

SOUTHEAST VALLEY BASEBALL ASSOCIATION (SVBA)

BYLAWS

Association Bylaws for the year 2023

Adopted by SVBA Executive Board of Directors, May 12, 2023

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 principal person in charge. The Board will designate a representative as a commissioner to represent SVBA within our affiliated organization, Wasatch Baseball. 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 or have a player that lives within the boundaries of SVBA.
- A3. The baseball playing rules of SVBA will be the National Federation of State High School Associations (NFHS) baseball rules and will only be superseded by SVBA bylaws and Quick Rules for Single A Quickball through Majors and Wasatch Baseball League Rules for Single A 13U, 14/15U, High School and AAA teams.
- 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)	4-6	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
13U	13	Tryouts & Draft
14/15U	14-15	Tryouts & Draft
High School	16-18	Board Select

- A6. SVBA will oversee a Single A league and be a host sponsor for AAA intact teams to play within the Wasatch Baseball League. Single A teams shall consist of any players that register with SVBA and are assigned or drafted on to a local, city league team through SVBA. For the regular season, Quickball through Majors Single A divisions will play against other SVBA teams only.

13U, 14/15U and High School Single A divisions will play crossover games with other Wasatch Baseball Single A teams.

AAA teams shall consist of any players that register with Wasatch Baseball as part of an already formed team that will compete with other teams outside our local SVBA Single A league.

- A.7 Southeast Valley will be AAA teams home field. There will be a limited amount of team spots based on field availability.

AAA teams host their own tryout to form their team and must have a full roster to be eligible for sponsorship with Southeast Valley Baseball. No AAA Coach that is not serving on the Southeast Valley Board is allowed to attend a Single A tryout. If a AAA Coach is found to be at a Single A tryout, sponsorship of the AAA team will be withdrawn.

B. REGISTRATION

- B1. The primary boundaries for SVBA are the Alta, Corner Canyon, Jordan and Summit High School boundaries. Players may register from outside these boundaries.
- B2. Any person meeting the age and residence requirements of SVBA shall be eligible for participation in SVBA. Age and residence may 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 is based on registration date until all spots are full. Waiting list priority shall be in this order: 1) returning players to a team from the previous year; 2) sibling of a returning player; 3) new players within primary boundaries, 4) new players outside primary boundaries.
- 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.
- 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.
- B6. Registration in Southeast Valley Baseball constitutes consent to the UHSAA Sports Concussion Management Policy. This policy can be located on sevalley.com.

C. SELECTION OF COACHES

- C1. Any adult 21 and older 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 register as a coach 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.
- 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 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 Peewee, Minors, Majors and 14/15U divisions will remain on that team's roster for the following season. See Section E. Draft for rules on requesting to not return to a previous team. All 13U 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. Quickball, Machine Pitch, and High School Division 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 Division.

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 Majors and 14/15U divisions 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 last pick in the draft when drafting in snake order.
- E4. Draft order in the Peewee, Minors and 13U 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.). If new teams are added to a division (expansion teams), the expansion teams will have the last pick in the draft when drafting in snake order.

- E5. 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.
- E6. Rounds One and Two are "free rounds". Any available player may be selected in the first two rounds.
- E7. Round Three – Head coach's child will be selected.
- E8. Round Four – Assistant coach's child will be selected if there is an assistant coach. If not, it will be a draft position.
- E9. Rounds Five through Nine – Any available player selections resume.
- E10. 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.
- E11. 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.
- E12. 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.
- E13. 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.
- E14. Team Balance – Teams must have a minimum of four players of either age (older or younger) if there are enough players of each age.
- E15. 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.
- E16. 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.

- E17. 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.”
- E18. After the draft and once the teams have been set, any new registrants, during the open registration period, 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, if 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.

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. Violation complaints may only come from a Coach. The Coach raising the violation complaint must share it with the player’s Coach and provide written notification to an Executive Board member. The player will

be given a warning on their first offense. Upon a repeat violation they will be asked to sit out a game until uniform requirements are met. The Executive Board has the right to overrule for extenuating circumstances as determined by the Board.

F10. No music and no noise makers shall be used at the ballpark on game days.

G. RULES

G1. The rules of SVBA will be the National Federation of State High School Associations (NFHS) baseball rules and will only be superseded by SVBA bylaws for Single A Quickball through Majors and SVBA bylaws (home games) and Wasatch Baseball League Rules (away games) for Single A 13U, 14/15U, High School teams. AAA teams will follow Wasatch Baseball League 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 Pee wee, Minors, Majors, 13U or 14/15U 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 when on the field playing.

G6. Field playability is first determined by the city/county that controls the park. In the event of rain, wind, or other game-altering event, it is the discretion of the umpire, in consultation with coaches, on whether to continue play or suspend the game.

Batting

G7. Each team must bat the entire roster.

G8. All bats for Single A 13U, 14/15U, High School and AAA must adhere to the Wasatch Baseball League Rules

AAA Divisions - Ages 8U up to 12U can be USSSA or USA Baseball

13u Division - Can use USSSA or USA. Bat will only be allowed a max of drop 8 (-8)

14-18 Divisions - BBCOR bats will be the only approved bat with a max drop 3 (-3)

Any bat that has been Withdrawn/Disallowed will no longer be permitted for use on any division or post season game. We will use the list provided by USSSA

baseball <https://www.ussa.com/baseball/baseball-withdrawn-andor-non-compliant-baseball-bat-models> .

The penalty for using a non-compliant bat is as follows:

1) If the illegal bat is discovered prior to a batter completing his/her "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

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.

- G9. No bunting in the Peewee Division. All other upper divisions may bunt the entire season. Batters are not permitted to slash bunt, however, in any age division up to and including 12u. This is an act by a batter to fake a bunt and then attempt to make a full swing on the same pitch. The runner will be called out and all base runners will return to previously awarded base.
- G10. A batter in the Peewee Division can only walk if hit by a pitch. If pitcher throws 4 balls, the batter's coach will pitch 2 balls to get the ball put in play. If the batter fouls off a coach pitch, coach will continue to pitch until the batter is out or gets a hit. Coach will pitch just in front of the mound. Coach may kneel to provide the batter a better pitching angle.
- G11. There is no Abandonment rule. Batters that show no effort to advance to 1st base on a dropped 3rd strike are not out and may be coached to attempt 1st base.

Roster, Playing Time Requirements

- G12. The Rookie (Quickball), Machine Pitch and Peewee Divisions shall play the entire roster on defense using a standard infield with all remaining defensive players positioned in the outfield.
- G13. For Minors, Majors, 13U, 14/15U 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).
- G14. There are no automatic outs in SVBA for interleague games. 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. When playing crossleague within Wasatch Baseball, if a team has less than 9 players and the batting position that is missing a player is up, the opposing team has the option to take the automatic out or allow to skip the batting position with no out taken. If a player is injured during the game and is not able to make a plate appearance there will be no out taken, and the batter will be skipped. 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.
- G15. Use two-out runner for pitcher & catcher. The runner will be the last recorded player out, whether that was a strike out or put-out.
- G16. Time between innings should be no more than 2 minutes & 6 warm up pitches.

Contact

- G17. 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

- G18. 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.
- G19. One pitch constitutes an inning.
- G20. Starting pitcher may re-enter as a pitcher once after he is relieved.
- G21. No intentional walks.

G22. Pitching limitations are as follows:

Division	Pitches/ Day	Days Rest	Pitches/ Day	Days Rest	Pitches/ Day	Days Rest	Max/ Day
Peewee	1-19	0	20-35	1	36+	2	50
Minors	1-29	0	30-45	1	46+	2	65
Majors	1-34	0	35-55	1	56+	2	75
13U	1-44	0	45-59	1	60+	2	80
14/15	1-49	0	50-65	1	66+	2	95
High School	1-49	0	50-65	1	66+	2	95
No pitcher can pitch in 3 consecutive days							

- G.23 Teams are only allowed one mound visit per inning for each pitcher. If they make a second visit, they must bring in a new pitcher.

Baserunning

- G24. Baserunners may advance until the ball is controlled by an infielder and timeout is granted by the umpire.
- G25. In the Peewee Division, baserunners are prohibited from stealing home, this includes on a passed ball/wild pitch. For all other upper divisions, baserunners are allowed to steal home on a passed ball/wild the entire season.
- G26. In the Peewee & Minors Divisions, there will be no delayed steals. A baserunner cannot advance if he or she has stopped progress prior to the pitcher receiving the ball back from a teammate.

No New Inning

- G27. There is no new inning after 1 hour 20 minutes for all Machine Pitch and Pee wee division games.
- G28. There is no new inning after 1 hour 40 minutes for the Minors, Majors, 13U, 14/15U & High School division games.

Game Duration	Division
1:20	Machine Pitch, Pee wee
1:40	Minors, Majors, 13U, 14/15U, High School

Tie Games

- G29. Games can end in ties. In the event the time has run out and the game is tied, the game is over and the tie will be recorded.
- G30. A tie game will count as a half win and half loss for the season records.

Time Keeping

- G31. 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.
- G32. If the time limit has expired, the game will be considered a complete game regardless of the number of innings played.

An official game consists of:

Innings	Division
3 innings	Machine Pitch and Pee wee
4 innings	Minors and Majors
5 innings	13U, 14/15U and High School

A complete game consists of:

Innings	Division
4 innings	Machine Pitch
5 innings	Pee wee
6 innings	Minors and Majors
7 innings	13U, 14/15U and High School

- G33. Back-to-back games scheduled for the Pee wee division will have a drop-dead time limit of 1 hour, 30 minutes. The Minors, Majors, 13U, 14/15U and High School divisions will have a drop-dead time limit of 1 hour, 50 minutes.
- G34. If a game is halted before the completion of an inning, the score will revert to the previously completed full inning (Exception – refer to G29). No extra innings will be played on tie games.
- G35. Run Limit

There will be a run limit per half inning:

Run Limit	Division
6 Runs	Pee wee & Minors
7 Runs	Majors, 13U & 14/15U

No Run Limit	High School
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This applies to all innings including the final inning of any game. The max runs in any inning are listed above. In the event during the final offensive play of any inning when multiple runs score after the max, those runs are not counted in the official score.

G36. Mercy Rule

Runs	Innings	Division
15	3 innings	Single A Peewee and higher
10	4 or more innings	Single A Peewee and higher

End of Season Standings

G37. 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 tiebreaker to determine the actual standings:

1. Win Percentage
2. Run Differential
3. Head-to-head
4. Coin toss

Tournament

G38. End of season double-elimination tournament games shall be played with drop-dead time limits for Machine Pitch through Majors. These games have no bearing on regular-season standings. 13U, 14/15U and High School tournaments will be conducted by Wasatch Baseball.

Division	Elimination Type	Duration
Machine Pitch	Double-elimination	Games must go 3 innings
Peewee	Double-elimination	No new inning after 1:20 No drop-dead.
Minors	Double-elimination	No new inning after 1:40 No drop-dead.
Majors	Double-elimination	No new inning after 1:40 No drop-dead.

Scorekeeping

G39. Each team keeps a scorebook, though the home book is official. Game Changer will be used for all Wasatch crossover games.

H. All-Stars

Coach Selection

H1. Each coach in Peewee (8u), Minors (9u/10u), Majors (11u/12u), Single A 13u, and Single A 14/15u will be contacted to confirm if they are willing and able to coach an All-Star team, and which age group they would like to be considered for. If only one coach is interested at a given age level, that coach will be the selection by default.

A ballot for each All-Star division will be sent via the primary email used for Southeast Valley Baseball regular season registration to the players and coaches in that age division, with the coaches that opted in as choices. Each player has one vote, and each coach has one vote. The SEV

board will also have 1 additional vote for each board member as the selected coach will be representing the league across the greater valley area.

When the survey closes, the head coach as indicated by the greatest number of votes for each age will be notified. The selected coach will be able to staff 2 assistant coaches of their choosing.

Player Selection

H2. A tryout will be held for all players that want to be considered for an All-Star team. By attending the tryout each player is committing to be available for that seasons All-Star practice period and tournament.

All-star team selection will occur after the tryout. The selection process will include recommendations from the coaches of each division and be made by the All-Star coach. The SEV board reserves the right to review each roster before being finalized. Selected All-Star players must complete their All-Star registration, which includes full fee payment, to officially be rostered to the team.

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 2023 Executive Board of Directors:

Bo Jensen - President
Cathy Knowlson – Vice-President/Treasurer/Admin
Peter Archambault - Umpire Director
Gil Ruiz – Communications Director
Ty Erickson – Sponsorship Director

Additional Board Members can be found on sevalley.com.