

**BYLAWS**  
**GALT YOUTH BASEBALL ORGANIZATION**  
**A NONPROFIT CORPORATION OF CALIFORNIA**  
Updated November 2025

**ARTICLE I NAME**

The name of this organization is the Galt Youth Baseball Organization, hereafter referred to as “the League”, adopted by the Board of Directors, hereafter referred to as “the Board”, on May 26, 1991.

**ARTICLE II OBJECTIVE**

The primary objective of the league is, through the medium of baseball and softball, to develop and promote in children five to fifteen years of age: 1) good sportsmanship 2) understanding and respect for rules, coaches, umpires and parents 3) courage in defeat 4) tolerance and modesty in victory and 5) a spirit of cooperation and team play.

**ARTICLE III TERRITORY MEMBERSHIP**

**Section 1. Territory:**

The northern boundary shall be Dillard Rd. The eastern boundary shall be Jack Tone Rd. The southern boundary shall be Jahant Rd. The western boundary shall be the Sacramento River.

**Section 2. Membership:**

1. Members of this league shall be as follows; Parents or guardians of all registered players, coaches, umpires and the board of directors.
2. All members shall abide by the bylaws of the Galt Youth Baseball Organization.

**ARTICLE IV DIRECTORS AND MEETINGS**

**Section 1. Board Composition:**

The corporate powers of the league shall be vested in a Board of Directors, elected by members of record during the July general meeting. The Administrative Board shall consist of President, Vice Presidents, Secretary, and Treasurer. The General Board shall consist of Player Representatives (Baseball Rookie and Farm, Baseball Minor and Major, Baseball Babe Ruth, Softball Division Representative, River Delta), Registrar, Head Umpires, Field Maintenance and Equipment Managers, Publicity Coordinator, Harvey Snack Bar Coordinator, Meadowview Snack Bar Coordinator, Complex Snack Bar Coordinator, Webmaster, and Fundraising Coordinator.

**Section 2. Executive Committee:**

The Executive Committee of the Board shall consist of the Administrative Board.

**Section 3. Vacancies and Absences:**

The Board shall, within four weeks of a vacancy on the Board of Directors, call a general meeting to fill such vacancy.

**Section 4. Terms:**

The term for Board members will be from the time they are elected until the next July meeting. Elections will be held in June to allow a one month transition into the elected position.

**Section 5. Voting:**

Each elected Board member shall be entitled to one vote. Voting by proxy shall not be allowed. Only board members in good standing may vote. Good standing is maintained by not missing two consecutive board meetings. Good standing can be restored by attending 2 consecutive board meetings. If there is a conflict of interest in a

voting matter that involves a board member, that board member will not vote. The president shall vote only in the event of a tie.

#### **Section 6. Quorum:**

One half of the members of the entire elected Board shall constitute a quorum.

#### **Section 7. Audit:**

The Treasurer shall keep a ledger of all transactions. The ledger shall be made public within a reasonable time after a legitimate request to audit the Board accounts is made.

#### **Section 8. Meetings:**

Regular meetings of the Board will be held once each month throughout the year. The agenda for regular meetings shall be as follows:

1. Call to order
2. Reading and acceptance of minutes
3. Board member reports i.e.: President, Vice-President, etc.
4. Committee Reports
5. Old Business
6. New Business
7. Adjournment

The Board shall meet whenever the President deems it necessary, or if instructed to do so by four or more members of the Board. Each board member is required to sign and adhere to the League's Non-Disclosure Act, as well as the Board of Directors' Code of Conduct. Failure to uphold the Code of Conduct can be cause for disciplinary action, up to and including suspension from duties or removal from the Board. In the event that a board member has 3 unexcused absences throughout the fiscal year, they will be removed from the board.

#### **Section 9. Board Functions:**

The Board shall be responsible for and have sole authority of the following:

1. Enforcing and interpreting the bylaws and Rules for Regulations set forth by Babe Ruth Baseball and USA/NorCal Softball.
2. Approving the formation and operation of all Babe Ruth League baseball & USA/NorCal Softball League games.
3. Making temporary rules or regulations for specific cases or occasions not provided for in the bylaws to ensure consistency with the Babe Ruth League Baseball & USA/NorCal Softball League Rules and Regulations.
4. Presenting disciplinary committee findings and enforcing recommended punishments.
5. Taking disciplinary action which may include suspension or termination against any coach, player, board member or sponsor.
6. Approving the selection of managers and coaches. No adult may be in the dugout or on the field during a league game without previous board approval.

#### **Section 10. Duties:** (General – Please see Board Member Duty Statement for complete list of duties)

1. President
  - a. Conduct all meetings of the Board
  - b. Appoint the standing committees and their chairpersons
  - c. Send post-season evaluation/surveys
2. Vice President
  - a. Succeed to the powers of the President in his/her absence
  - b. Chair the Protest/Disciplinary committee
  - c. Assume any duties assigned by the President
  - d. Organize equitable use of practice facilities between divisions and teams prior to and during the baseball/softball season
  - e. Organize the regular season game schedules for all divisions

- f. Determine dates and times of all make-up games
  - g. Develop and distribute the leagues end of season tournament schedule
- 3. Secretary
  - a. Keep an accurate account of all meetings
  - b. Handle all correspondence
  - c. Give notice of meetings
  - d. Maintain the league files
  - e. Organize all sanctioned tournaments
  - f. NorCal Representative
- 4. Treasurer
  - a. Give a receipt for all monies which shall be deposited in a recognized bank in the name of this league
  - b. Produce the receipt book and vouchers when required by the Board properly balanced according to the bank book or statement which is up to date. All accounts shall be paid by check.
  - c. Keep a ledger of accounts that can be made public on demand for the purpose of audits
  - d. File Taxes on behalf of the League
- 5. Player Representatives – Baseball Rookie and Farm, Baseball Minor and Major, Baseball Babe Ruth, Softball Division Rep (to include all divisions), River Delta Baseball
  - a. Reps shall interview and investigate prospective managers and coaches, and recommend acceptable candidates to the Board for approval
  - b. Organize their division draft
  - c. Distribute league information to their division coaches
  - d. Have authority to immediately resolve disputes during a league game according to Rule and Regulations set forth in these bylaws, Babe Ruth Baseball, and USA Softball. The Rep's decision stands unless challenged by either coach within 48 hours to the protest/disciplinary committee
  - e. River Delta Rep is a non-regulatory position. He/She may vote on and/or move to modify GYB bylaws articles 7 & 8 only (Revised 11/18/08)
- 5. Fundraising Coordinator
  - a. Organize all fundraising activities
  - b. Deliver all funds and account thereof to the Treasurer
  - c. Solicit community support for league activities and order banners in recognition of that support
- 6. Harvey Snack Bar Coordinator/Meadowview Snack Bar Coordinator/Complex Snack Bar Coordinator
  - a. Organizing all purchases and volunteers for concessions on opening day and throughout the season
- 7. Publicity Coordinator
  - a. Reporting the results to the local papers
  - b. Assisting the Secretary in placing/distributing notices or ads for upcoming league events
  - c. Coordinate all activities associated with 'picture day' and ordering team sponsor plaques
- 8. Baseball Head Umpire/Softball Head Umpire
  - a. Supervising and scheduling of the league umpires
  - b. Overseeing the selection process of those that desire to become league umpires
  - c. Scheduling and supervising a league umpire's clinic
- 9. Baseball & Softball Equipment Manager/ Field Maintenance Coordinator
  - a. Maintaining an inventory of league equipment including helmets, catchers gear, bats, and gloves.
  - b. Overseeing the distribution and collection of equipment before and after the season
  - c. Overseeing the repair or replacement of damaged equipment
  - d. Responsible for the purchase and distribution of regular season player uniforms and All Star uniforms
  - e. Overseeing improvements to league fields
  - f. Organizing and supervising work parties
- 10. Registrar
  - a. Organizing all registration material
  - b. Distribution of all registration material
  - c. Compiling lists of all registered players for tryouts

- d. Assisting with the draft
- 11. Webmaster
  - a. Maintaining the League's website, including updating team schedules and standings
  - b. Collecting all the scores and highlights for the league games

### **Section 11. Committees:**

Subject to Board approval, the President shall appoint the following standing committees:

- 1. Rules and Revisions
- 2. Tournaments
- 3. Coach Selection
- 4. Fundraising
- 5. Disciplinary Committee
  - The Vice President shall appoint a Protest/Disciplinary committee on a case-by-case basis, composed of a maximum of six board members in good standing.
  - A working quorum shall consist of three committee members. Representatives from the game involved in a dispute may not serve on the working quorum.
  - The Vice President shall formulate suggested punishments and make recommendations to the working quorum. The quorum will discuss and make a final determination.
  - The Vice President will then submit a report of these findings to the Board and render punishment.
  - Protests will also be handled in this manner. Each filed protest must be accompanied by a twenty-five dollar check which will be returned if the protest is won, or forfeited if the protest is lost.
  - A protest can only be filed based on the interpretation of a rule. Not a judgment call.

### **Section 12: Amendments to Bylaws:**

The process of modifying these bylaws will include the following steps:

- 1. A written modification of the bylaw will be presented to the Board
- 2. A copy of the modification will be provided to each voting member
- 3. The modification will be verbally presented to the board by the author/authors for discussion and review
- 4. The modification will be tabled for a period of one month to provide adequate time for the board members to review the proposed change
- 5. The modification will be presented and discussed at the next available board meeting.
- 6. Changes will be adopted with a majority vote of the present board members. A quorum must be present to put any bylaw change up for vote.
- 7. Bylaw modifications adopted by the board shall be put into effect one month after the vote if before the tryout date of the spring season. Any bylaw modification that is passed during the spring season will take effect following the End of Season Tournament.

### **Section 13: Financial Control:**

- 1. Fiscal management is the responsibility of the Treasurer, overseen by the Executive Board. All income shall be placed in a common league treasury.
- 2. The league shall operate financially on a yearly basis, beginning August 1 and ending July 31 as to operate from the beginning of the fall season and run through the end of the following spring season. The financial records shall be closed July 31.
- 3. The yearly fiscal report shall be presented to the Board of Directors during the August meeting.
- 4. No officer or board member shall receive, directly or indirectly, any salary or other compensation from the league for services rendered in the execution of their duties.
- 5. The Board of Directors shall ensure all league expenditures are proper and necessary for the conduct of baseball operations or normal business expenses to ensure the league continues to operate properly.
- 6. The Board of Directors will approve a budget on or before the July meeting date for the coming fiscal year. Board members have the authority to spend money within their operating budget at their sole discretion.

Requests to increase operating budgets above the value determined before the start of the fiscal year requires a vote by the full board.

7. No league member shall be reimbursed for monies spent without prior approval of the board. Receipts shall be presented to the Treasurer for reimbursement and proper recording.
8. In the event that non-board approved spending is required during the month, the following rules will apply:
  - a. Each Board member may spend up to \$100 with prior verbal approval of another board member
  - b. Any amount from \$100 - \$500 will require prior verbal authorization of two out of four of the following prior to purchase:
    - i. President
    - ii. Vice President
    - iii. Treasurer
    - iv. Secretary
  - c. Any amount greater than \$500 requires prior approval of 50% of the voting members of the Board
  - d. In the event that prior approval is not received as described above prior to purchase, the purchaser will be financially responsible for the amount spent.
9. Snack Bar Accounting: Income and expenses for all snack bars must be provided at monthly board meetings (if applicable) showing all sales and receipts.

**Section 14: Background Checks:**

1. Each Galt Youth Baseball (GYB) Board member, manager, coach and adult umpire shall undergo a mandatory Babe Ruth or USA Softball Background Check or every two years, as well as a Live Scan check.
2. The GYB President, Vice President, Secretary and Treasurer will have access to this information, but only the President and/or Vice President are allowed access to prospective members that have been disqualified.
3. The GYB Board of Directors reserves the right to disqualify a Board member, manager, coach or umpire. While the qualification/disqualification process may be in part based on arrests and convictions, other equally important factors may be considered, i.e., experience, character, responsibility, motivation, etc. When the Board is informed that a person is undergoing an active prosecution for the above crimes, the President shall suspend that person until the outcome of the prosecution has been decided. The Board shall remove from office any Board member, manager, coach or umpire convicted of such crimes.
4. A securely locked container (i.e. file cabinet, safety deposit box, etc.) will be used as a means to secure such information and/or documents. Only the President and/or Vice President shall have access to the locked container. Under no circumstances shall any other Board member have access to the locked container.

**ARTICLE V Managers and Coaches**

**Section 1, Qualifications:**

- The manager/coach of a team must be an individual who is well respected in the community and one who can act as a leader.
- The manager/coach is a representative of the league who deals directly with the players and parents, and exerts the most influence on the amount of benefit the players will receive from the program. Because of the direct contact with the players, the coaches are the most important persons in determining the success of this league.
- Players are strongly influenced by their coaches when establishing their own ideals and aspirations. A manager/coach must be respected by their players not only because he or she might lead them to a league championship, but because they have given them the proper inspiration needed to become a better citizen via proper mental and physical development.
- In the presence of their team and parents, the manager/coach shall conduct themselves in an adult and courteous manner.

- Managers/coaches will refrain from the use of profanity, tobacco, alcohol or drugs during all GYB League functions.
- All Managers and Coaches must be certified through the Babe Ruth League and/or USA Softball league.
- All Managers and Coaches must be background checked through Babe Ruth Safety (Baseball) and/or Protect Youth Sports (Softball) and registered through the Babe Ruth League and/or USA Softball.
- Manager and Coach selection for all divisions shall be at the discretion of the Board of Directors and based upon a combination of character, responsibility, motivation, experience, knowledge of baseball, parent evaluations from previous seasons and willingness to coach All Stars.

### **Section 2, Notification:**

Each member of the board and every manager/coach will be given access to the league's bylaws by storing the document on a publicly accessible location such as the league's website. Managers/coaches will receive a copy of the league's code of conduct. All managers/coaches must return a signed statement indicating that they have received, read, understand and will conform to the league bylaws prior to the first scheduled game. Failure to maintain the high standards set by these league rules, as stated in the code of conduct, can result in consequences up to and including suspension or dismissal.

### **Section 3, Coach Lock Participation:**

Any manager and/or assistant coach whose child has been locked on a team due to their coaching status must be present and involved at three quarters of the practices and be in the dugout or actively coaching on the field at a majority of scheduled games (regular season, tournament and All Star play). If the manager and/or assistant do not comply with these terms, then their child will not be eligible to be a coach lock for one year.

**Section 4, Coaching Restriction for the President of Galt Youth Baseball:** The President of Galt Youth Baseball may not actively *manage* a team in any division of play within the league. The President will be available to *manage* a team in an emergency situation, i.e. if a coach cannot fulfill his or her commitment, is removed from their team or if the league cannot field enough coaches. The Board of Directors will have the discretion of appointing the President to a team if necessary. The President does have the right to 1<sup>st</sup> assist a team at his/her discretion.

## **ARTICLE VI Team Composition**

### **Section 1, Registration:** Registration Process

- Spring Season Registration shall begin at the conclusion of Fall Ball.

#### Registration Refund Policy

- Full refunds, minus processing fees, will be given until the day of the draft.

### **Section 2, Tryouts:**

To be eligible for the draft all players who have registered must attend one of the tryouts held by the league. Players not attending a tryout will be placed randomly, via hat pick, on a team. After tryouts the Division Player Representatives will call a meeting of the managers and coaches for the purpose of drafting players to fill the roster of each team. Those players not eligible for the draft will then be drawn blindly from a pool. If child is going to try out for a higher division, they must try out for both their own division as well as the higher division they are requesting

### **Section 3, Contract Players:** N/A

### **Section 4, Draft:** General guidelines, please see Article VII Draft Process for complete process

- The league make-up will be determined by the board based upon the number of registered players at the time of draft night.
- Persons attending the draft will be restricted to managers, first assistant coaches, and board members.
- The manager's child will be taken in the 4<sup>th</sup> round. The second child, if applicable, in the 6<sup>th</sup> round.
- The first coach's child will be taken in the 3<sup>rd</sup> round. The second child, if applicable, in the 5<sup>th</sup> round.

- Sibling options will be taken in consecutive rounds, unless interrupted by managers or coaches rounds, and then the sibling must be taken in the next available round of picks.
- All divisions will draw for picking order and draft from first to last, and then reverse order from last to first, until all rosters are filled.
- **Dismantle of team:** If a team is dismantled all coaches from that division are pulled back together and a mini redraft happens for those players. All players will be hat picks. The order of selection will follow number selection that took place at the original drafts. If there was a team with fewer players they would start the hat pick, if not it would start with who selected the #1 at original draft night.

#### **Section 5. Late Registration Procedure:**

- A collection of late registration players will be placed on waiting lists for available spots in their appropriate division.
- Players pending team placement will not be able to practice or participate in GYB until placed on a team as per above selection process.

## **ARTICLE VII Baseball Draft Process**

#### **Section 1. Divisions**

League Division and alignment shall be divided into five divisions using age as a general guideline as follows:

- I. Babe Ruth Division consisting primarily of 13 through 16 year old players
- II. Major Division consisting primarily of 10 through 12 year old players
- III. Minor Division consisting primarily of 9 through 10 year old players
- IV. Farm Division consisting primarily of 7 through 8 year old players
- V. Rookie Division consisting primarily of 5 through 6 year old players

#### **Section 2. Players:**

- All players registered by the deadline will either be drafted or placed on a team via a hat pick.
- To be eligible for the draft, all players who have signed up must attend one of the tryouts held by the league. Players not attending a tryout will be placed randomly on a team via hat pick.
- Players who register late (after tryouts) are not guaranteed placement on a team; however, based on the order in which their registration was received, they may be placed on a team via a hat pick to fill team slots.
- A player has the option to tryout for one division higher if they meet the following criteria:
  - Has previously played in desired division or similar skill level
  - Has tried out for both current division AND the higher division
  - Is approved by coaches and board members

#### **Section 3. Draft Process:**

- **Draft Meeting:** After tryouts, the Division Player Representatives will call a meeting of the managers and first assistant coaches for the purpose of drafting players to fill the rosters of each team. The draft includes an open discussion of the players and their skills and abilities. Out of respect of our athletes' privacy, the draft is an adult only event and is restricted to managers, first coaches, and Board members.
- **Number of Teams:** The league make-up will be determined by the Board based upon the number of registered players at the time of tryouts/draft date. (Registrations will be added and the number of teams/coaches will be determined by this number (12 players per team), based on the number of registrations received by the draft date.)
- **Cal Ripken Age Restrictions:**
  - Farm division is for 8 years old and under only.
  - All 10, 11, and 12 year olds must play in the Major and Minor divisions.

#### **Section 4. Draft**

##### **ordering**

- **Rookie, Farm, Minor, Major and Babe Ruth Draft:**

- Each manager will draw a number to determine the order of hat picks. Hat picks will be picked in a repeating order. (1-5, 1-5, 1-5)
- Hat-picks (players who did not participate in try-outs) will be drawn first for all divisions, until no more remain to be distributed. These players will be placed at the bottom of the roster and work their way up.
- Draft picks begin next by redrawing a number to determine the order of the draft. The coach who drew the #1 draft pick will begin, and each coach will follow, in numerical order. After the first round of pick, the order will be reversed for the next round (i.e. 1-7 followed by 7-1, then repeat cycle as necessary.)
- **All divisions Ascending picks:** Hat pick players that are ascending from the bottom of the draft chart will go in consecutive order unless interrupted by manager/coach lock. If a hat pick has an honored sibling lock (see below) the sibling will be taken in consecutive ascending rounds. The coach who has the sibling lock will skip the next hat round, because the coach's round is filled.

#### **Section 5. Manager/coach child and sibling locks:**

- In order for first coaches to lock players on a team as part of a “coach lock”, the manager must identify his/her first coach by the time of the coach interviews.
- The Manager’s child will be taken in the 4<sup>th</sup> round (see Table below). The second child, if applicable, in the 6<sup>th</sup> round.
- The 1<sup>st</sup> Assistant Coach’s child will be taken in the 3<sup>rd</sup> round. The second child, if applicable, in the 5<sup>th</sup> round.
- Honored sibling lock: Any sibling lock where the younger sibling will be moved up into the next division must be able to participate at that level of play. The upper level coach, the President/Vice President and the League Rep will approve the level change.
- **All Divisions:** Sibling options (sibling locks) will be taken in consecutive rounds, unless interrupted by managers or coaches rounds, and then the sibling must be taken in the next available round of picks.
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#### **Section 6. Draft:**

All coaches (Rookie, Farm, Minor, Major, Babe Ruth) receive their 1<sup>st</sup> and 2<sup>nd</sup> draft pick (if available), then they will pick as an opening on their roster appears. The following charts hold the draft positions of players:

#### **Rookie, Farm, Minors, Majors, and Babe Ruth Team Draft Positions:**

1.
2.
3. 1 <sup>st</sup> Assistant Coach child #1
4. Manager child #1
5. 1 <sup>st</sup> Assistant Coach child #2
6. Manager child #2
7.
8.
9.
10.
11.
12. Hat Picks start here and go up

#### **Babe Ruth Division Draft:**

- Coaches will draw numbers to determine hat pick order. This draw order will continue throughout the entire hat picked Babe Ruth athletes. All picks will start at the bottom and ascend up the draft order.

- Coaches will hat pick the 15/16's that didn't show up to tryouts followed by the 14's that didn't go to tryouts and lastly the 13's that didn't go to tryouts.
- Coaches will then draw numbers to determine the draft order of the remaining players. Coaches will start at the top of the drafting order and work their way down as priorly described.

**Major Division Draft:**

- Coaches will draw numbers to determine hat pick order. This draw order will continue throughout the entire hat picked major athletes. All picks will start at the bottom and ascend up the draft order.
- Coaches will hat pick the 12's that didn't show up to tryouts followed by the 11's that didn't go to tryouts.
- Coaches will then draw numbers to determine the draft order of the remaining players. Coaches will start at the top of the drafting order and work their way down as priorly described.

**Minor Division Draft:**

- Coaches will draw numbers to determine hat pick order. This draw order will continue throughout the entire hat picked minor athletes. All picks will start at the bottom and ascend up the draft order.
- Coaches will hat pick the 10's that didn't show up to tryouts followed by the 9's that didn't go to tryouts.
- Coaches will then draw numbers to determine the draft order of the remaining players. Coaches will start at the top of the drafting order and work their way down as priorly described.

**Farm Division Draft:**

- Coaches will draw numbers to determine hat pick order. This draw order will continue throughout the entire hat picked farm athletes. All picks will start at the bottom and ascend up the draft order.
- Coaches will hat pick the 8's that didn't show up to tryouts followed by the 7's that didn't go to tryouts.
- Coaches will then draw numbers to determine the draft order of the remaining players. Coaches will start at the top of the drafting order and work their way down as priorly described.

**Rookie Division Draft:**

- Coaches will draw numbers to determine hat pick order. This draw order will continue throughout the entire hat picked rookie athletes. All picks will start at the bottom and ascend up the draft order.
- Coaches will hat pick the 6's that didn't show up to tryouts followed by the 5's that didn't go to tryouts.
- Coaches will then draw numbers to determine the draft order of the remaining players. Coaches will start at the top of the drafting order and work their way down as priorly described.

**ARTICLE VIII Baseball Player Participation**

**Cal Ripken**

Each player in "good standing" present at a scheduled, make-up or play-off game must participate in at least two full innings and one at bat in each game. If a player is not able to play the minimum required playing time for any reason (with the exception of

disciplinary action, which must be noted in the scorebook) such as game curtailment due to darkness or time restrictions, he or she will automatically start in the next game. The player will finish the required play for the previous game as well as the required time for the current game. If a coach does not follow this rule, appropriate action will be taken by the protest/disciplinary committee and game/league suspension will be enforced.

- A player in "good standing" is defined as a player that exhibits good behavior and attitude on the ball field, school, and community. Players in trouble with the law will not be held in "good standing" with this league.
- A player may be benched for coming late to games or practices, missing games, or any other legitimate reason.

- Notification of the player not participating in a game due to disciplinary action must be given to the division player representative, umpire, parent, and noted in the home team scorebook prior to game time.
- Any player (and/or player's parent) who feels he/she is being benched unfairly may appeal to the Player Representative for that division.

### **Babe Ruth**

- The participation rules will be the same as above except the number of innings required. All Babe Ruth players in good standing will play 3 full innings and come to bat at least 1 time each game. The additional inning is possible because Babe Ruth plays 7 innings.

## **ARTICLE IX Baseball Local League Rules**

### **Section 1. League Divisional Rules:**

All divisional rules are per the Babe Ruth League Official Playing Rules unless specifically superseded in this section.

**Rookie Division (ages 5-6):** Purpose: Provide a safe, fun, interesting, and faster paced game. Hitting, fielding, and running the bases are the primary objectives of this league.

### **Batting**

- This league is machine-pitched to increase the repeatability and the number of hittable pitches.
- The Rookie Division uses a Continuous Batting Order. All players present at the start of the game are listed on the Manager's lineup card and bat in order. Any player arriving after the start of play is added to the bottom of the lineup. While using the CBO, if a player must leave the game due to illness, injury, or any other reason, an automatic out is NOT recorded. The Manager must inform the umpire of the situation. The umpire in turn will inform the opponent's scorekeeper. The player's position in the batting order is skipped and the next player listed on the lineup card becomes the proper batter.
- Each batter receives a maximum of 5 pitches, whether they swing or let them go by. The batter is not called out after 3 strikes. If they foul off the 5th pitch, the hitter continues to receive pitches until they let the pitch go by or swing. **If the hitter takes the fifth pitch they are called out, unless declared a NO PITCH.**
- The pitching machine operator may declare a **NO PITCH**, if and only if, the ball is **absurdly** un-hittable. The intent of this rule is to give 5 reasonably hittable pitches. In the event that the ball does not reach the plate, or is well outside the strike zone, this can be declared a **NO PITCH**. Coaches are strongly encouraged NOT to abuse this; both coaches need to watch the pitch so there will likely be no disagreement on the **NO PITCH** call.
- If the batter is struck by the ball, this is considered a **NO PITCH**. Batter is not awarded 1<sup>st</sup> base. Pitches will continue.
- The home team will always bat last.
- As balls are not counted, there will be NO WALKS issued.
- A batted ball striking the pitching machine or pitching machine operator will be declared a dead ball and the batter is awarded first base. Each runner forced to advance will advance one base.
- No bunting is permitted.

### **Field Setup**

- Home team prepares the field and will use their pitching machine. Away team takes down the field.
- Base lengths will be 60 feet.
- Pitching machine shall be approximately 43' from the back of home plate.
- There will be no umpires. The closest coach will make the officiating call.
- 4 outfielders: Left, Left Center, Right Center, Right
- infielders: Pitcher, Catcher, 1st, 2nd, 3rd, and Shortstop
- There are open substitutions for the defensive team throughout the game.

- Pitcher is to be even with the machine, one foot in dirt.
- The hitting team may have one adult on the field for each of these positions: Pitching, 1<sup>st</sup> Base Coach, and 3<sup>rd</sup> Base Coach.
- The Defensive team may have one adult on the field between 2<sup>nd</sup> and 3<sup>rd</sup>, 1<sup>st</sup> and 2<sup>nd</sup>; to help the defensive players. They may not touch the ball, only instruct as to where to throw.

### **Base Running**

- **On a defensive overthrow, the runners are not allowed to take an additional base.** This is to prevent a situation where young players, who have not yet developed the ability to make consistently accurate throws, cause the advance around the bases due to several consecutive errors.
- Batter may go for a double only if the ball is hit to the outfield, at the risk of being put out. No batter may go for more than a double.
- No substitute runners are allowed, except in the case of an injury preventing him/her from running, the player will be removed from the game, and the last batter batted will be the substitute runner.
- No stealing or leading off base is permitted.
- No infield fly rule - as such multiple outs can be recorded on a caught infield fly.
- **There is a maximum of 5 runs per inning (for the first 3 innings).** The last three innings will be played with unlimited runs.

### **Game Limit**

- There will be a maximum of 6 innings per game, no new inning can start after 1 hour 15 minutes. Score keeper from Home team will be the official time keeper.

### **Farm Division (ages 7-8)**

- Each team shall consist of no less than twelve or more than fifteen players, one manager, and two coaches.
- 8 year old players can only participate in the farm division.
- Player participation rules are according to Article VII.
- Players are required to play a minimum of one inning in the infield per game. For safety reasons, coaches may opt to keep a player in the outfield with an open discussion with player's parents and the approval of the league representative.
- All players will bat and have an open substitution policy for defensive play. (Excluding pitching-subject to Babe Ruth/Cal Ripken pitching rules and restrictions).
- No player will be intentionally subjected to playing only two innings defensively per game.
- Four outfielders will be utilized if sufficient amount of players are present.
- Pitching rules will apply as set forth in Babe Ruth League Official Playing Rules Pg. 26 Section 11.05(4)
- The Farm Division uses a Continuous Batting Order. All players present at the start of the game are listed on the Manager's lineup card and bat in order. Any player arriving after the start of play is added to the bottom of the lineup. While using the CBO, if a player must leave the game due to illness, injury, or any other reason, an automatic out is NOT recorded. The Manager must inform the umpire of the situation. The umpire in turn will inform the opponent's scorekeeper. The player's position in the batting order is skipped and the next player listed on the lineup card becomes the proper batter. Once removed from the lineup a player may not return to the game. Official Baseball Rule 6.07 still applies for a batter that is inadvertently skipped in the batting order.
- No substitute runners are allowed, except in the case of an injury preventing him/her from running, the player will be removed from the game, and the last batter batted out will be the substitute runner.
- When any defensive overthrow occurs, the runners may, at risk of being put out, attempt to take **ONLY ONE** additional base beyond which they would have been entitled had the overthrow not occurred. It is then a dead ball once all runners are safe from the additional base. Placement of the runners is an umpire's judgment call and cannot be protested.

- In an effort to ease young athletes into the complex game of baseball the Farm Division season is broken into two halves, with additional skills added as the season progresses:
  - The First half: No Stealing, No Walking.
    - The pitcher has the opportunity to strike out the batter. In the event that the pitcher throws four balls, the batters' coach will enter the game and pitch to the batter.
    - The coach must pitch from the pitching rubber.
    - The opposing team pitcher will play even with the rubber. He may stand to the left or right of the coach with at least one foot on the mound. Base runners are not allowed to steal under any conditions.
    - The Coach is limited to 4 additional pitches regardless of count. The batter will keep the same count they had from the player pitcher. The batter will either 1) strike out, 2) hit the ball into play, or 3) receive 4 pitches from the coach at which point the batter is out. The player is not out when fouling the 4th Coach pitch – the pitch is not counted and the at bat continues. The player may strike out on called strikes from the coach.
    - 4 runs maximum per inning for the 1<sup>st</sup> 4 innings of the game. The scoring play is allowed to finish but the scorekeeper will only record 4 runs. If a home run is hit over the fence all runs will count.
    - Base runners are not allowed to steal or advance on a wild pitch or passed ball.
  - The Second half: No Coach pitch. Stealing is allowed.
    - Stealing is allowed. Base runners may not leave the base until the ball crosses home plate (See rule book pg. 14)
    - Regular Cal Ripken baseball rules apply
    - 5 runs maximum per inning for the 1<sup>st</sup> 3 innings of the game. The scoring play is allowed to finish but the scorekeeper will only record 5 runs. If a home run is hit over the fence all runs will count. The last 3 innings will be played with unlimited runs.
- 6 Run Stealing Rule
  - Any team which has a 6 run lead at any time will not be able to steal.
  - This rule applies during all innings, and all conditions.
  - This rule applies for the entire season including any tournaments
- Game length is 6 innings.
- No new inning will start after 1 hour 50 minutes.

Pitching Restrictions				
Division	Daily Max Pitches	Required Rest (Pitches)		
		0 Days	1 Day	2 Days
7-8 YEAR OLD	75	1 to 40	41-65	66+
9-10 YEAR OLD	75	1 to 40	41-65	66+
11-12 YEAR OLD	85	1 to 40	41-65	66+

#### **Minor Division (ages 9-10)**

- Each team shall consist of no less than twelve or more than fifteen players, one manager, and two coaches.
- Player participation rules are according with Article VII.
- The Minor Division shall use EITHER a 9-10 batting order or Continuous Batting order. 9-10 batting is with substitutions and reentry of used players, and the use of the Extra Player (EP) in the batting order. This is in accordance with Babe Ruth League Official Playing Rules Special Rules and Regulations (See Pg 13-14). If Continuous batting order is selected ALL PLAYERS present at the start of the game are listed on the managers line up card and bat in order. Any player arriving after the start of play is added to the

bottom of the lineup. While using CBO, if a player must leave the game due to illness, injury, or any other reason an automatic out will be recorded. The manager must inform the umpire of the situation. The umpire in turn will inform the opponents scorekeeper. The players position in the batter order is skipped and that player may not return to the game. This is in accordance with Babe Ruth League Official Playing Rules Special Rules and Regulations (See Pg 13-14). Official Baseball rule 6.07 still applied for a batter that is inadvertently skipped in the batting order.

- No substitute runners are allowed, except in the case of injury preventing him/her from running; the player will be removed from the game and the last batter batted out will be the substitute runner.
- Pitching rules will apply for the full season as set forth in Babe Ruth League Official Playing Rules Section Pg. 26 11.05(4)
- 5 runs maximum per inning for the 1<sup>st</sup> 3 innings of the game. The scoring play is allowed to finish but the scorekeeper will only record 5 runs. If a home run is hit over the fence all runs will count. The last three innings will be played with unlimited runs.
- The 10-run rule will be enforced if one team is ahead by 10 or more runs after 4 innings (3-1/2 innings if home team is leading).
- The 15-run rule will be enforced if one team is ahead by 15 or more runs after 3 innings (2-1/2 innings if home team is leading).
- Game length is 6 innings.
- No new inning will start after 1 hour 50 minutes.

Pitching Restrictions					
Division	Daily Max Pitches	Required Rest (Pitches)			
		0 Days	1 Day	2 Days	
7-8 YEAR OLD	75	1 to 40	41-65	66+	
9-10 YEAR OLD	75	1 to 40	41-65	66+	
11-12 YEAR OLD	85	1 to 40	41-65	66+	

#### **Major Division (ages 10-12)**

- Each team shall consist of no less than twelve or more than fifteen players, one manager, and two coaches.
- Each team in the major division will consist of no more than eight 12 year old players and two 10 year old players. 12 year old players may not participate in the minor division.
- Player participation rules are according with Article VII.
- The Major Division shall use **EITHER** a 9-10 batting order or a Continuous Batting Order. 9-10 batting is with substitutions and reentry of used players, and the use of the Extra Player (EP) in the batting order. This is in accordance with Babe Ruth League Official Playing Rules Special Rules and Regulations (See Pg 13-14). If Continuous batting order is selected ALL PLAYERS present at the start of the game are listed on the managers line up card and bat in order. Any player arriving after the start of play is added to the bottom of the lineup. While using CBO, if a player must leave the game due to illness, injury, or any other reason an automatic out will be recorded. The manager must inform the umpire of the situation. The umpire in turn will inform the opponents scorekeeper. The players position in the batter order is skipped and that player may not return to the game. This is in accordance with Babe Ruth League Official Playing Rules Special Rules and Regulations (See Pg 13-14). Official Baseball rule 6.07 still applied for a batter that is inadvertently skipped in the batting order.
- No substitute runners are allowed, except in the case of injury preventing him/her from running; the player will be removed from the game and the last batter batted out will be the substitute runner.
- Pitching rules will apply for the full season as set forth in Babe Ruth League Official Playing Rules Section Pg 26 11.05(4)
- Teams will play under Cal Ripken tournament rules with unlimited runs throughout the game.
- The 10-run rule will be enforced if one team is ahead by 10 or more runs after 5 innings (4-1/2 innings if home team is leading).

- The 15-run rule will be enforced if one team is ahead by 15 or more runs after 3 innings (2-1/2 innings if home team is leading).
- Game length is 6 innings.
- No new inning will start after 2 hours.

Pitching Restrictions					
Division	Daily Max Pitches	Required Rest (Pitches)			2 Days
		0 Days	1 Day		
7-8 YEAR OLD	75	1 to 40	41-65	66+	
9-10 YEAR OLD	75	1 to 40	41-65	66+	
11-12 YEAR OLD	85	1 to 40	41-65	66+	

#### **Babe Ruth Division (ages – 13-16)**

- Each team shall consist of no less than twelve or more than fifteen players, one manager and two coaches.
- Player participation rules are according with Article VII.
- The Babe Ruth Division uses a Continuous Batting Order. All players present at the start of the game are listed on the Manager's lineup card and bat in order. Any player arriving after the start of play is added to the bottom of the lineup. While using the CBO, if a player must leave the game due to illness, injury, or any other reason, an automatic out is NOT recorded. The Manager must inform the umpire of the situation. The umpire in turn will inform the opponent's scorekeeper. The player's position in the batting order is skipped and the next player listed on the lineup card becomes the proper batter. Once removed from the lineup a player may not return to the game. Official Baseball Rule 6.07 still applies for a batter that is inadvertently skipped in the batting order.
- During exhibition and regular season games players may pitch 7 innings per calendar week (Monday through Sunday) in accordance with Babe Ruth League Official Playing Rules Section 0.06. Players may not pitch in more than 4 innings in any one game. If a tournament is held at the end of the regular season, tournament pitching rules will apply as set forth in Babe Ruth League Official Playing Rules Section 11.05(4)
- Teams will play under tournament rules (except for pitching) with unlimited runs throughout the game.
- The 10-run rule is not enforced in the Babe Ruth Division.
- Game length is 7 innings.
- No new inning will start after 2 hours 15 minutes.
- The Galt Youth Baseball Babe Ruth Division plays within the Lodi Babe Ruth League. Local league rules for Lodi Youth baseball must be followed. It is the responsibility of the managers and coaches of the Babe Ruth Division to ensure they are familiar with any rules changes. See Lodi Babe Ruth bylaws for a listing of league specific rules. If sufficient 13 year old players are registered the Babe Ruth Division Representative and coaches may elect to form a 13 year old team for competitive balance with the Lodi Youth Baseball league. 13 year old players may be drafted up to fill out the roster for 14/15 year old teams.

#### **ARTICLE X Softball Draft Process**

##### **Section 1, Divisions**

League Division and alignment shall be divided into five divisions using age as a general guideline as follows:

- VI. 14U-16U Division consisting primarily of 13 through 16 year old players
- VII. 12U Division consisting primarily of 10 through 12 year old players
- VIII. 10U Division consisting primarily of 9 through 10 year old players
- IX. 8U Division consisting primarily of 7 through 8 year old players
- X. 6U Division consisting primarily of 5 through 6 year old players

##### **Section 2, Players:**

- All players registered by the deadline will either be drafted or placed on a team via a hat pick.
- To be eligible for the draft, all players who have signed up must attend one of the tryouts held by the league. Players not attending a tryout will be placed randomly on a team via hat pick.
- Players on the older age of their division (6, 8, 10, 12) may choose to try-out for the division above their current age if they have played at least ONE year with GYB. Players trying to play up must attend the player evaluation for their correct division as well as the division they are trying to play in. Players trying to play up are not guaranteed to be drafted onto a team in the upper division. It will depend on skill level and safety as well as number of teams/players.
- Players who register late (after tryouts) are not guaranteed placement on a team; however, based on the order in which their registration was received, they may be placed on a team via a hat pick to fill team slots.

### **Section 3. Draft Process:**

- **Draft Meeting:** After tryouts, the Division Player Representatives will call a meeting of the managers and first assistant coaches for the purpose of drafting players to fill the rosters of each team. The draft includes an open discussion of the players and their skills and abilities. Out of respect for our athletes' privacy, the draft is an adult only event and is restricted to managers, first coaches, and Board members.
- **Number of Teams:** The league make-up will be determined by the Board based upon the number of registered players at the time of tryouts/draft date. (Registrations will be added and the number of teams/coaches will be determined by this number (12 players per team), based on the number of registrations received by the draft date.)

### **Section 4. Draft**

#### **ordering**

:

- **6U, 8U, 10U, 12U, 14-16U:**
  - Each manager will draw a number to determine the order of hat picks. Hat picks will be picked in a repeating order. (1-5, 1-5, 1-5)
  - Hat-picks (players who did not participate in try-outs) will be drawn first for all divisions, until no more remain to be distributed. These players will be placed at the bottom of the roster and work their way up.
  - Draft picks begin next by redrawing a number to determine the order of the draft. The coach who drew the #1 draft pick will begin, and each coach will follow, in numerical order. After the first round of pick, the order will be reversed for the next round (i.e. 1-7 followed by 7-1, then repeat cycle as necessary.)
- **All Divisions Ascending picks:** Hat pick players that are ascending from the bottom of the draft chart will go in consecutive order unless interrupted by manager/coach lock. If a hat pick has an honored sibling lock (see below) the sibling will be taken in consecutive ascending rounds. The coach who has the sibling lock will skip the next hat round, because the coach's round is filled.
- **Dismantle of team:** If a team is dismantled all coaches from that division are pulled back together and a mini redraft happens for those players. All players will be hat picks. The order of selection will follow number selection that took place at the original drafts. If there was a team with fewer players they would start the hat pick, if not it would start with who selected the #1 at original draft night.

### **Section 5. Manager/coach child and sibling locks:**

- In order for first coaches to lock players on a team as part of a "coach lock", the manager must identify his/her first coach by the time of the coach interviews.
- The Manager's child will be taken in the 4<sup>th</sup> round (see Table below). The second child, if applicable, in the 6<sup>th</sup> round.
- The 1<sup>st</sup> Assistant Coach's child will be taken in the 3<sup>rd</sup> round. The second child, if applicable, in the 5<sup>th</sup> round.
- **Honored sibling lock:** Any sibling lock where the younger sibling will be moved up into the next division must be able to participate at that level of play. The upper level coach, the President/Vice President and the League Rep will approve the level change.

- **All Divisions:** Sibling options (sibling locks) will be taken in consecutive rounds, unless interrupted by managers or coaches rounds, and then the sibling must be taken in the next available round of picks.

#### **Section 6, Draft:**

All coaches receive their 1<sup>st</sup> and 2<sup>nd</sup> draft pick (if available), then they will pick as an opening on their roster appears. The following charts hold the draft positions of players:

#### **6U, 8U, 10U, 12U, 14-16U Team Draft Positions:**

1.
2.
3. 1 <sup>st</sup> Assistant Coach child #1
4. Manager child #1
5. 1 <sup>st</sup> Assistant Coach child #2
6. Manager child #2
7.
8.
9.
10.
11.
12. Hat Picks start here and go up

#### **14-16U Division Draft:**

- Coaches will draw numbers to determine hat pick order. This draw order will continue throughout the entire hat picked minor athletes. All picks will start at the bottom and ascend up the draft order.
- Coaches will hat pick the 15/16's that didn't show up to tryouts followed by the 14's that didn't go to tryouts and lastly the 13's that didn't go to tryouts.
- Coaches will then draw numbers to determine the draft order of the remaining players. Coaches will start at the top of the drafting order and work their way down as priorly described.

#### **12U Division Draft:**

- Coaches will draw numbers to determine hat pick order. This draw order will continue throughout the entire hat picked minor athletes. All picks will start at the bottom and ascend up the draft order.
- Coaches will hat pick the 12's that didn't show up to tryouts followed by the 11's that didn't go to tryouts.
- Coaches will then draw numbers to determine the draft order of the remaining players. Coaches will start at the top of the drafting order and work their way down as priorly described.

#### **10U Division Draft:**

- Coaches will draw numbers to determine hat pick order. This draw order will continue throughout the entire hat picked minor athletes. All picks will start at the bottom and ascend up the draft order.
- Coaches will hat pick the 10's that didn't show up to tryouts followed by the 9's that didn't go to tryouts.
- Coaches will then draw numbers to determine the draft order of the remaining players. Coaches will start at the top of the drafting order and work their way down as priorly described.

#### **8U Division Draft:**

- Coaches will draw numbers to determine hat pick order. This draw order will continue throughout the entire hat picked farm athletes. All picks will start at the bottom and ascend up the draft order.

- Coaches will hat pick the 8's that didn't show up to tryouts followed by the 7's that didn't go to tryouts.
- Coaches will then draw numbers to determine the draft order of the remaining players. Coaches will start at the top of the drafting order and work their way down as priorly described.

#### **6U Division Draft:**

- Coaches will draw numbers to determine hat pick order. This draw order will continue throughout the entire hat picked rookie athletes. All picks will start at the bottom and ascend up the draft order.
- Coaches will hat pick the 6's that didn't show up to tryouts followed by the 5's that didn't go to tryouts.
- Coaches will then draw numbers to determine the draft order of the remaining players. Coaches will start at the top of the drafting order and work their way down as priorly described.

## **ARTICLE XI Softball Player Participation**

#### **Player Participation:**

Each player in “good standing” present at a scheduled, make-up or play-off game must participate in at least two full innings and one at bat in each game. If a player is not able to play the minimum required playing time for any reason (with the exception of disciplinary action, which must be noted in the scorebook) such as game curtailment due to darkness or time restrictions, he or she will automatically start in the next game. The player will finish the required play for the previous game as well as the required time for the current game. If a coach does not follow this rule, appropriate action will be taken by the protest/disciplinary committee.

- A player in “good standing” is defined as a player that exhibits good behavior and attitude on the ball field, school, and community. Players in trouble with the law will not be held in “good standing” with this league.
- A player may be benched for coming late to games or practices, missing games, or any other legitimate reason.
- Notification of the player not participating in a game due to disciplinary action must be given to the division player representative, umpire, parent, and noted in the home team scorebook prior to game time.
- Any player (and/or player’s parent) who feels he/she is being benched unfairly may appeal to the Player Representative for that division.

## **ARTICLE XII Softball Local League Rules**

#### **Section 1, League Divisional Rules:**

All divisional rules are per the USA/NorCal Softball Official Playing Rules unless specifically superseded in this section. (Or any other league we opt to play with)

- Each softball team is required to have at least one female coach.
- Junior coaches (15-18 years of age) are allowed to be an assistant coach but cannot be manager.

#### **Softball 6U Division (ages 5-6):**

- Each team shall consist 9-12 players, one manager, and 3 coaches.

#### **Batting**

- This league is machine pitched to increase the repeatability and the number of hittable pitches.
- The 6U Division uses a Continuous Batting Order. All players present at the start of the game are listed on the Manager’s lineup card and bat in order. Any player arriving after the start of play is added to the bottom of the lineup. While using the CBO, if a player must leave the game due to illness, injury, or any other reason, an automatic out is NOT recorded. The Manager must inform the umpire of the situation. The umpire in turn will inform the opponent’s scorekeeper. The player’s position in the batting order is skipped and the next player listed on the lineup card becomes the proper batter.
- Each batter receives a maximum of 5 pitches, whether they swing or let them go by. The batter is not called out after 3 strikes. If they foul off the 5th pitch, the hitter continues to receive pitches until they let

the pitch go by or swing. **If the hitter takes the fifth pitch they are called out, unless declared a NO PITCH.**

- The pitching machine operator may declare a **NO PITCH**, if and only if, the ball is **absurdly** un-hittable. The intent of this rule is to give 5 reasonably hittable pitches. In the event that the ball does not reach the plate, or is well outside the strike zone, this can be declared a **NO PITCH**. Coaches are strongly encouraged NOT to abuse this; both coaches need to watch the pitch so there will likely be no disagreement on the **NO PITCH** call.
- If the batter is struck by the ball, this is considered a **NO PITCH**. Batter is not awarded 1<sup>st</sup> base. Pitches will continue.
- Home team will always bat last.
- As balls are not counted, there will be **NO WALKS** issued.
- A batted ball striking the pitching machine or pitching machine operator will be declared a dead ball and the batter is awarded first base. Each runner forced to advance will advance one base.
- No bunting is permitted.
- All batters required to wear faceguards on helmets.

### **Field Setup**

- Home team prepares the field and will use their pitching machine. Away team takes down the field.
- Base lengths will be 60 feet.
- Ball size is 10" diameter cushioned ball.
- Pitching machine shall be minimum of 30 feet and maximum of 35 feet from the back of home plate.
- There will be no umpires. The closest coach will make the officiating call.
- 4 outfielders: Left, Left Center, Right Center, Right
- Infielders: Pitcher, Catcher, 1st, 2nd, 3rd, and Shortstop
- There are open substitutions for the defensive team throughout the game.
- Pitcher is to be even with the machine, one foot in the circle.
- The hitting team may have one adult on the field for each of these positions: Pitching, 1<sup>st</sup> Base Coach, and 3<sup>rd</sup> Base Coach.
- The Defensive team may have one adult on the field between 2<sup>nd</sup> and 3<sup>rd</sup>, 1<sup>st</sup> and 2<sup>nd</sup>, to help the defensive players. They may not touch the ball, only instruct as to where to throw.
- Face masks will be used at the discretion of the league(s) we are playing with per their bylaws.
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### **Base Running**

- **On a defensive overthrow, the runners are not allowed to take an additional base.** This is to prevent a situation where young players, who have not yet developed the ability to make consistently accurate throws, cause the advance around the bases due to several consecutive errors.
- Batter may go for a double at the risk of being put out if ball is hit through the infield. No batter may go for more than a double.
- No substitute runners are allowed except in the case of an injury preventing him/her from running, the player will be removed from the game and the last batter batted out will be the substitute runner.
- No stealing or leading off base is permitted.
- No infield fly rule - as such multiple outs can be recorded on a caught infield fly.
- **There is a maximum of 5 runs per inning (for the first 3 innings UNLIMITED AFTER),**
- Base runners must stay in contact with the base until the ball is hit.

### **Game Limit**

- There will be a maximum of 6 innings per game, no new inning can start after 1 hour 15 minutes. The scorekeeper for the Home team will be the official timekeeper. Official start time will begin immediately following the coach's meeting with the umpire.

## **8U (ages 7-8)**

- Each team shall consist of 9-12 players, one manager, and two coaches.
- Players are required to play a minimum of one inning in the infield per game. For safety reasons, coaches may opt to keep a player in the outfield with an open discussion with player's parents and the approval of the league representative. If all players do not play in the infield (without prior approval) the Manager will be subject to disciplinary action.
- All players will bat and have an open substitution policy for defensive play. (Excluding pitching-subject to league pitching rules)
- No player will be intentionally subjected to playing only two innings defensively per game.
- Four outfielders will be utilized if a sufficient amount of players are present.
- No Pitch limit for pitchers. Pitchers can pitch the entire game. The pitching distance will be 30 feet.
- Base lengths will be 60 feet.
- Ball size is 10" diameter.
- The 8U Division uses a Continuous Batting Order. All players present at the start of the game are listed on the Manager's lineup card and bat in order. Any player arriving after the start of play is added to the bottom of the lineup. While using the CBO, if a player must leave the game due to illness, injury, or any other reason, an automatic out is NOT recorded. The Manager must inform the umpire of the situation. The umpire in turn will inform the opponent's scorekeeper. The player's position in the batting order is skipped and the next player listed on the lineup card becomes the proper batter. Once removed from the lineup a player may not return to the game.
- On a defensive overthrow, the runners may, at risk of being put out, attempt to take one additional base beyond which they would have been entitled had the overthrow not occurred (only on the first overthrow of the play). Placement of the runners is an umpire's judgment call and cannot be protested.
- Speed up rule : with 2 outs, the catcher, if on base, may be replaced with a runner (last batted out), so she may put on her equipment.
- Runners may lead off up to 15' from base (distance at umpire's discretion if no line is drawn) after the ball leaves the pitcher's hand. Runners can lead off but not steal. This is to teach and prepare the players for the next division.
- The 8U Division season is broken into two halves, with additional skills added as the season progresses:
  - The First half: No Stealing, No Walking.
    - The pitcher has the opportunity to strike out the batter. In the event that the pitcher throws four balls, the batters' coach will enter the game and pitch to the batter.
    - The coach must stand on the rubber.
    - The opposing team pitcher will play even with the rubber. She may stand to the left or right of the coach with at least one foot in the pitcher circle.
    - The Coach is limited to 4 additional pitches regardless of count. Batter maintains current count when coach goes in to pitch. The batter will either 1) strike out, 2) hit the ball into play, or 3) receive 4 pitches from the coach at which point the batter is out. The player is not out when fouling the 4th Coach pitch – the pitch is not counted and the at bat continues. The player can strike out on a called strike from the coach.
    - If the player is hit by a pitch by the pitcher OR during coach pitch it is a DEAD ball and deemed a ball in the count. If done on the 4th and FINAL coach pitch the batter is OUT.
  - The Second half: No Coach pitch. Stealing is allowed.
    - No Coach pitch, walks allowed if pitcher throws 4 balls
    - If the player is hit by a pitch by the pitcher it is a DEAD ball and the batter is awarded first base.
    - Can still every base EXCEPT for home
    - If up by 6 runs stealing is no longer allowed for that team.
- 5 UP rule: You can score up to 5 runs over the other team if you are trailing starting the inning otherwise 5 is the limit. Example being: If you were down 7-3, you could score 9 to go up 12-7. If you were up 4-2 you can go to 9-2. USA/NorCal Softball mercy rule is still in effect; the game is over if a team is up by 15 runs after three innings; or 10 runs after four innings; or 6 runs after five innings
- No infield fly rule will be in effect.

- Game length is 6 innings.
- No new inning will start after 1 hour 20 minutes.
- All outfielders must play behind the bases.
- All batters required to wear faceguards on helmets.
- Face masks will be used at the discretion of the league(s) we are playing with per their bylaws.

#### **10U Division (ages 9-10)**

- Each team shall consist of 9-12 players, one manager, and two coaches.
- The 10U Division uses a Continuous Batting Order. All players present at the start of the game are listed on the Manager's lineup card and bat in order. Any player arriving after the start of play is added to the bottom of the lineup. While using the CBO, if a player must leave the game due to illness, injury, or any other reason, an automatic out is NOT recorded. The Manager must inform the umpire of the situation. The umpire in turn will inform the opponent's scorekeeper. The player's position in the batting order is skipped and the next player listed on the lineup card becomes the proper batter. Once removed from the lineup a player may not return to the game.
- Speed up rule: with 2 outs, the catcher, if on base, may be replaced with a runner (last batted out), so she may put on her equipment.
- Dropped 3<sup>rd</sup> strike rule is in effect.
- Bunting is allowed; but no slash/fake bunting. If a player slash/fake bunts, they will be called out.
- Stealing is allowed. If up by 6 runs stealing is no longer allowed for that team.
- The infield fly rule will not be in effect.
- On a defensive overthrow, the runners may, at risk of being put out, attempt to take one additional base beyond which they would have been entitled had the overthrow not occurred (only on the first overthrow of the play). Placement of the runners is an umpire's judgment call and cannot be protested.
- 5 UP rule: You can score up to 5 runs over the other team if you are trailing starting the inning otherwise 5 is the limit. Example being: If you were down 7-3, you could score 9 to go up 12-7. If you were up 4-2 you can go to 9-2. USA Softball mercy rule is still in effect; the game is over if a team is up by 15 runs after three innings; or 10 runs after four innings; or 6 runs after five innings
- Game length is 6 innings.
- No new inning will start after 1 hour 20 minutes.
- Three outfielders will be utilized if a sufficient amount of players are present.
- No Pitch limit for pitchers. Pitchers can pitch the entire game. The pitching distance will be 35 feet.
- All batters required to wear faceguards on helmets.
- Face masks will be used at the discretion of the league(s) we are playing with per their bylaws.
- Base length will be 60 feet.
- Ball size is 11" diameter.

#### **12U Division (ages 10-12)**

- Each team shall consist of 9-12 players, one manager, and two coaches.
- Each team in the major division will consist of no more than eight 12 year old players and two 10 year old players. 12 year old players may not participate in the minor division.
- The 12U Division uses a Continuous Batting Order. All players present at the start of the game are listed on the Manager's lineup card and bat in order. Any player arriving after the start of play is added to the bottom of the lineup. While using the CBO, if a player must leave the game due to illness, injury, or any other reason, an automatic out is NOT recorded. The Manager must inform the umpire of the situation. The umpire in turn will inform the opponent's scorekeeper. The player's position in the batting order is skipped and the next player listed on the lineup card becomes the proper batter. Once removed from the lineup a player may not return to the game.
- Pitching rules: No Pitch limit for pitchers. Pitchers can pitch the entire game. The pitching distance will be 40 feet.
- Speed up rule: with 2 outs, the catcher, if on base, may be replaced with a runner (last batted out), so she may put on her equipment.

- Stealing is allowed. Runners must stay in contact with the base until ball leaves the pitcher's hand. If up by 6 no stealing.
- Dropped 3<sup>rd</sup> strike, batter is allowed to run.
- Bunting is allowed; but no slash/fake bunting. If a player slash/fake bunts, they will be called out.
- Game length is 6 innings.
- No new inning will start after 1 hour 20 minutes.
- Three outfielders will be utilized if a sufficient amount of players are present.
- All batters required to wear faceguards on helmets.
- Face masks will be used at the discretion of the league(s) we are playing with per their bylaws.
- 5 UP rule: You can score up to 5 runs over the other team if you are trailing starting the inning otherwise 5 is the limit. Example being: If you were down 7-3, you could score 9 to go up 12-7. If you were up 4-2 you can go to 9-2. USA Softball mercy rule is still in effect; the game is over if a team is up by 15 runs after three innings; or 10 runs after four innings; or 6 runs after five innings
- Base length will be 60 feet.
- Ball size is 12" diameter.

#### **14-16U Division (ages – 13-16)**

- Each team shall consist of 9-15 players, one manager and two coaches.
- The 14-16U Division uses a Continuous Batting Order. All players present at the start of the game are listed on the Manager's lineup card and bat in order. Any player arriving after the start of play is added to the bottom of the lineup. While using the CBO, if a player must leave the game due to illness, injury, or any other reason, an automatic out is NOT recorded. The Manager must inform the umpire of the situation. The umpire in turn will inform the opponent's scorekeeper. The player's position in the batting order is skipped and the next player listed on the lineup card becomes the proper batter. Once removed from the lineup a player may not return to the game. There will be 9 defensive players in the field.
- No Pitch limit for pitchers. Pitchers can pitch the entire game. The pitching distance will be 43 feet.
- Stealing is allowed. Runners must stay in contact with the base until ball leaves the pitcher's hand.
- Bunting is allowed as well as walk through slap hitting; no slash/fake bunting. If a player slash/fake bunts, they will be called out.
- Dropped 3<sup>rd</sup> strike, batter is allowed to run.
- Speed up rule: with 2 outs, the catcher, if on base, may be replaced with a runner (last batted out), so she may put on her equipment.
- Game length is 7 innings.
- No new inning will start after 1 hour 20 minutes.
- All batters required to wear faceguards on helmets.
- Face masks will be used at the discretion of the league(s) we are playing with per their bylaws.
- 5 UP rule: You can score up to 5 runs over the other team if you are trailing starting the inning otherwise 5 is the limit. Example being: If you were down 7-3, you could score 9 to go up 12-7. If you were up 4-2 you can go to 9-2. USA Softball mercy rule is still in effect; the game is over if a team is up by 15 runs after three innings; or 10 runs after four innings; or 6 runs after five innings
- Base length will be 60 feet.
- Ball size is 12" diameter.

#### **ARTICLE XIII GYB League Rules**

##### **Section 1. Uniforms:**

All players who have been issued a uniform will wear them in their entirety. Players not wearing the uniforms as issued will not be allowed to participate. If non-participation results in a lack of minimum players at game time the team will forfeit that game.

### **Section 2. Injured Players:**

Any injured player under physician's care must submit a medical release to the division player representative prior to being allowed to return to practice or regular games. The league representative will submit such medical release to the Board. At no time will any player be allowed to participate without board approval.

- 1) Players who are injured and unable to return for the remainder of the season will be replaced as follows:
  - Babe Ruth: A player will be assigned from the waiting list.
  - Cal Ripken Major: A player will be assigned from the waiting list. A list of ten players will be compiled by the Division Player Rep. This list will consist of the first 10 players chosen during the Cal Ripken Minor draft. This list will also include those athletes who attended a Major tryout and were not selected to be on a Major team. Those athletes whose parents requested them to stay down in the lower division or did not attend a tryout will not be considered. The manager may choose one of these players. With the parents approval the player will be promoted to the Major Division. If the parents do not approve of the promotion the manager will choose another player until the vacancy on his team has been filled. Players whose parents do not approve of a promotion cannot be considered for any other promotion, and will be removed from the list for the remainder of the season. Players promoted will return to the draft the next year, and are not considered "protected players".
  - Cal Ripken Minor: If a team loses a player because of injury or promotion the manager has the option of receiving a player on the waiting list or by following the same procedure as stated above to take a player from the Farm Division. All the same rules will apply.
  - Cal Ripken Farm: If a team loses a player because of injury or promotion the manager will receive a player from the waiting list that is 10 years old or younger.
- 2) These procedures also apply to players lost because the family moves out of town or a player quits. This process can be used if there is a waiting list at the lower level and there is an opening at a higher level. All such moves must have final approval from the Board. The board will respond within 7 days of final confirmation from the player's parents/legal guardian. All changes in rosters must be filed with the league registrar.

### **Section 3. Tie Games:**

Tie games will be recorded as a half win and a half loss. If the standings are affected, ties will revert to a head to head competition, and if still tied, the runs allowed will be used.

### **Section 4. Forfeits:**

- As in the official Babe Ruth Rule Book/ USA Softball Rule book: Failure to have the required number of Eight eligible players to start or continue a game will result in a forfeit.

### **Section 5. Make-Up Games:**

If for any reason there shall be cause for a make-up game the game will be played on the next open day of that league schedule, as determined by the Head Scheduler.

### **Section 6. Starting Games:**

Teams will be allowed to start a game with 8 players. If a player is injured or removed during such game; that team will then be forced to forfeit.

**Section 7. Ending Games:** Games ended due to darkness or weather, before it becomes a regulation game (4 innings or 3 ½ innings if home team is winning) will continue at the point it was halted, before the next meeting of the two teams.

**Section 8, Scorekeeper:** The home team will be the official scorebook. The visiting team will be the official pitch count (when applicable).

**Section 9, Pitch Count:** The visiting team will be the official pitch count. It is the coaches' responsibility to check in with the official pitch counter. Pitch count goes strictly off of a player's age, regardless of division.

**Section 10, Suspension:**

A flagrant rules violation that results in a player, manager or coach being ejected from a game will, upon review by the Protest/Disciplinary committee, be suspended for a single game, multiple games or the remainder of the season.

**Section 11, End of the Season Tournament:**

- Tournament rules will apply as set forth in Babe Ruth League Official Playing Rules Section 11.05
  - 1) Game Time:
    - Majors: 6 Innings, no ties,  
no time limit
    - Farm/Minors: 6 innings, no ties, no new inning after 2 hours
    - Rookie: 6 innings, no ties, no new inning after 1 hour 30 minutes
  - 2) Mercy Rules apply.
  - 3) Tournament pitching rules will apply as set forth in Babe Ruth League Official Playing Rules Section 11.05(4)
  - 4) Higher Seed is Home Team. Once in Losing Bracket, home team is determined by coin flip. Higher seed will be home team in Championship game. If a second Championship game is forced, home team will be determined by a coin flip.
  - 5) All Home Teams will utilize 3<sup>rd</sup> base dugout

## **ARTICLE XIV Complaints and Protests**

**Section 1, Complaint Process:**

Any member of the public who wishes to lodge a complaint, outside of the Protest Process outlined in Section 2 of this Article, should utilize the following protocol. All conflicts should be resolved at the lowest level possible with minimal disruption to team play and players.

**Game Play:**

1. Complaints regarding game play should first be directed to the League Representative for the division, who has the authority to immediately resolve disputes during a league game. The Rep's decision stands unless challenged by either coach according to the Protest Process outlined in Section 2 of this Article.

**Conduct:**

2. Complaints regarding the conduct of managers, coaches, parents or players should first be directed to the League Representative for the division. Upon receipt of the complaint, the League Representative will obtain all relevant facts/information and address the basis for the complaint with all parties involved. The League Representative will also notify the President and Vice President, who will maintain a log of complaints based on conduct.
3. Should the conduct fail to be resolved at the league representative level, the Vice President will refer the issue to the Disciplinary committee for review and action, as outlined in Section 11 of Article IV.

**Performance:**

1. Complaints regarding the performance of managers and/or coaches should first be directed to the League Representative for the division. The League Representative will notify the President and Vice President, who will convene a disciplinary review to determine appropriate follow up. Record of the complaint and resolution will be included in the complaint log, which will be maintained by the Vice President.
2. Complaints regarding performance of Board members should be directed to the President and/or Vice President, who will:

- a. Notify and conduct a meeting with the Board member in question to determine the validity of the complaint and whether job descriptions are clear and whether assistance is needed.
- b. For subsequent complaints, the President and Vice President will refer the issue to the Disciplinary Committee for review and action, as outlined in Section 11 of Article IV.

**Performance Evaluations:**

1. Prior to the end of each season, parents of players on each team will receive a manager and coach evaluation form. Evaluations will be kept on file for coach selection consideration in subsequent years.

**Section 2, Protest Process:**

Managers/coaches must conduct themselves in a professional manner and demonstrate good sportsmanship at all times. Any violation of a Babe Ruth League rule and/or Galt Youth Baseball amended rule, as stated in the bylaws, committed during league play may be protested.

- a. The protest must be noted in the home team scorebook during the game listing the exact game situation at the time of protest.
- b. An official protest letter must be submitted to the Vice President along with a \$25.00 protest fee in the form of a check within 48 hours of the incident (excluding Sundays and Holidays).
- c. The protest determination will be made within 7 days of the receipt of the protest letter. If the protest is upheld the \$25.00 fee will be returned, if not the fee goes into the league treasury. JUDGMENT CALLS CANNOT BE PROTESTED!

**ARTICLE XV All Star Process**

All Star Applicants must have participated in Galt Youth Baseball's main yearly fundraiser, or have paid the opt-out, before the player may tryout.

- 1) Cal Ripken Farm, Minors, Majors, and Babe Ruth & USA/NorCal Softball Minis, Minors, Majors, and Babe Ruth

Current season managers and first assistant coaches interested and available to coach All Stars in post season will apply to the Board prior to the Mid-Season Coach's Meeting. Board will then review all applicants for approval to be included in the vote. If teams are added after that date, the new team's coaches will have the opportunity to be added to the All Star coaches list with board approval.

- a) All Star managers will be selected by vote of the current season managers and first coaches:
  - i) Managers/first coaches of the Farm/8U division will vote to decide the 8 year old All Star manager.
  - ii) Managers/first coaches of the Minors division will vote to decide the 9 and 10 year old All Star managers.
  - iii) Managers/first coaches of the Majors division will vote to decide the 11 and 12 year old All Star managers.
  - iv) Managers/first coaches of the Babe Ruth division will vote to decide the 13-15 year old All Star managers.
- b) The manager selected for each age level will choose his/her first and second coaches from the current season managers and coaches, subject to final approval by the Board.
- c) All Star tryouts will be an open tryout for each age division. In the event that there are not enough players at tryouts, the coaches may hold additional tryouts or search for players.
- d) Players must have played in at least 50% of rec season games to be eligible for All Stars (with exception to injured players).
- e) An injured player unable to participate, but able to attend, shall be present at the beginning of the try-out at the designated location. This is to ensure the player has the commitment and desire to play at this level. An injured player fulfilling this requirement shall be available in the selection process.
- f) A player/parent may petition for an exemption to miss try-outs by notifying the President via e-mail. The notification must clearly state the specific reason(s) why the player is unable to attend. The Executive Board shall review each petition on a case by case basis and render a decision based on the facts presented. If an exemption is granted, the player shall be eligible for selection. If the petition is denied and the player does not attend a try-out, the player is not eligible to play on the All Star team.

- g) The All Star Manager will select the team from the players who attended tryouts and the players granted an exemption, after the last tryout day. The team will consist of no less than 10 players and no more than 15 players.

2) All Star Players Fees:

- a) Galt Youth Baseball will pay for traveling All Star teams to represent Galt in the annual Cal-Ripken, Babe Ruth, or USA/NorCal Softball sponsored tournaments. Each player on an All Star team will be required to pay a fee to GYB which will include the uniform package. All coaches and players will keep their uniform at the conclusion of the All Star season.
- b) Each player and coach is responsible for their travel expenses as outlined in the All Star player application.
- c) Galt Youth Baseball will pay team entry fees to any Cal-Ripken sanctioned All Star tournament (District, State, and/or Regional). Absences from these tournaments will not be reimbursed, credited, or applied to other tournaments.
- d) Parents, guardians, and/or supporters traveling with any team advancing to a Regional Tournament or World Series Tournament will assume their own expenses.
- e) All funds raised by an All Star team must be turned into the Treasurer within FIVE days of the conclusion of that fundraiser.
- f) An All Star coach may use his or her raised funds at their own discretion, however all purchases must be made themselves, and a reimbursement check will be issued after verification of funds for that team.

3) Available All Star tournaments by Cal-Ripken/Babe Ruth include :

- a) 8 & under
- b) 9 year olds
- c) 10 year olds
- d) 11 year olds
- e) 12 year olds

4) Available All Star tournaments by USA/NorCal Softball include:

- a) 8 & under
- b) 10 & under
- c) 12 & under
- d) 14 & under

5) Tournament selection before the state tournament is at the manager's discretion. Once an All Star team has been eliminated from their tournament trail, further tournaments will require board approval.

6) The league will apply a commonly adopted league practice of age specific eligibility. This means that players will not be allowed to 'play-up' on a higher age tournament team. (i.e. A higher performing 9 year old will not be allowed to play on the 10 year old team. The 10 year old team will be selected from the available 10 year olds in the league as stated above in #3)

7) In the event that a team is unable to field 12 players for their team an exception will be taken to select a player from a lower age group. The younger player must not have been selected by the lower team. (i.e., The 11 year old team only had 11 players try-out. All 11 players made the team. The 10 year olds had 20 players try-out, and 13 made the team. The manager of the 11 year olds has the option to select any of the 7 players left from the 10 year old try-out which were not selected by the manager of the 10 year olds.)

8) 6 and 7 year old players may play on the 8 year old team.

9) In the event that GYB decides not to field a specific age group in any particular year, the players in that age bracket will be allowed to try-out for the higher age bracket as long as they attended the age appropriate tryout first. (i.e., the number of registered 11 year olds in the league is low for the year. The league decides not to field an 11 year old team. The 11 year olds will be allowed to try-out on the 12 year old team.)

10) If a player refuses to try out for his/her age specific team, and this results in a team for their age group not being formed, that player is not eligible to try out for a higher age group during that All Star season.

11) Playing time for the players is not guaranteed.

**ARTICLE  
XVI  
Sponsors**

The board shall approve all sponsors for teams in the league. A \$300.00 sponsorship fee will be paid to the league treasury. No sponsor shall have any control or authority over a team they are sponsoring. A sponsor shall have the right to renew their sponsorship each year unless the board, for good cause, deems a renewal unadvisable.

## **ARTICLE XIII Galt Youth Baseball/Isleton (River Delta) Relationship**

### **Section 1, Definition:**

River Delta will participate in the Galt Youth Baseball League under the following conditions and regulations.

### **Section 2, Rules:**

- 1) River Delta will abide by any non-regulatory rules of Galt Youth Baseball.
- 2) River Delta will follow the league's current bylaws for team and tournament play.
- 3) A voting board member position will be created for River Delta to act as a representative for the league. This position will be able to vote on, and move to modify, create, or change rules pertaining to Articles VII and VIII of GYB bylaws.

### **Section 3, Registration:**

- 1) River Delta will submit copies of their registration forms to GYB Registrar prior to opening day.
- 2) There will be a mutual exchange of GYB and River Delta rosters.
- 3) If a River Delta player is assigned to a GYB team (see below), the River Delta League will compensate GYB for the differential between the registration fees, if any.
- 4) Late Registration players will be placed on a River Delta team if there are less than 15 players on said team. If over 15 players, the Late Registration will be assigned to GYB via "hat pick."
- 5) River Delta Players may register directly with GYB for the Winter Ball Season.

### **Section 4, Team Composition:**

- 1) Each River Delta Team will consist of a minimum of 9 players and a maximum of 15 players. Any team not meeting the minimum or exceeding the maximum will be disbursed among the GYB teams via "hat pick."
- 2) Outside-boundary players regarding age will be handled in-house by River Delta; however, any discretionary decisions will be presented to GYB for approval as a roster variance, prior to the first game.

### **Section 5, Tournament and All Stars:**

- 1) In accordance with Babe Ruth League Baseball Rules & Regulations, River Delta players are *ineligible* to play on the Galt All Star tournament teams.
- 2) River Delta teams are eligible to participate in GYB End-of-season Tournaments.
- 3) End-of-Season Tournament home games will be determined by "seeding," with the exception of the tournament championship games, which will be played in Galt.
- 4) River Delta will cover their share of costs incurred for tournament play, including balls, trophies, and umpire fees. A percentage will be determined based upon the ratio of River Delta Team to GYB Teams and applied to the total amount of tournament costs. An estimate will be provided to River Delta prior to the start of tournament, then actual costs will be invoiced to River Delta following tournament.

## **ARTICLE XVII**

### **Dissolution Clause for the Galt Youth Baseball Organization**

Being as the organization known as the Galt Youth Baseball Organization is exclusively for charitable religious, educational and /or scientific purposes under Section 501 (C) (3) of the Internal Revenue Code, or corresponding section of any future federal tax code, we the current board members of The Galt Youth Baseball Organization support and adopt this dissolution clause as stated:

The Galt Youth Baseball Organization may be dissolved only by authorization of its Board Membership given at a special meeting called for that purpose and with subsequent approval by a two-thirds (2/3) vote of the Voting

Members (status determined by Membership Committee). Upon dissolution or other termination of The Galt Youth Baseball Organization, after payment in full of all debts, obligations, and necessary final expenses, or after the making of adequate provision therefore, all assets shall be distributed to such tax-exempt organizations (with purposes similar to those of The Galt Youth Baseball Organization) as shall be chosen by the existing Board of Directors of The Galt Youth Baseball Organization. If a similar organization cannot be agreed upon by the existing board all remaining assets shall be distributed for one or more exempt purposes within the meaning of Section 501 (C) (3) of the Internal Revenue Code or corresponding section of any future federal tax code, or shall be distributed to the federal government, or to a state or local government, for a public purpose.