless they were removed from the lineup because of injury or the “two visit to the mound per inning” rule. All other defensive players may only be removed at the end of an inning.

Time Limit: The time limit for all games is 1:50. No new inning will be permitted to start after the time limit has expired. If a game is in the middle of an inning and the visiting team is ahead, the home team will be permitted their final at bat. If the home team is ahead at the time limit and the visiting team has completed their turn at bat, the game shall be declared over. During a league game, if a game is tied at the time limit, the game will continue until a winner is decided.

Major Minor & Majors

Base Runner: A runner can lean off of a base and attempt to steal as soon as a pitch leaves the pitchers hand.

Batting: Each team must bat their entire roster.

Coaches: Only one head coach and two assistant coaches, per team, are allowed on the field and in the dugout during the game.

Injuries: If a player is removed from the game due to injury, the player may not reenter the game. The injured player's spot will be deleted from the batting order and no future outs will be recorded.

Mercy Rule: If the home team is up by 15 runs after 3 ½ innings or the visitor is up by 15 runs after 4 innings, or if the home team is up by ten runs after 4 ½ innings or the visitor is up by ten runs after 5 innings, the game shall be declared over. Note: For League Playoffs, WVBR will revert to the national run rule for tournament play (the home team is up by ten runs after 3 ½ innings or the visiting team is up by ten runs after 4 innings).

Pitching: A pitcher can throw a maximum of six innings per week (Monday through Sunday inclusive). A pitcher must have two calendar days rest if he pitches in more than two innings in any one game. Example: A pitcher throws more than two innings in a game on Sunday. He may not pitch again until Wednesday.

Playing Time: For Majors, there are no minimum playing time requirements. There is free substitution defensively except for weekly pitching requirements.

Regulation Game: Regulation games are six innings unless the 15/10 run rule is implemented or in climate weather forces the game to be shortened. Note: During in climate weather, a game is considered to be official after 3 ½ innings when the home team is ahead or after four innings when the visitor is ahead. Any game that does not meet these criteria is considered to be "no contest" and must be replayed from the start. In this scenario, a pitchers innings do not count against their weekly inning total. If the home team is trailing and a game has to be suspended after 4 ½ innings due to in climate weather, the score will revert back to the last complete inning where the game became official and that will be the final score unless the score was tied. In this scenario, a suspended game shall be declared and the game will be picked up at the exact point that the game was stopped at a later date.

Time Limit: The time limit for all games is 1:50. No new inning will be permitted to start after the time limit has expired. If a game is in the middle of an inning and the visiting team is ahead, the home team will be permitted their final at bat. If the home team is ahead at the time limit and the visiting team has completed their turn at bat, the game shall be declared over. During a league game, if a game is tied at the time limit, the game will continue until a winner is decided.

Preps

Coaches: Only one head coach and two assistant coaches, per team, are allowed on the field and in the dugout during the game.

Composition Bats: The only composition bats allowed for play at this level are BBCOR -3 NFHS approved bats. All other composition bats are prohibited.

Infield: The home team will take infield first 30 minutes prior to game time and the visiting team will take infield 20 minutes prior to game time. Plate talk will occur five minutes prior to game time.

Injuries: If a player is removed from the game due to injury, the player may not reenter the game. The injured player's spot will be deleted from the batting order and no future outs will be recorded.

Mercy Rule: If the home team is up by ten runs after 4 ½ innings or the visitor is up by ten runs after 5 innings, the game shall be declared over.

Pitching Rules: For Preps, a pitcher may throw a maximum of seven innings per week (Monday through Sunday inclusive). A pitcher must have two calendar days rest if he pitches in more than three innings in any one game. Example: If a pitcher throws more than three innings in a game on Sunday. He may not pitch again until Wednesday.

Playing Time: By League Rule, each team is required, at minimum, to hit 10 batters, or has the option to hit the entire lineup. The 10th hitter (or when a team elects to hit the roster) will be treated as any other starter and may be freely substituted in the field throughout the duration of the game (**Note: If a coach desires to bat the entire roster, they must declare this at the Plate Talk prior to the start of the game**). Nine players are used defensively. When the bat the roster option is used, the team must start and finish with the same number of batters that they started the game with, except in the case of injury or ejection, or if there are only nine players available at the start of the game. Reentry for league games is as follows: Any starter on the roster may withdraw and reenter once, provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not reenter. If a pitcher is removed from the game because of a second trip in the same inning rule, he may reenter the game in any position with the exception of pitcher, if he was one of the ten starting players.

Regulation Game: Regulation games are seven innings unless the ten run rule is implemented or in climate weather forces the game to be shortened. Note: During in climate weather, a game is considered to be official after 4 ½ innings when the home team is ahead or after five innings when the visitor is ahead. Any game that does not meet these criteria is considered to be "no contest" and must be replayed from the start. In this scenario, a pitchers innings do not count against their weekly inning total. If the home team is trailing and a game has to be suspended after 5 ½ innings due to in climate weather, the score will revert back to the last complete inning where the game became official and that will be the final score unless the score was tied. In this

scenario, a suspended game shall be declared and the game will be picked up at the exact point that the game was stopped at a later date.

Willamette Valley Babe Ruth Insurance Information

Willamette Valley Babe Ruth, Inc. carries accident and liability insurance. This insurance coverage covers all coaches, players and umpires. WVBR's insurance carrier is K & K Insurance, and is purchased annually through Babe Ruth, Inc.

In the event of an accident where a player or coach is injured and requires medical attention, the following must occur:

Team/Area Responsibilities

1. Report each injury that requires medical attention within 24 hours to Insurance Coordinator either by phone or email.
2. Parents must complete PART I of the BABE RUTH LEAGUE INC. MEDICAL FORM and turn the form into their coach. The following link will take you to the required insurance documents:

<http://oregonbaberuth.com/docs/coachpacket/Insurance%20Forms.pdf>

3. Coaches must turn the original form (not a photocopy) to the Insurance Coordinator directly or through their Area Representative.
4. Completed form needs to be turned in to the Insurance Coordinator no later than 7 days from date of injury. Arrangements can be made for drop off or mailing.
5. The Insurance Coordinator will complete PART II of the form.
6. Two photocopies are made; one for the league, and one for the parents.
7. The original insurance form is mailed to K&K Insurance Group, and a copy is mailed to parents

Submission of Medical Bills for Payment:

1. If another insurance company is the primary insurance carrier: The parent will submit an itemized bill and statement from their insurance on their payment (explanation of benefits). In other words wait to submit the medical bills until the other insurance has paid.
2. If there is no other insurance submit medical bills as they arrive in mail.
3. Each bill must have the following in order to be paid:
 - A. Patients name
 - B. Diagnosis (what was treated)
 - C. Type of treatment given
 - D. Date of treatment
 - E. Charges for each treatment

F. Medical bills are submitted directly to the Insurance Coordinator by the parents.

Payment

1. If injured party has medical insurance the private insurance will be primary insurance carrier, if not, K&K will pay as the primary insurance carrier
2. A 100.00 deductible will be calculated before K&K payment amount is determined.
3. Medical bills incurred due to the injury, up to 52 weeks after the injury, will be considered for payment.

Willamette Valley Babe Ruth General Behavior & Team Rules

Behavior

During the course of a game, a coach, player or parent will not be allowed to approach an umpire for the purpose of disputing a judgment call or decision. Umpires will handle unsportsmanlike behavior in accordance with Competition/Sportsmanship Committee guidelines. A Head Coach may approach an Umpire for the purpose of discussing a rule interpretation or for clarification. At all times, the coach will show respect to the umpire and maintain his obligation as the team leader to provide an example of good sportsmanship for the players and other event participants.

No coach, parent, or event participant will be allowed to shout abusive or disrespectful remarks criticizing a player's, coach's or umpire's performance or judgment. WVBR recognizes that errors and poor decisions are a part of the game and it is important that participants are provided an environment where they can succeed and fall free from the fear of public ridicule and embarrassment. The coaches are obligated to provide an example of control over emotions and speech. These behavior standards are to be maintained before, during, and after games as well as any sanctioned league function.

Team Rules

The WVBR Board of Directors strongly encourages that each team to write and submit a copy of the team's rules to the WVBR Board

Willamette Valley Babe Ruth Team Composition

13 – 15 Prep: A 13 – 15 Prep team will consist of a minimum of 12 and a maximum of 15 players. Each team must have a minimum of three (3) 13-year-old players, and no more than five (5) 15-year-old players. **Note: Players who participate on an OSAA sanctioned High School team are ineligible for Willamette Valley Babe Ruth sanctioned 13 – 15 Prep teams.**

Prep 13: The Prep 13 team will consist of a minimum of 12 and a maximum of 15 thirteen (13) year-old players. Note: Twelve (12) year-old players with the appropriate skill level may also participate at Prep 13.

Majors: The Majors team will consist of a minimum of 12 players and a maximum of 15 players, no more than eight players of whom may be twelve years old. Players age 10-12 are eligible.

Major-Minor: The Major-Minor team will consist of a minimum of 12 players and a maximum of 15 players who have not been selected for the Majors team. No more than six players may be 12 years old. There will be no maximum number of 11 year olds on the Major-Minor team. Players age 10-12 are eligible.

AAA: The AAA team will consist of a minimum of 12 players and a maximum of 15 players that were not selected for Majors or Major-Minor. No more than four players may be 11 years old and none of them may be 12 years old. Players age 10-11 are eligible (consideration may be given for nine year olds of appropriate skill level).

Rookie Majors: The Rookie Majors team will consist of a minimum of 12 players and a maximum of 15 player's age nine and under. No more than eight players may be nine years old, and the rest may be eight years old.

Rookie Minors: The Rookie Minors team will consist of a minimum of 12 players and a maximum of 15 players that have not been selected for higher teams. No more than four players may be nine years old, and the rest must be eight years old (consideration may be given for seven year olds of appropriate skill level).

Tee Ball: Players age 5-7 are eligible to play Tee Ball.

Note: for Major-Minor, AAA, Rookie Leagues and Tee Ball, coaches will make a legitimate attempt to even out playing time for all players during the course of the year, with the exception of missed games and disciplinary issues.

Willamette Valley Babe Ruth Team & Game Requirements

Team Requirements

No team will be allowed to participate in a WVBR sanctioned game or activity unless they have complied with the following:

1. A completed roster with the Area Presidents signature. The Area President is responsible for presenting all birth documents upon request of the league (or a league waiver has been granted).
2. All coaches must have signed their Coaches Agreement.
3. The team has the appropriate protective gear, to include batting helmets, catchers gear and an approved first aid kit.

Game Requirements

1. The home team is responsible for the preparation of their respective area field and will provide two new official game balls to the Plate Umpire.
2. Both Head Coaches will attend the plate conference prior to game time and provide an official score card to the Plate Umpire. The approved scorecard is Glover's four part lineup card.
3. Each team will complete an "approved" scorebook, to include both the first and last name of the player. The Majors Division should use the Glover scorebook. Scorebooks are not mandatory for Tee Ball.
4. Each Head Coach is responsible for their own behavior as well as that of the players, assistant coaches and their respective fans.
5. The winning coach will advise the appropriate league Coordinator of the official score within 24 hours of completion of the game.
6. Rainouts must be made up in the order in which they occurred. Coaches have one week to schedule make-up games or they will be rescheduled by the President or designee. For games at area fields, the coach of the home team will make the decision if a game will be called at least 90 minutes before game time, and will immediately inform the Umpire Commissioner and the other teams coach. Coaches should make every possible effort to play games, with the primary consideration being the safety of the players.

Willamette Valley Babe Ruth Mission Statement

Willamette Valley Babe Ruth is a youth oriented program dedicated to building solid citizens through competitive participation in the game of baseball. Promoting what is for the good of youth has been, and continues to be, the guiding principle of the WVBR Program.

WVBR Teaches baseball skills and promotes mental and physical development. WVBR emphasizes the basic ideals of sportsmanship, fair play and respect for the rules of the game among players, parents, coaches, and all other event participants.

It is the fundamental belief of WVBR that every child who has a desire to play baseball, and who resides within our designated geographic area, which is Lane County, Oregon, East of the Coast Range, should be afforded that opportunity to the greatest extent that our resources and charter allow.

Willamette Valley Babe Ruth Competition/Sportsmanship Committee Guidelines

Umpires: In order for the Competition/Sportsmanship Committee to uphold suspensions for ejections or other unsportsmanlike actions, it is necessary that the expectations of our umpire's ability to handle the situation are met.

It is assumed that for normal situations of minor unsportsmanlike actions, that umpires will follow a standard set of guidelines:

1. 1st time: Ignore the action.
2. 2nd time: Warn the offender appropriately of the consequences of their actions.
3. 3rd time: Eject the individual.

When a major offense of unsportsmanlike behavior occurs (i.e. charging an umpire over a judgment call, throwing a bat, malicious contact, etc...) it is understood that all umpires have the authority to immediately eject the appropriate individual(s). It is important that any coach, player or spectator, not be allowed to continue with unsportsmanlike behavior.

Umpires must remember to not take the game into their own hands and strong hand a coach/player/spectator. Coaches have been instructed that they may ask for clarification of a call so long as it pertains to rule interpretations. If a coach politely asks an umpire "how they saw a specific call", that is also appropriate. However, should a coach come to argue a judgment call, the umpire will not acknowledge the argument and ask the Head Coach to return to the dugout.

Note: The Head Coach is the only coach allowed to speak with the umpires. Should an Assistant Coach come out to dispute any call during a game, the umpire shall take the following actions:

- 1. 1st time: The umpire will ask the Head Coach to restrain his Assistant Coach immediately and advise the Head Coach of the consequence should the Assistant Coach refuse to do so immediately.**
- 2. 2nd time: The umpire will restrict the Head Coach and the affected Assistant Coach to the dugout for the duration of the game.**

Should a Head Coach decide to call for a protest based on an interpretation of a rule, this shall not be considered unsportsmanlike provided that the coach handles him/herself appropriately.

If an umpire decides to eject an individual, it needs to be a solid ejection. No one is asking for the officials to take any abuse. Just be professional, and if the coach/player/spectator is not, handle it appropriately. Do not give the Competition/Sportsmanship Committee any reason not to support the umpires call.

If an ejection occurs, the umpire responsible for the ejection will contact the Umpire Commissioner upon the conclusion of the game. The umpire will provide the Commissioner with a detailed report of what led to the ejection. Should the ejected member decide to appeal any potential league suspension, the Umpire Commissioner will provide the

Competition/Sportsmanship Committee Chairman with the written ejection report and any amplifying information immediately.

The following is the Competition/Sportsmanship Committee guidelines for ejections:

Player Ejections

If any player is ejected from a game, and the ejection is upheld by the Umpire Commissioner, the said player will serve (at minimum) an additional one (1) game suspension to be served at the next scheduled (regular or makeup) game. **In the case of any ejection of a player that is upheld by the Umpire Commissioner, the minimum one (1) game suspension will take effect automatically without review by the Competition/Sportsmanship Committee.**

Coach/Parent/Adult Ejection

If any coach/parent or other adult not participating as a player is ejected from a game, and the ejection is upheld by the Umpire Commissioner, the said adult will serve (at minimum) an additional two (2) game suspension to be served at the next scheduled (regular or makeup) game. **In the case of any ejection of a coach/parent or other non participating adult that is upheld by the Umpire Commissioner, the minimum two (2) game suspensions will take effect automatically without review by the Competition/Sportsmanship Committee. Note: This means that the affected person cannot be present at the game site at anytime during pregame or during the game.**

Additional Suspensions for Ejections

If any player/adult is ejected, and the ejection is upheld by the Umpire Commissioner, and there are excessive circumstances, the individual may receive an additional suspension. The additional suspension, as determined by the Competition/Sportsmanship Committee and upheld by the Babe Ruth Board of Directors, should be determined in a timely manner and preferably during the time of the minimum suspension.

Other Suspensions for Unsportsmanlike Actions

Other actions by Babe Ruth associated individuals that fall outside the accepted guidelines for Babe Ruth activity will be reviewed and investigated by the Competition/Sportsmanship Committee and recommendations will be made to the Babe Ruth Board of Directors for corrective action, if any. Corrective action could include probation, limited participation, suspensions, and up to a life time ban from Babe Ruth.

Competition/Sportsmanship Committee Quorum

It is understood that if the Competition/Sportsmanship Committee must need to determine anything other than a minimum suspension for an ejection, that a minimum of five (5) committee members must take place in the decision process. An individual being looked at for additional

suspensions, other than minimum suspensions for ejection, should be given the opportunity to speak before the Competition/Sportsmanship Committee prior to any decision of corrective action. All decision handed out by the Competition/Sportsmanship Committee and upheld by the Babe Ruth Board of Directors shall be final.

Willamette Valley Babe Ruth Rules for Area Eligibility

All players MUST reside within the geographical boundary of WVBR and each player MUST play for the high school area team in which his/her primary residence is located. **There shall be no waiver or releases from this rule for any reason except those expressly mentioned in this section, the National Babe Ruth Rules, or the WVBR Coaches Packet:**

1. If a parent is guilty of intentionally filing a false address so that their child would be eligible to play in an area other than the one that their real address dictates, the player would be immediately suspended for the remainder of the season, and all games the player participated in would be forfeited. (Note: The ineligible player would be eligible to return to the area for which they are designated the following season). In addition to any suspension/forfeits, a team may be subject to additional sanctions based on the recommendation of the Competition/Sportsmanship Committee.
2. If a parent truthfully files an address to play for a specific area and it is found out later that the player should be playing for a different area, there shall be no penalty and the player will be allowed to play out the remainder of the current season with the team for which he is participating with. Upon conclusion of that season, the player will return to the area for which he should actually be playing for.

In the event a player is involved in a Shared Custody arrangement between parents, the player MUST play for the area team for which they go to school. In other words, if the player is residing with parent (a) in one area, and going to school in the area where parent (b) resides, they MUST play for the school where parent (b) resides since this is where initial residence was established. Should the player enroll in school where parent (a) resides, then the player will have the option of playing in the area where parent (a) lives. No exceptions to this rule will be given (Babe Ruth Rule 0.01, Paragraph 5, exception, would apply).

A player, who legally played for one team and then moved out of the area boundary, may play for their original team or may try out for the area team for where they currently reside.

Once a player tries out and has been selected on a team, the player may not try out for another team.

A player may not play on a team in an area in which he does not reside unless the area in which he resides does not have a team of that skill and age level.

The Pleasant Hill area is expanded to include Lowell, Goshen, Creswell and Cottage Grove. The Elmira area is expanded to include Blachley, Crow and Lorane. The Junction City area is expanded to include Harrisburg and Monroe.

Players who are cut from their area team may be elected to play on a "pool" team. A pool team consists of players from various areas, depending upon the numbers needed to fill the team. Efforts will be made to assign a player to a pool team nearest his area. The area coach is responsible for providing pool player names to their respective Area Director for assignment to a pool team. A player assigned to a pool team may, in subsequent years, continue to try out in the assigned area. If such player decides in a subsequent year to try out in the area where he/she

resides, the player may not elect to try out in the assigned area after that. If a pool player is cut in subsequent years, the player must reenter the pool and then is subject to reassignment to any area. Siblings of pool players must try out in the area where they reside.

Willamette Valley Babe Ruth League Coordinators

Each team level (Rookie Minor, Rookie Major, AA, AAA, Majors, Prep 13, and 14/13) will appoint/elect a League Coordinator. That person will act as the “voice” between the teams for that level and the league. Responsibilities of the League Coordinator will include, but are not limited to, the following:

1. Coordinate with the League Assistant, Area Director and league officers to ensure that appropriate communication and information is disseminated between each team and the league.
2. Receive and record scores from the coaches/scorekeepers for each game played.
3. Track team standings and communicate the same to each team as appropriate.
4. Make necessary arrangements to organize the selection of all star coaches.
5. Assist in overseeing the all star selection process as outlined by the league.
6. Oversee the organization of the year-end tournament, including:
 - A. Scheduling
 - B. Communicate and coordinate fields with the Complex Committee.
 - C. Communicate and coordinate umpires with the Umpire Commissioner.
 - D. Coordinate, purchase and distribute trophies/awards to the regular season/tournament champions.
7. Assist with other team or league issues that may arise.
8. Post scores and standings on the WVBR website.

Willamette Valley Babe Ruth League Officers and Area Representatives

League Officers

Position	Officers	Phone
President	Todd Wagner	541 741-2417
Vice President	Kathie Dougherty	541 543-8757
Treasurer		
Secretary	Soni Harrison	541 285-6699

Area Representatives

Area	Representative	Phone
Churchill	Chuck Kearney	541 912-9334
Elmira	Link Smith	541 935-4484
Junction City	Dewey Hofer Jim Nash	541 688-9071 541 521-0891
North Eugene	Shawn Spaht	541 463-9573
Pleasant Hill	Kirk Miller	541 729-0769
Sheldon	Jody Allard	541 515-0604
South Eugene	Brett Boettcher	541 349-1838
Springfield	Hollie Haas	541 579-0695
Thurston	Mark Watson	541 844-4162
Willamette	Mike Nichol森	541 689-8521

Liaisons/Committee Chair's/Directors/Commissioners

Position	Representative	Phone
Babe Ruth Liaison	Todd Wagner	541 741-2417
Competition/Sportsmanship Committee	Mike Kuvaas	541 554-9171
Fund Raising		
Insurance Coordinator	Soni Harrison	541 285-6699
Program Director	Darlene Watson	541 520-0777
Public Relations Director	Kathie Dougherty	541 543-8757
Umpire Commissioner	Todd Wagner	541 741-2417