

SOUTHEAST VALLEY BASEBALL ASSOCIATION (SVBA)

BYLAWS

Association Bylaws for the year 2019

Adopted by SVBA Executive Board of Directors, October 2018

Web Address: www.sevalley.com

Address: SVBA, P.O. Box 1396, Draper, UT 84020

A. LEAGUE ORGANIZATION

- A1. SVBA is governed by a set of bylaws. The bylaws will be considered the legal understanding of how SVBA is to be governed.
- A2. SVBA will be managed by an Executive Board consisting of five members. Each Executive Board member has one vote. The President will be the principle person in charge. The Board will designate a representative as a commissioner of one of the Association's national affiliations (Babe Ruth/Cal Ripken League). The Executive Board will seek additional volunteer Board Members to provide input and help fulfill tasks necessary to operate SVBA. All Board Members must be ratified by the existing Executive Board for a one-year term. All directors must live within the boundaries of SVBA.
- A3. The baseball playing rules of SVBA will be the official Babe Ruth/Cal Ripken baseball rules and will only be superseded by SVBA bylaws.
- A4. The Executive Board may make changes to the bylaws as needed. Any changes of the bylaws prior to the start of the season must be by a majority decision. Any changes during the season must be by a unanimous decision.
- A5. SVBA will be divided into the following Divisions. Playing age is determined by the player's age as of April 30th of the current playing season.

DIVISIONS	AGE	SELECTION
Rookie (Quickball)	5-6	Board Select
Machine Pitch	6-7	Board Select
Peewee (Player Pitch)	7-8	Tryouts & Draft
Minors	9-10	Tryouts & Draft
Majors	11-12	Tryouts & Draft
Babe Ruth	13-15	Tryouts & Draft
High School	16-18	Board Select

A6. SVBA will oversee an American league and a National league. American League teams shall consist of any players that register with SVBA and are drafted on a local league team other than a "National League Team".

National League teams shall consist of any players that register with SVBA as part of an already formed team that will compete with other teams outside our local SVBA American league.

National League provides an opportunity for players living within the established boundaries of their local league (Southeast Valley Baseball) to compete with other National League Teams (any team made up of 9-15 players from within the established boundaries of the Utah State Babe Ruth organization). The National League travel schedule is formulated by the State Commissioner or his/her assistant.

B. REGISTRATION

- B1. The boundaries for SVBA will be the Alta, Corner Canyon, and Jordan High School boundaries.
- B2. Any person meeting the age and residence requirements of SVBA shall be eligible for participation in SVBA. Age and residence will be validated at time of registration by uploading a birth certificate (or equivalent, like a passport) and a proof of address document to the registration system.
- B3. Registration priority will be in the following order assuming registration deadlines are met: 1) returning players from last year; 2) sibling of a returning player; 3) new players; 4) anyone placed on a waiting list.
- B4. No child will be allowed to play in the league unless first formally registering and his/her fees have been paid in full or arrangements have been made with the Treasurer before the draft is held. Any player with an owing balance from a previous year, shall bring their account current. Proof of player's birth date is required upon registration.
- B5. No player will be allowed to move down and play in a younger division unless there is a mental or physical disability to warrant an exception to the rule. A player may request approval to move up one age group. All requests will require approval from the Executive Board.

C. SELECTION OF COACHES

- C1. Any adult over the age of 21 will be considered for a coaching position. All coaching applications will be reviewed by the Executive Board.
- C2. All coaches will be selected for one season at a time.
- C3. Each person applying to coach must submit a coach's application each year.
- C4. The Executive Board may decline a person for a coaching position at the discretion of the Board.
- C5. If selected, the coach must pass a background check. Coaches for ages 12 and under must also complete Cal Ripken certification at their own expense and provide proof of completion.
- C6. A head coach must receive permission from the Executive Board if he or she wants to ask a parent whose child is returning to a different team to become his assistant.

D. PLAYER ASSESSMENT

- D1. A player assessment (tryout) will be conducted under the direction of the Executive Board.
- D2. A member of the Board of Directors will provide the player's name and age to each coach prior to the tryout.
- D3. Players returning to teams from the prior year within Minors, Majors and Babe Ruth divisions will remain on that team's roster for the following season. All Peewee players must try out if they are not frozen by coaches.
- D4. Any player required to attend the tryout and does not, will have their name placed in the "hat" and their name will be drawn during the draft.
- D5. The child of the head coach and his or her assistant, if any, are automatically frozen to that team and will not participate in the tryouts. This must be made known to the Executive Board, or designated Board Member, prior to tryouts.
- D6. Rookie (Quickball), Machine Pitch, and High School league players will not have a tryout. They will be assigned to a team by SVBA. The Board of Directors can request tryouts for the High School league.

E. DRAFT

- E1. The player draft will be held under the direction of the SVBA Executive Board.
- E2. All frozen players and hat draws will be scratched from the draft list before the draft begins. Any frozen player must be so designated before tryouts begin or the freeze will be invalid.
- E3. Draft order in the Babe Ruth division shall be determined by the position of the teams in the standings from the previous year. In case of a tie, the draft order will be determined by a coin flip. The team in last place shall be given the first selection and so on, with the first-place team selecting last. Draft order will be in a left-right format throughout the entire draft. If new teams are added to a division (expansion teams), the expansion teams will have the first pick in the draft followed by the last place team as described above.
- E4. Draft order in the Majors division shall be determined by the position of the teams in the standings from the previous year. In case of a tie, the draft order will be determined by a coin flip. The team in last place shall be given the first selection and so on, with the first-place team selecting last. Draft order will be in a snake format throughout the entire draft. If new teams are added to a division (expansion teams), the expansion teams will have the first pick in the draft followed by the last place team as described above.
- E5. Draft order in the Minors division will be drawn from a hat prior to the draft, at the coaches' meeting. Draft selection will be in a snake format (left-right, right-left, etc.).
- E6. Draft order in the Peewee division will be drawn from a hat prior to the draft, at the coaches' meeting. Draft selection will be in a snake format (left-right, right-left, etc.).
- E7. Each team is allowed two freezes on a given team for the coach and assistant coach's players. A player who was frozen the previous year and remains on the same team counts as a freeze for the current year.
- E8. Rounds One and Two are "free rounds". Any available player may be selected in the first two rounds.
- E9. Round Three – Head coach's child will be selected.
- E10. Round Four – Assistant coach's child will be selected if there is an assistant coach. If not it will be a draft position.
- E11. Rounds Five through Nine – Any available player selections resume.
- E12. Round Ten – The sibling of a drafted player must be chosen in the 10th round if not taken sooner. If more than one set of siblings goes to a given team, selections must begin in successive higher rounds. If no siblings, any available player is eligible in this round.
- E13. Hat Draws – Any coach can choose to pick a name from the hat starting in the 5th round. If there is a large number of hat draws, and hat draws are forced into the second to last round (10 or 11), all frozen siblings if needed shall be moved up one round before the (9 or 10) draft begins.
- E14. Following the draft, coaches may trade only the players who were drafted. Returning players or frozen players may not be traded. All trades must be approved by a member of the Executive

Board. Player trades may be made after the draft for up to 10 minutes at which time no further trades will be allowed. Any exception must have approval by a majority vote of the Executive Board.

- E15. Brothers/Sisters will be counted as one choice for either a freeze or a draft selection. If one sibling is already on a team and is remaining in that division and another sibling is moving up into that division, the younger sibling will automatically go to the older sibling's team. If, for whatever reason, the older sibling does not want to return to the team he played on in the prior year and chooses to go into the hat, either sibling follows the other sibling to a team as one selection. EXCEPTION: If for some reason the younger sibling does not wish to follow the older sibling, the younger sibling has the choice of going into the draft. A letter from the parents must come with the request.
- E16. Team Balance – Teams must have a minimum of four players of either age (older or younger) if there are enough players of each age.
- E17. A player who does not want to return to the same team and is not moving up an age group must submit a written statement, signed by the parents, to the Executive Board that explains why the player does not want to return to the previous year's team. This must be done prior to tryouts and approved by a majority vote by the Executive Board. The reason for being released must be valid and not used as an excuse to play on a team with friends or to leave a team that had a losing record.
- E18. A coach wishing to release a player from the team roster must submit a written statement to the Executive Board that explains why he wants the player released and what conflict exists to warrant the change requested. This must be done prior to tryouts and be approved by a majority vote of the Executive Board.
- E19. Any returning player released from their previous team either by a written request from a parent or released by a coach with approval from the Executive Board, must try out and be placed back into the draft or become a "hat pick."
- E20. After the draft and once the teams have been set, any new registrants will be placed on a waiting list with no guarantee of being assigned to a team. They will be placed on a team on a "first come, first serve" basis, with priority given to returning players. The players on a waiting list are added to a team that does not have a full roster. If more than one team does not have a full roster, the player is placed on the team in order of the draft. If a team has a player that quits, that team gets the next player on the waiting list, assuming that all teams have a full roster. If other teams do not have a full roster, the next player on the waiting list goes in the order stated above. No players will be added to SVBA after opening ceremony.

F. BEHAVIOR, CONDUCT AND ATTIRE GUIDELINES

- F1. Coaches, players and umpires are not allowed to consume alcoholic beverages, use any tobacco products or use any illegal drugs while at the playing field or park. Any violation of this rule will result in suspension.
- F2. Coaches, players or umpires involved in a fight or altercation will be suspended a minimum of one game. Additional penalty may be implemented at the discretion of the Executive Board.
- F3. Any player, coach, parent or spectator exhibiting unsportsmanlike behavior will be ejected from the game at the umpire's discretion (throwing a batting helmet, bat, equipment, vulgar or abusive language, etc.).
- F4. Any coach or player who is ejected from a game must leave the ballpark and is automatically suspended from participating in the next scheduled game played by the team. Failure to leave will result in forfeiture of the game and further suspension.
- F5. Any coach, player, parent or fan that abuses an umpire by physically touching them or abuses them in any manner (i.e. spitting, vulgar or abusive language) will be suspended and may be reported to the legal authorities. Only the coaches and scorekeeper may stop the game to talk with the umpire.
- F6. The Executive Board may suspend any player from the league if the player or their parents exhibit unsportsmanlike behavior.
- F7. Any coach who does not conform to the rules of SVBA or does not return equipment to the league will be suspended from the league.
- F8. All suspensions will be in effect until the Executive Board conducts a hearing, at which time the terms of the suspension will be finalized.
- F9. All players must wear a complete team uniform to be considered eligible to play in any game. Complete uniform is defined by team-appropriate hat and shirt or jersey, as well as pants, belt and socks similar in color to those issued to the players at the start of the season.

G. RULES

- G1. The rules of SVBA will be the official Babe Ruth/Cal Ripken baseball rules and will only be superseded by SVBA Bylaws rules.

Getting the game started

- G2. It is the responsibility of the home team to prepare the field (if applicable), provide the official scorekeeper, pitch count and game balls
- G3. If the umpire is late, it is the responsibility of the home team coach to get the game started even if one of the coaches must umpire from behind the mound.
- G4. A Peewee, Minors, Majors or Babe Ruth team must have at least 7 eligible players in the dugout by game time or the game will be a forfeit and the opponent declared the winner.

Playing Field

G5. Only players and coaches may be on the playing field or in the dugout. When a team is at bat, all the team members must remain in the dugout unless they are batting, on deck or in the hole. All offensive players must be wearing a batting helmet if on the field playing.

Batting

G6. Each team must bat the entire roster.

G7. All bats must adhere to the 2018 playing season Babe Ruth League Bat Rules.

The penalty for using a non-compliant bat is as follows: 1) If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues; 2) A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter; and 3) Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

For 2018 Playing Season Babe Ruth League, Inc. Approved and Non-Compliant Bats

Babe Ruth League Bat Rules	
2017	2018
T-Ball	
Marked for T-Ball Use	USA Baseball T-Ball Stamp
Cal-Ripken Baseball	
2 1/4" Barrel with 1.15 BPF Marking	USA Baseball Marking 2 5/8" Barrel Maximum NO BBCOR BATS
Babe Ruth Baseball 13-15	
2 5/8" Barrel Aluminum or Composite BBCOR .50	USA Baseball Marking or BBCOR .50 2 5/8" Barrel
Babe Ruth Baseball 16-18	
All Bats Must Be BBCOR .50 No Greater Than -3	All Bats Must Be BBCOR .50 No Greater Than -3
Babe Ruth Softball	
Marked as "Official Softball Bat" or "Official Fastpitch Bat"	Marked as "Official Softball Bat" or "Official Fastpitch Bat"

Note: Solid one piece wood bats are permitted for use in all divisions and must conform to Rule 1.10. No laminated or experimental bats shall be used in a game.

Roster, Playing Time Requirements

G8. The Rookie (Quickball), Machine Pitch and Pee wee Divisions shall play the entire roster on defense using a standard infield with all remaining defensive players positioned in the outfield.

G9. For Minors, Majors, Babe Ruth and High School, each player must not sit out for more than 3 consecutive defensive outs. (Exceptions: If a player comes late to a game or is injured before or during the game).

G10. There are no automatic outs in SVBA. If one or more players must leave during the game, they will be scratched from the line-up. You will continue to play if you have at least 7 players. There will be no automatic outs under any circumstance. Late arrivals must be placed at the end of the order. Having less than 7 players at any time during the game will constitute a forfeit and the opponent shall be declared the winner.

Contact

G11. There is no "must-slide" rule. If a runner attempting to reach a base or home plate intentionally and maliciously runs into a defensive player, he will be called out on the play and ejected from the game. The ball will be declared dead and all other runners shall return to their last legally occupied base at the time of contact.

If a fielder blocks the base path while in the act of making a play, the runner may make contact, slide into, or collide with the fielder if the contact by the runner is not "malicious." The rule does not prohibit contact. It simply requires players to make a reasonable attempt to avoid contact, and to ensure that any incidental contact is not malicious in nature.

In the case of a defensive player being ejected for malicious contact, the runner shall be called safe or out per the result of the play.

Intentional malicious contact shall be called based on the judgment of the umpire.

Pitching

- G12. The umpire has the authority to remove a pitcher from the mound who is throwing excessive wild pitches which may or may not be hitting batters.
- G 13. Pitching limitations will be enforced in accordance with Rule 0.06 of the Babe Ruth/Cal Ripken rule book.

No New Inning

- G14. There is no new inning after 1 hour 20 minutes for all Machine Pitch and Peewee division games. (Exception – refer to G17)
- G15. There is no new inning after 1 hour 40 minutes for the Minor division games. (Exception – refer to G17)
- G16. There will be no new inning after 1 hour 50 minutes for all Major and Babe Ruth division games; 2 hours for High School division games. (Exception – refer to G17)

Tie Games

- G17. If it is a tie game and there is not another game scheduled on that field, play will continue for one extra inning. If there is a second game scheduled on the field, and the time limit has been reached, the game will remain a tie.
- G18. Tie games will not be continued or made up later. A tie game will count as a half win and half loss for the season records.
- G19. Back-to-back games scheduled for the Major, Babe Ruth and High School divisions will have a drop-dead time limit of 2 hours. If a game is halted before the completion of an inning, the score will revert to the previously completed full inning. No extra innings will be played on tie games.

Time Keeping

- G20. When two games are scheduled back-to-back on the same field, the official start time for the first game will be the scheduled start time and not the actual starting time.
- G21. If the time limit has expired, the game will be considered a complete game regardless of the number of innings played. (Exception – refer to G17).

An official game consists of:

Innings	Division
3 innings	Machine Pitch and Peewee
4 innings	Minor and Major
5 innings	Babe Ruth and High School

A complete game consists of:

Innings	Division
4 innings	Machine Pitch
5 innings	Peewee
6 innings	Minors and Majors
7 innings	Babe Ruth and High School

G22. End of Season Standings:

In the event two or more teams end the season with the same number of wins and losses, the following (listed in order of importance) shall be used as a tie breaker to determine the actual standings:

1. Winner of the head-to-head meetings during the regular season. If three or more teams are tied, total head-to-head record between the tied teams will be tallied.
2. Runs scored against in the regular season head-to-head meetings
3. Total runs allowed for the regular season
4. Coin toss

Tournament

G23. End of season double-elimination tournament games shall be played with drop-dead time limits. These games have no bearing on regular-season standings.

Division	Elimination Type	Duration
Machine Pitch	Single-elimination	Games must go 4 innings
Peewee	Single-elimination	No new inning after 1:20 No drop-dead.
Minor	Double-elimination	No new inning after 1:20 No drop-dead.
Major	Double-elimination	No new inning after 1:30 No drop-dead.
Babe Ruth	Double-elimination	No new inning after 1:30 No drop-dead.

H. ALL-STARS

- H1. The All-Star selection will be held under the direction of the Executive Board. A member of the Executive Board must be present at all All-Star selection meetings.
- H2. Each division will have their own All-Star team(s), except for the Rookie (Quickball) and Machine Pitch divisions.
- H3. All SVBA All-Star managers (coaches) will be selected based on the regular season standings (not the post-season tournaments).
- H4. If there is more than one All-Star team for a division, then the second-place coach will be assigned the second All-Star team. If the second-place coach is assisting the first-place coach, or declines to coach, then the position would be offered to the third-place coach, etc.

- H5. The selection of the players for the All-Star teams will be done with common consent among the coaches. A player must receive a majority vote of the coaches present to be placed on their respective All-Star teams. If there is not a common consent among the coaches, the Executive board will make the final decision.
- H6. All players selected to an All-Star team must commit to playing on that All-Star team through the state tournament.
- H7. All-Star fees (to cover tournament entry, uniforms, prep tournament entry, etc.) must be collected before a player receives his or her uniform.
- H8. An All-Star team consists of 11 to 15 players. A team consisting of 11 players must be approved with a waiver.
- H9. The SVBA Board of Directors does not authorize, support or sanction any tournaments or All-Star play not directly associated with one of the national affiliations.

I. SVBA EXECUTIVE BOARD OF DIRECTORS

- I1. Members of the Southeast Valley Board of Directors are volunteers who donate their time and efforts to the community of Sandy and Draper.
- I2. SVBA uses baseball fields run by Salt Lake County, Sandy City and Draper City. The Board works with these government officials in securing and maintaining these fields for use by SVBA.
- I3. The SVBA Board of Directors is to do its best in providing a well-run baseball league with good will, integrity and sportsmanship.

The 2019 Executive Board of Directors:

Bo Jensen - President
Cathy Knowlson - Treasurer
Paul England - Uniform Director
Tom Penrose - Equipment Director

Additional Board Members can be found on sevalley.com.