

South Lake Youth Sports Baseball League Rules

The following playing rules are established by the action of the South Lake Youth Sports, Inc. (SLYS) Board of Directors to govern all baseball league activities. The Board of Directors (Board) reserves the right to add, retract, modify or make exception to rules at any time without notice. The SLYS President and/or Vice President have the authority to take action on behalf of the Board, as needed between Board meetings/action. The league will NOT recognize a "gentlemen agreement" as a binding rule. All rules decisions will revert back to the league rules as stated below.

- I. **DIVISIONS:** The SLYS Baseball League is comprised of the following divisions:
 - a. Smart Start T-Ball (4U)
 - b. T-Ball (6U)
 - c. Rookies (8U)
 - d. Minors (10U)
 - e. Majors (12U)
 - f. Juniors (15U)
 - g. Seniors (18U)

- II. **GAMES:**
 - a. **Rookies (Coach Pitch), Minors, Majors, Juniors and Seniors:** A team failing to field (8) players at game time shall be allowed ten (10) minutes to secure at least 8 sufficient team-rostered players. If the team is unable to field the required number of rostered players, then the game must be forfeited and a score of 7-0 is entered into the scorebook. If during the course of the game, a team is unable to field the required number of players, it shall forfeit the game. The minimum player rule will also apply in the event of an injury or illness to a rostered player after the start of the game. If a team has less than 9 players, it is permissible for the team that is short to pull up a player from the next lower division, or use a player from another team in their division. The opposing coach **MUST** be made aware of what player is substituting prior to the game. The opposing coach has the right to veto a player from the same division. If players are borrowed from another team in the same division then those players **MUST** play in the outfield and be placed at the bottom of the batting order. Borrowed players are **NOT** allowed to pitch. Players who arrive late may play for their team and the "tardy player rule" applies.
 - b. **Warm-Up:** On game nights, no batting practice or warm up pitching from the field mound will be permitted after the field has been marked for play.
 - c. **Start of Game:** The head umpire keeps the official game clock. The umpire is to start the clock when the home team takes the field. The accuracy of the official clock may not be questioned. The umpire will pause the official game clock during any break in play initiated by a team with a lead or tied (i.e., timeouts, tying shoes, injury) during the last 10 minutes of game play.
 - d. **Length of Game:**
 - i. **Smart Start T-Ball:** Games may be up to three (3) innings long or one hour whichever comes first. Games end at one (1) hour regardless of whether an inning or half-inning is complete. Because this division is comprised of toddlers, care should be taken to pay close attention to their attitude. It is the responsibilities of each coach to ensure that players remain engaged, entertained, and are not being "burned out" by boredom on the field.
 - ii. **Tee-Ball:** Games are to be four (4) innings long or one hour (1:00), whichever comes first. No new inning may start after fifty minutes (:50) of play.
 - iii. **Rookies:** Games are to be six (6) innings long or one hour and thirty minutes (1:30), whichever comes first. Complete innings must be played. However, no new inning may start after one hour and twenty minutes (1:20) of play. The game will be stopped after one hour and forty minutes (1:40). The score will revert back to last completed inning.
 - iv. **Minors:** Games are to be six (6) innings long or one hour and thirty (1:30) minutes, whichever comes first. Complete innings must be played. However, no new inning may start after one hour and twenty-five minutes (1:25) of play. The game will be stopped after one hour and forty minutes (1:40). The score will revert back to last completed inning.
 - v. **Majors:** Games are to be six (6) innings long or one hour and thirty (1:30) minutes, whichever comes first. Complete innings must be played. However, no new inning may start after one hour and twenty-five minutes (1:25) of play. The game will be stopped after one hour and forty minutes (1:40). The score will revert back to last completed inning.

- vi. **Juniors and Seniors:** Games are to be seven (7) innings long or two hours, whichever comes first. Complete innings must be played. However, no new inning may start after one hour and fifty minutes (1:50) of play.
- e. **Start to Inning:** A new inning shall be considered as started upon the final out of the previous inning.
- f. **Mercy Rule:** A game is officially over if the home team is up by ten or more runs at 3.5 innings or the visiting team at the end of the 4th inning
- g. **In Field Fly Rule:** In field fly will be in effect for Minors (except for Fall Season), Majors, Juniors and Seniors.
- h. **Batting orders:** Each coach MUST exchange rosters/batting orders before the game starts. Once the game starts the batting order is official. Once a batter takes a pitch he/she must bat in that position for the rest of the game. If that batter is unable to play then he/she will be removed from the lineup. They will not be allowed back into the game. If this causes the team to drop below the required number of players (8) than the game will be considered a forfeit.
- i. **Score/Standings:**
 - i. **Smart Start T-Ball:** Score is not kept.
 - ii. **T-Ball, Rookies, Minors, Majors, Juniors and Seniors:** Score is kept by the home team, as determined by the Board. Division standings will be kept and will be used to determine division champions or for post season tournament seeding. If there is a tie in the standings at the end of the regular season, the following tiebreakers will be used to determine tournament seeds: 1) Head-to-head record 2) Runs against in season.
- j. **Pitcher warmups:** All persons regardless of age (or division) warming up a pitcher at any location must wear a mask. A Throat protector is considered part of the catcher's mask.
- k. **Pitching:**
 - i. Pitchers (Minors & Majors) are limited to 2 innings in consecutive games and no more than 4 innings in a week (Fall Season). 4 innings in consecutive games and no more than 6 innings in a week (Spring Season). Juniors are limited to no more than 7 innings in consecutive games. Consecutive games is defined as, games that have touching schedules regardless of days in between. These will also include makeup games.
 - ii. All other pitching rules for League Championship Tournaments shall adhere to Babe Ruth/Cal Ripken Tournament Rules, except where they conflict with league rules.
- l. **Pitching Penalties:** If during the course of the game a pitcher is found to be over his/her allowed innings a run will be scored for the offensive team for each batter the pitcher has faced regardless of outcome. The pitcher must be removed from the mound and will be ineligible to pitch in the next game regardless of days of rest or innings pitched. If the game has been completed then the game will be under protest and will be forfeited (see protest rule III - b).
- m. **Protective Gear:** It is mandatory for catchers (Rookies – Seniors) and pitchers (Rookies – Seniors) to wear a protective cup. If players are found to be playing the position without a protective cup then they will be removed from that position.

III.

MAKE-UP GAMES:

- a. **Rain-Out/Protests:** Games that are rained out, and /or protested (and the protest is upheld) shall be rescheduled, with the consent of both managers, by Field Coordinator working with the Parks Department. These games must be made up within two weeks of the missed game/protested date. Make up games MUST be made up in the order that they were missed. The rained out game that was missed first will be the first game that is made up. The home/visitors will be the same as the scheduled game.
- b. **Protests:** Protests must be made during game or within 30 minutes of game end.
- c. **Priority:** Make up games MUST be made up within 2 weeks of the missed date. Make up games will take priority over practices.
- d. **Scheduling:** It is the responsibility of both coaches to schedule the makeup game. Once the date is decided the coach for the home team (of missed game) must contact the league representative to schedule the umpires and field chalking. Once the league contacts both head coaches that everything has been schedule it will be considered an official game. If a team fails to show or is unable to field a full team then it will be recorded as a forfeit and a score of 7-0 will be registered in the score book.
- e. **Make-up Field:** If available, the playing field will be the same as for the regular scheduled games.

- f. **Regulation Game:** A game is a regulation game after four (4) complete innings or three-and-a-half (3.5) innings if the home team is leading or time has expired. If the game is stopped due to weather or unforeseen technical issues and is under the regulation innings and time frame the makeup game will start at the exact point that it was stopped. The home team MUST record the time left in the game, bases occupied and pitchers on the mound. The pitching rule is STILL in effect during any makeup games. NOTE: if the pitcher who was on the mound is over the maximum innings for the week then he/she must throw 1 pitch and be replaced by an inning eligible pitcher.
- g. **Multiple Make-Ups:** In the event that a team has two (2) or more pending make-up games, the deadline for playing the second game or more shall be established by the executive board of the league. Every effort must be made to make up ALL makeups games.
- h. **Forfeiture:** All make-up games must be played as scheduled or be forfeited by the team failing to abide by the schedule.
- i. **Sundays:** Make-up games may be played on Sunday, beginning between 2:00 p.m. and 7:30 p.m.

IV. **PRACTICE**

- a. **Practice Schedule:** Practice times shall be assigned by the Board, and are based on field availability. A team with assigned practice time shall have priority for the use of the designated field except in the event of a weekend make-up game.
- b. **Player Safety:** Never play when there is lightning or other hazardous conditions present.
- c. **Player welfare:** Do not practice/play in inclement weather. There is increased risk of accidents ranging from slip and falls to ball and bat handling injuries during inclement weather. Light sprinkles can be tolerated. However, if a coach sees water puddles anywhere, the practice/game should be halted. Note: In the Rookie division wet balls will not pitch properly on the pitching machines. Games should be called in this division if game balls cannot be kept dry.
- d. **Field condition:** If the fields are wet or soggy from rain, stay off of them. They might be wet from rain earlier in the day and the sun could be shining when you arrive but if they are wetter than just what a sprinkle would cause, there is a concern that field damage will occur from use. Players will gouge out holes in the base cut outs and then the clay will set like concrete locking that damage in. If coaches, with permission from the Parks Department, make a call to use a wet field, they may be required to avoid the infield in part or all together.

V. **FIELDS**

- a. **Trash:** Each Manager shall be responsible for clean up of trash in their dugout and their respective bleachers.
- b. **Penalties:** Penalties for not performing assigned duties: the first offense will include a warning, on the second offense appropriate action will be taken by the Board and may include a one (1) game suspension of the Manager. On-site Board Members or their designee (Parks Dept.) will verify nightly field maintenance.
- c. **Dugout Assignment:** The Home Team shall occupy the first base side dugout and the visiting Team shall occupy the third base side dugout.
- d. **Turf Damage:** Managers are responsible to instruct players not to damage turf (e.g., make holes), monitor compliance and assist, as needed, with repairing any damage. Any player(s) found maliciously damaging any of the parks property to include fields will be suspended from one game and can include ejection from the league without a refund.

- VI. **CONSECUTIVE BATTING ORDER** - The consecutive batting order shall apply to all divisions with exceptions for Juniors and Seniors, granted by the Board (e.g., based on number of teams in the division, SLYS league or non-league opponent). With the exception of the Juniors and Seniors division no players will bat twice in the same inning.

VII. **XII. LEAGUE CHAMPIONSHIP**

- a. **Division Champions:** Division champions will be determined by either: 1) the regular season record excluding games played against teams from other leagues; or, 2) for Coach Pitch through Majors by an end-of-season Championship Tournament. The Board determines which method above is used.
- b. **Tournament Seeding:** The seeding for the Championship Tournament will be according to regular season division standings.
- c. **Tournament Structure:** Tournament structure (e.g., pool play, single, double elimination) and brackets are established by the Board.
- d. **Tournament Director:** A Tournament Director will be named prior to the beginning of the Championship Tournaments to make any and all official rulings for each of the postseason division tournaments put on by SLYS in consultation with the Board.
- e. **Schedule:** Championship Tournament games shall be scheduled as timely and consecutively as possible. Delays or gaps in scheduling should only occur due to weather or other circumstances beyond normal control. Delays to accommodate other athletic events or to allow pitchers to rest will be deemed unacceptable. It may be necessary to schedule games on Saturdays and Sundays.

VIII. **XIII. PLAYING TIME**

- a. **Minimum Play - Fall:** Every rostered player must play three (3) defensive outs during the first two innings and six (6) defensive outs during the first four (4) innings of a game. Rookies and minors must play at least (1) defensive inning in the infield. Exception to this rule is based on safety and must be discussed with the executive board before establishing. Once executive board approves parent(s) of player must be notified of the decision.
- b. **Minimum Play - Spring:** Every rostered player must play three (3) defensive outs in the game.
- c. **Batting Minimum for Divisions Without Consecutive Batting:** Every rostered player must play at least three (3) defensive outs and, if possible, bat at least one (1) time during the first three (3) innings.
- d. **Penalties:** Failure of a Manager or Coach to place an eligible player in the line-up constitutes grounds for a formal protest to the President of SLYS. The protest must be in writing and filed by the opposing manager to the Division Player Agent. It is recommended that the manager also verbally protest with the game umpire, if discovered during the game. If upheld, the offending Manager or Coach may be suspended for up to two (2) consecutive games for the first offense and the game is forfeited. Any subsequent offense may result in removal from coaching for SLYS, without appeal.
- e. **Double Minimum Play:** If it is discovered, at any time, that a player did not play the minimum time, the offending team manager/coaches are required to double the minimum playing time for the next game regardless of whether a protest is filed.
 - i. A player that is listed as injured does not count on the roster.
 - ii. Players who become injured during warm-ups must be declared injured prior to the start of a game.
 - iii. Any Manager or Coach falsifying an injury to a player will be subject to the penalties listed above.
 - iv. **NOTE:** The Board strongly recommends that each rostered player on a team have the privilege of playing in at least one (1), and preferably more, complete games regardless of his/her baseball skills.
- f. **Tardy Player Rule:** In the event of player tardiness, the following shall apply:
 - i. The manager shall notify the opposing manager and umpire during lineup exchange that a player may be tardy and such player(s) will be listed last on the lineup. At the time the tardy player comes up in the lineup, the manager must notify the umpire of his intention to have the player rostered or removed from the lineup. Once a player is rostered, they cannot be removed from the roster for absence. If the player remains rostered, he/she will count as an automatic out for the remainder of the game. (Applies to leagues with consecutive batting order). If the player is removed from the roster then he/she will be ineligible to play in that game.
 - ii. In leagues without consecutive batting order, the manager shall notify the opposing manager and umpire during lineup exchange that a player may be tardy and such player(s) must still adhere to rule (c.) above. If tardy player will not arrive in time to comply with rule (c.) above, then the tardy player will be removed from the lineup card at the time which compliance becomes impossible.

IX. **END OF AN OFFENSIVE INNING (T-BALL THROUGH MAJORS)**

- a. Offensive inning will be concluded by:
 - i. The scoring of the winning run (or)
 - ii. The making of three (3) outs (or)
 - iii. The conclusion of play on the tenth (10th) batter (or) last batter
 - iv. Batting through order in the Smart Start and T-Ball Leagues, regardless of number of players.
- b. Juniors and Seniors Division teams offensive inning will be concluded by:
 - i. The scoring of the winning run (or)
 - ii. The making of three (3) outs

X. **COACH FIELD PRESENCE**

- a. **Smart Start Division:** Realizing that this division is comprised of toddlers, there will be no limit to the number of coaches or assistants on the field to help these players learn the game. It shall be the Manager's call as to how many assistants can take the field however. The goal is to engage, entertain, and teach these players the game of baseball.
- b. **T-Ball Division:** Three (3) defensive coaches will be allowed on the field to instruct players. They are not to assist the youth in retrieving the ball.
- c. **Rookies:** Defensive coaches are not allowed to be on the field unless they are past the first/third base in foul territory in the outfield.
- d. **Rookies, Minors, Majors, Juniors and Seniors:** Coaches must be in dugouts at all times. Field 5 coaches are allowed to be outside of dugouts but must not interfere with the course of play (see dead ball rule) Coaches are not allowed to touch a player during a play. Upon seeing an infraction, umpires should declare a dead ball and the player touched out.
- e. **Adults in the Dugout or on the Field:** During games, no adult may be in the dugout or on the field unless badged or approved by the Board.
- f. **Dead Ball:** If during regular play the ball is thrown and it hits a coach, objects on the field (buckets, bats, other offensive players) or goes into the dugout it will be declared a dead ball and runners will be allowed to advance one base.

XI. **PLAYER FIELD PRESENCE**

- a. **Smart Start T-Ball:** A maximum of five (5) players will play infield positions (no catcher). There is no limit for outfield positions.
- b. **T-Ball, Rookies, Minors, Majors, Juniors and Seniors:** A maximum of six (6) players will play infield positions (includes catcher).
- c. **T-Ball:** Ten (10) or more defensive players will be allowed on the field, however the lack of ten (10) players does not constitute a forfeit.
- d. **Rookies:** Nine (9) or ten (10) defensive players will be allowed on the field.
- e. **Rookies:** No player can sit out for more than one (1) consecutive inning on defense.
- f. **Minors, Majors, Juniors, Seniors:** Only nine (9) defensive players will be allowed on the field. Four outfielders can be played in the minors during the fall season.

XII. **BASE STEALING**

- a. **Smart Start, T-Ball, and Rookies:** Base runners may not steal.
- b. **Minors:** Base runners must wait until the ball has crossed the front of the plate before leaving a base. If found leaving before ball crosses the plate then the player(s) will be reverted to original base regardless of action in play.
- c. **Majors - Seniors:** Open bases with lead offs.

XIII. **MINORS AND MAJORS DIVISION PITCHING RULES**

- a. **Consecutive Days:** See rule II-K. Pitchers that throw warmups pitches but do not throw to an official batter will not be counted towards innings thrown.
- b. **Age:** No player older than league age for the division shall be permitted to pitch. This rule does not apply to the fall season if Minors and Majors divisions are combined.

- c. **Re-Entry:** Cal Ripken and/or Babe Ruth Tournament Rules govern Pitcher re-entry. One (1) re-entry as long as the pitcher does not leave the game as long as all other SLYS pitching rules are followed.
- d. **Hit Batters:** Pitchers may NOT continue to pitch after hitting two (2) batters in the same inning. A ball that hits the ground first then hits a batter will NOT count against the pitcher as a hit batter.
- e. **Definition of an Inning:** Any pitcher that throws one (1) or more pitches in an inning shall be considered to have lost one inning of pitching eligibility.
- f. **Application of Pitching Rules:** SLYS rules will apply to SLYS regular season and SLYS Division Championship Tournaments. All-Star tournaments will adhere to Cal Ripken and/or Babe Ruth tournament rules.

XIV. **FAKE BUNTING (Rookies – Majors)** - A fake bunt/swing away is illegal and the batter shall be called out. No runners may advance or be put out – the play is called dead.

XV. **JUNIORS PITCHING RULES**

- a. **Innings Rule - Game:** No pitcher may pitch more than 7 innings in consecutive games.
- b. **Re-Entry:** Babe Ruth and/or Cal Ripken Tournament Rules govern Pitcher re-entry. One (1) re-entry as long as the pitcher does not leave the game as long as all other SLYS pitching rules are followed.
- c. **Age:** No player older than league age for the division shall be permitted to pitch in the spring season. This rule does not apply to the fall season if Juniors and Seniors are combined.

XVI. **ROOKIES ADDITIONAL RULES (WHEN PITCHING MACHINE OR COACH PITCH)**

- a. **Defensive Presence:** Each team must field a pitcher and catcher regardless of the number of players.
- b. **Operation of Pitching Machine:** No player is allowed to touch or operate any pitching machine. Pitching will be done using a pitching machine operated by the field umpire (i.e., division coach from team not playing). If a pitching machine is not available, then the offensive team's coach or manager will pitch.
- c. **Pitching Machine Adjustments:** The pitching machine will be set to Speed 10 (46 mph). Adjustments to the block and/or screw the ball rests on should be avoided between innings unless deemed necessary by the umpire. Only the umpire can make adjustments. During the fall season the machine will be set at 6 for the first two weeks, 8 for the next two weeks and 10 for the final weeks. Makeup games will have the machine set on the week the game is begin made up on not the speed as the date the game was missed.
- d. **Catcher Location:** The catcher must begin play in the catcher's box.
- e. **Pitcher Location:** The pitcher must begin play inside the circle designating the pitcher's mound and behind the front of the pitching machine until after the ball is pitched.
- f. **Outfielders Location:** Outfielders must begin play in the grass and may not enter the infield until the ball has passed the front of home plate.
- g. **Batting Attempts Per At-Bat:** Each batter will be allowed five (5) pitches or three (3) strikes, foul tips on the last strike shall keep the batter as if he/she had one strike remaining attempt.
- h. **Non-hittable pitches:** Non-hittable pitches, as determined by the umpire, shall not count against the batter. Even if batter swings at the ball.
- i. **Walks:** There are no walks.
- j. **Interference:** A batted ball that hits the pitching machine, manager/coach or umpire shall be declared a dead ball due to interference. The batter will be awarded first base and runners may only advance if forced.
- k. **End of Play:** Play will be stopped when the lead runner is prevented from advancing and time is called by the umpire. Generally this occurs when the ball is in possession of an infielder that checks the play.
- l. **Runner Advancement:** When the umpire calls time and the runner is less than halfway to the next base, the runner must return to the previous base. If

- the runner is farther than halfway to the next base then he/she may proceed.
- m. **Overthrows:** Maximum one (1) overthrow per hit (only first & Third). An overthrow is determined by the umpire and is considered to be a ball thrown out-of-bounds or a ball that could not reasonably have been fielded. If a ball thrown to first/third and is playable then it will not be called an overthrow and runners can advance at their own risk.
 - n. **Minimum Play – Infield:** All players MUST play in at least one (1) inning per game in the infield unless the coach deems a safety issue for the player. See rule XIII – a. for safety procedure.
 - o. **Defensive Positions Limit:** During the first ½ of the season, no player may play the same position in consecutive innings (1st and pitcher is considered the same position). During the second ½ of the season, this rule shall not apply.

XVII. **T-BALL ADDITIONAL RULES**

- a. **Batter Assistance:** One (1) coach may assist in adjusting the batting tee for the younger and inexperienced T-Ball players and may assist (if necessary) the offensive player in positioning themselves in the batter box.
- b. **Minimum Play – Infield:** All players must play at least one (1) inning in the infield.
- c. **Outfielders Location:** Outfielders must begin play in the grass and may not enter the infield until the ball has been hit from the tee.
- d. **Defensive Positions Limit:** A player can play in the position of pitcher and/or first base no more than one (1) inning per game (first base and pitcher are considered as the same position)
- e. **Defensive player rules:**
 - i. Pitcher/Outfielders – If the ball is hit within the pitchers circle the pitcher must make an attempt to throw the ball to a base (first, second, third or home). If the pitcher tries to run down and tag the batter then the batter will be called safe and runners can advance one base on a force. If the ball is hit into the outfield the same rule applies. This rule only applies to a hit ball not an over thrown ball.
- f. **Following is the T-Ball action:**
 - i. The batter may take only one (1) practice swing per at-bat, while in the batter's box, each time at bat. Additional practice swings are strikes. Lining up the bat is not considered a practice swing.
 - ii. The coach will place the ball on the batting tee.
 - iii. The batter may not swing at the ball until the umpire, after checking that all defensive and offensive players are in position, calls out "BALL ON TEE".
 - iv. The ball must pass the five (5) foot arc to be considered "fair".
 - v. NOTE: After the ball is on the tee, a practice swing or a player intentionally trying to hit the ball prior to the umpire's signal constitutes a dead ball and a strike.
 - vi. No bunting.
 - vii. The batter is allowed a maximum of five (5) swings to put the ball in fair play. After the 5th swing if the batter does not put the ball in play he/she will be considered an out.
 - viii. Maximum one (1) overthrow per hit (only first & Third). An overthrow is determined by the umpire and is considered to be a ball thrown out-of-bounds or a ball that could not reasonably have been fielded. If a ball thrown to first/third and is playable then it will not be called an overthrow and runners can advance at their own risk.
- g. **Batting:**
 - i. Fall – Teams will bat their entire lineup (outs still count). Inning is over after every batter has completed their bat. Lineups are based on total players. Example: If one team has nine (9) players and the opposing team have (11) players the team with nine (9) players ONLY bats nine (9) players. No player shall bat twice in the same inning.
 - ii. Spring – Consecutive batting order rule in effect. Once three outs are established the inning is over.

- h. End of Play:** Play is “dead” by the umpires’ judgment and is called when:
- i. A batted ball is in the infield and:
 - a. An out is made on the base. The ball must be returned and controlled by the pitcher (who must be standing in the eight (8) ft. pitchers circle and holding the ball over his/her shoulders).
(or)
 - b. No out is made and the ball is returned to and in control of the pitcher (who must be standing up in the eight (8) ft. diameter pitchers circle and holding the ball over his/her shoulder).
 - ii. A batted ball is hit to the outfield and the ball is returned to and in control of the pitcher (who must be standing up in the eight (8) ft. diameter pitchers circle and holding the ball over his/her shoulder).
 - iii. One base per overthrow. The play is dead after one (1) overthrow.
 - iv. When the umpire has signaled that the play has ended, all runners not past the halfway mark must return to the last base passed. Coaches in the coach’s box will assist the umpire in this judgment if necessary.

XVIII. **SMART START ADDITIONAL RULES**

- a. **** President’s Note **** Smart Start Baseball is a program designed to familiarize toddlers with the most basic elements of baseball. In no way should this be made a competitive event at this age. The number one goal for our Smart Start program is that each player enjoys the time spent on the ball field and becomes accustomed to the very basic fundamentals of baseball, and also, the concept of what a “team” is.
- b. **Scoring:** No score will be kept. “Winning” is not the focus of this division; player development and fun is.
- c. **Outs:** There will be no outs kept. If a defensive play results in a batter or base runner put out, the player will remain on the field as if they were safe. If a batter is out, the batter will take first base, as if they were walked. *Note: The purpose of this rule is to teach base running.*
- d. **Defense:**
 - i. All players will take the field on defense.
 - ii. The infield shall consist of a pitcher, first baseman, second baseman, shortstop, and third baseman. No catcher will be used.
 - iii. Realizing that most of these players won’t hit the ball past the pitcher’s mound, infielders, including the pitcher, may encroach upon the area surrounding the mound, however, coaches should try to maintain an infield player layout (first baseman, second baseman, shortstop, third baseman and pitcher), as opposed to a bundle of players on the mound. This is important so that the players become accustomed to proper field positions.
 - iv. No base runner shall advance on an errant or overthrown ball.
 - v. Play is “dead” by the coaches’ judgment and is called when the play is reasonably concluded. Coaches should not let the play continue while the players wrestle for the ball or throw it aimlessly around the field. It is the coach’s responsibility to keep the game moving forward at a pace that reduces the chance of these players becoming bored or frustrated.
- e. **Offense:**
 - i. One (1) coach will assist in adjusting the batting tee and will assist the offensive player in positioning themselves in the batter box.
 - ii. All players will bat in turn during the team’s half-inning on offense regardless of outs.
 - iii. A batting order should be set at the beginning of the game and adhered to as much as possible, but understanding that toddlers may need untimely breaks every so often, substitutions and order shuffles are allowed. Each player should get an at bat each inning.
 - iv. After all players have had a turn at bat, the team will switch from offense to defense regardless of outs.
 - v. A foul ball zone shall be set as an arc five feet in front of home plate. Batted balls must travel beyond this line or be ruled a foul ball.

XIX. **XXIV. SPORTSMANSHIP**

a. RULE:

- i. No manager, coach, player, or spectator, from the bench, playing field, or elsewhere in the athletic complex shall:
 - a. Incite or try to incite, by word or sign, a demonstration by spectators.
 - b. In the umpire's judgment, intentionally make physical contact with an opposing player with the intent to do physical harm.
 - c. Use profanity or vulgarity.

b. Taunting of players: Teams may use chants or songs. These chants must not include names of players or words that show un-sportsman like behavior. Players, coaches or fans may not use noisemakers, drums or bang on anything to distract the players.

c. PENALTIES:

i. Manager/Coach:

- a. First infraction shall result in ejection from game by the umpire and suspension from the next scheduled game.
- b. Second infraction shall result in immediate ejection and loss of Manager/Coach eligibility for the remainder of regular and post season play, including All-Star Tournaments (to be reviewed by the SLYS Board).

ii. Players:

- a. First Offense: Ejection from the game by the umpire.
- b. Second Offense: Ejection and suspension for the next two (2) scheduled games (to be reviewed by the SLYS Board).
- c. Third Offense: Loss of playing eligibility for the remainder of regular and post season play, including All-Star Tournaments (to be reviewed by the SLYS Board of Directors).
- d. NOTE: It is the responsibility of the adults within SLYS to instill good sportsmanship in players at all times. It is also their responsibility to take preventative action to keep players from becoming behavior problems. Serious behavior problems shall be referred to the SLYS Board of Directors for action.

iii. Spectators:

- a. Any Board Member may ask a spectator violating decorum to modify his/her behavior within acceptable limits.
- b. Any Board Member may ask a spectator violating decorum to leave the athletic complex voluntarily.
- c. Any Board Member may request law enforcement to eject a spectator from the athletic complex and sign a Trespass Warrant on behalf of the league President. Trespass Warrants are automatic for spectators ejected by law enforcement.
- d. If a Trespass Warrant is issued, the spectator will be suspended from being at Minneola Athletic Complex as for the remainder of the season.

d. APPEAL: Any person ejected shall have the right to appeal the subsequent suspension to the League President and/or Executive Board.

e. 24 Hour Rule: All parents and coaches WILL conform to the 24 hour rule. This rule is in place so that the emotions of the game/practice are not involved. After 24 hours a civilized discussion will take place between the concerning parties. No discussion will take place in the presence of any player no matter what the age.

XX. **EQUIPMENT**

- a. **Smart Start T-Ball, T-Ball, Rookies, Minors and Majors:** All players must wear batting helmets with face guards and plastic or rubber cleats only (NO STEEL CLEATS).
- b. **Juniors and Seniors:** Players may wear helmets without face guards and either steel, plastic or rubber cleats.
- c. **All Divisions:** Catchers are required to wear personal protective equipment, including but not limited to a cup (for boys). The Board strongly suggests that all players wear personal protective equipment, including but not limited to (cups).
- d. **Bats:** Bats must meet the requirements as set forth by Babe Ruth and/or Cal Ripken official rules.
- e. **Handling Bats:**
 - i. **RULE:** Bats may NOT be tossed or thrown by anyone including all players from both teams and any bat boy/girl. The offensive team is responsible for having a person retrieve the bats, after a play has concluded. Players and/or bat boys/girls who retrieve bats must be wearing a helmet. Players returning to the dugout may retrieve a bat (i.e., batters put out who are returning to their dugout; base runners after scoring at home). The plate umpire is responsible for moving bats in the event of a play at the plate. The catcher is permitted to move the bat during a play at the plate.
 - ii. **PENALTIES:** The umpire determines if a violation has occurred. **The consequences for players who violate this rule are:**
 - a. **First Offense:** A team warning OR a player warning. The plate umpire has the discretion to determine which consequence will apply based on his judgment of the severity of the offense.
 - b. **Second Offense:** Automatic ejection from the game.
Note: Batters ejected from the game are called "OUT" in the current 'at bat' and no runners may advance on the play. All ejected players are an "OUT" in any remaining at bats.

XXI. **XXVI. RULE CHANGES**

- a. The Board reserves to right to add, retract, modify or make exceptions to rules at any time without notice where appropriate and justifiable, by majority vote of the board.
- b. The SLYS President and/or Vice President have the authority to take action on behalf of the Board, as needed between Board meetings/action.
- c. The Board (by majority vote) shall have final say on all questions of interpretation of these rules.

XXII. **XXVII. JEWELRY**

- a. To protect players from injury and except for medical information, but not limited to tags or bracelets, there will be no jewelry worn by players outside of their uniform, including, necklaces, bracelets, nose rings and rings.
- b. Medical tags are to be worn on a chain around the neck and underneath the player's jersey.
- c. Players refusing to remove jewelry when asked by the umpire will be ejected from the game and the player's team will be subject to roster requirements.

XXIII. PLAYER PARTICIPATION

- a. **Purpose:** The purpose of this rule is to establish the priority of participation for players who play both SLYS Baseball League and non-league ball (e.g. travel ball). The league encourages players to take advantage of opportunities to play baseball, both in the league and outside of the league (e.g., travel teams).
- b. **Rule:** SLYS players who also play non-league ball will give priority to established league practices and league games as scheduled prior to the start of the season with the following exceptions:
 - i. The player/parents notify the league, in writing and prior to the draft, that the player is unavailable for practices and/or games due to participation in non-league ball. In this event, the league must be notified of what dates the player will be unavailable.
 - ii. The player/parents request, in advance, that the player be excused from practice and the team manager agrees, in writing
- c. **Penalties - Player:** The league authorizes team managers to apply the penalties listed below for each violation of this rule. The league recommends a one-game suspension.
 - i. The player will attend and bat in order and play at least one inning in the field (league play minimum suspension) for a minimum of one game and up to two league games.
 - ii. The player will attend and sit the bench for one complete game (one-game suspension). OR
- d. **Penalties – Manager/Coach(es):** If the non-league participation is with a team that is managed/coached by a league coach, the Board of Directors has the authority to apply, for each violation, one or more of the following consequences to any/all league managers/coaches who are found to be responsible, in whole or in part, by a majority vote of the Board:
 - i. The team manager/coach will be suspended from coaching in the league a minimum of one game and up to two games.
 - ii. The team manager/coach will be suspended from coaching league teams for the remainder of the current season.
 - iii. The team manager/coach will be permanently banned from coaching league teams.

XXIV. MANAGER DETERMINATION:

- a. **Board Approval:** The Board approves Team managers.
- b. **Season:** The spring season determines seniority for selecting team managers. Managers returning to the same division and team from the previous spring have seniority over managers from the fall.
- c. **Assuming Teams:** A manager changing divisions may either assume a preexisting team or creates a new team. Priority for assuming existing teams is based on: 1) seniority in the league 2) previous season's record and 3) a coin toss.

XXV. DRAFT RULES 15U, 12U, 10U and 8U:

- a. **Season:** For draft purposes, the spring season is the main season for baseball.
- b. **Player Retention:** Only players drafted in the spring can be players for the same team in subsequent seasons and only within the same division. Players drafted for the first time within a division in the fall are placed back in the draft in the spring.
- c. **New Fall Teams:** Teams created in the fall do not carry over to spring.
- d. **Protected Players:** The only players that can be protected in a draft are the manager's child/children and one assistant coach's child/children. *Exception: Players living under the same roof may be drafted together with the higher rated player being selected first.*

- i. When an assistant coach or coach is replaced within the same division and their child/children remains on the same team, the new assistant coach's child/children may not be protected in the draft.
 - ii. If a manager assumes a team in a new division, he may select a new assistant coach and protect both the previous and new assistant's child/children.

NOTE: No coach/assistant coach may coach on two teams in the same or different divisions. The exception to this rule is coaching or assistant coaching in Smart Start/T-Ball.
- e. **Free Agency:**
 - i. With Board approval, returning players may re-enter the draft with the stipulation that they cannot be drafted by their previous team.
 - ii. Players on teams not assumed by a coach will be placed in the draft.
- f. **Relinquishing Manager/Coaching Position:** Any manager or assistant coach who relinquishes his/her position prior to or after the draft will have their child placed back into the draft and cannot be drafted on the same team from which they came. Note: The purpose of this rule is so a manager cannot relinquish his/her position and let someone else take over the team, so specific players can be on that team, and to circumvent the draft rules.
- g. **Evaluations:** All players will be evaluated in a manor determined by the Board. The evaluations and the results are not open for discussion.
- h. **Player "Packages":**
 - i. There are NO considerations for coaching preference, best friends, neighbors, nephews, ride issues or anything else. If one of these circumstances exists, the Board recommends that a manager discuss it with the other managers prior to the draft in an effort to make an unsanctioned "gentlemen's agreement."
 - ii. Managers may select any unprotected player as defined in rule XXV. D. Managers are not obligated to "gentlemen's agreements." Such agreements are acceptable but are between coaches and not subject to enforcement by the Board.
- i. **Trades:**
 - i. All player trades must be Board approved and will be determined on a case-by-case basis with the best interests of the league and its players taken into account.
 - ii. Trades must be made immediately following the draft and in the draft room in the presence of all of the managers (or their agent) in the division. **NO TRADES WILL BE APPROVED AFTER THE DRAFT HAS BEEN COMPLETED FOR EACH DIVISION.**
 - iii. Managers without players involved in the trade have no say in the trade.
- j. **New Players:** The Board will assign all players added to a division after the draft. *The purpose of this rule is to prevent coaches from holding back players from the draft and trying to stack a team afterwards.*
- k. **Player Withdrawals:** Players who withdraw from the league after the draft will ONLY be eligible to play for the rest of the season (spring/fall) if there is room on the team they were drafted on and if they have Board approval.
- l. **Draft Procedures:**
 - i. All returning players within a division (spring to spring) remain on the same team, unless they selected to be returned to the draft.

- ii. The league draft ratings will be assigned to all players who try out and who the league has knowledge of the skill level of the player, if the player is not present.
- iii. Player's who have not registered may not be drafted. These are considered new players and will be assigned by the Board.
- iv. Coaches must decide before the draft if they want the league to assign registered players who are new and unrated or, if they want to blind draft them. Once the decision has been reached it will remain in effect for that one draft.
- v. Player Selection:
 - a. Returning and protected players are slotted in the draft positions based on their ratings.
 - b. Players are selected by round with each team having one pick per round.
 - c. Unprotected player evaluations based on the league evaluator have no bearing on where the players are drafted on the team. They will fill the next open draft slot on that team.
 - d. Draft order is determined by a random drawing. *Exception: Teams without a pick in two consecutive rounds will receive priority for one round.*

XXVI. ALL-STAR RULES (Spring Only)

a. Player Eligibility:

- i. The Board has the final decision to determine player eligibility.
- ii. Players are only eligible to play in the lowest division they qualify in. For example: A 9-year-old player playing in majors in the regular season must play in the 10u all stars.
- iii. Any player playing down is not eligible for any all-star roster.
- iv. A player who is playing up based on non-skill considerations does not automatically qualify.

b. Player Selection:

- i. The Board must approve player selections.
- ii. Players/Parents must file and sign a request to participate in All-Star play. This application does not imply that a player WILL make a team only that the player/parent is interested and understands the monetary and level of commitment. Once player is selected and parents agree to participate in all-stars payment must be made to the league
- iii. Fundraisers are encouraged to help offset the cost of All-Stars to the parents. All fundraising will be on behalf of SLYS and must be conducted in a professional manor.
- iv. Fundraising monies MUST be turned into the league after each fundraiser. The league will reimburse the parents after all All-Star bills for that division have been paid. Monies collected by fundraiser and/or sponsorships will not be used for lodging, gas or travel expenses.
- v. Team sponsorships are considered league finances. All sponsorship checks should be made out to the league. The league will hold the monies separate for each division/age group.
- vi. All-star voting is to be a non-collaborative vote once the voting begins.
- vii. The purpose of all stars is to send the 12 -14 best and most skilled players to represent the league in all-star play.

- viii. Team managers within the division will make all star player selections using the following step-by-step procedure.
 - a. In the first round, each manager submits a list of 10 picks. Players selected by every coach are placed on the team in the first round and the remaining players who receive multiple votes will continue to the next round. If there are not enough players who receive multiple votes all players will continue.
 - b. Conduct votes, round-by round, using the same process as Round 1. This process will continue until all 10 players have been picked or there is a deadlock in voting, a deadlock is where the managers return the same vote 2 consecutive times and no one receives 100% of the votes. In this case, the player or players receiving the highest percentage of votes will be placed on the team.
 - c. Once 10 players have been selected, the head coach will have 2-3 coach selections that he/she can pick. These picks may be based on player's teamwork, sportsmanship or overall great attitude.
 - d. The board has the right to overrule the all-star vote and place a player on the team, if it feels the player was left off the team for reasons other than skill level, for example, coaches get together and do not vote a child on the team because of a personal issue, who should be on the team because of skill level. The coaches will have the right to defend their position before the board makes a decision.

c. Playing Time: There is no guarantee of play in all-stars.

d. Manager Eligibility:

- i. All-star managers and coaches must be in good standing with the league.
- ii. The Board will determine the all-star manager.
- iii. Any manager of players who comprise the team may be considered for the position.
- iv. If no manager is available, who meets the criteria set forth by the board, a coach may be considered.
- v. The considerations for all star manager include but are not limited to:
 - a. Ability to represent the league and its players.
 - b. Conduct themselves in an appropriate manor on and off-the-field.]
 - c. Ability to create a positive coaching environment for the players on the team.
 - d. Ability to make playing decisions based on the best interest of the team (will not sit a player who has better skill because this manger did not vote for this player). This does not include game day adjustments, for strategy or a player having a bad day etc.
 - e. Coaching experience (not necessarily seniority) including previous all- star coaching experience.
 - f. Coaching ability.

Tournament Fees and Uniform Costs:

- vi. The manager of each all-star team is responsible for overseeing the acquisition of funds (i.e., sponsorship, fundraisers) to cover tournament cost and player uniforms (see rule XXVI-b-IV).
- vii. The participants will pay any fees not covered by funds raised.
- viii. The Board will calculate funds needed.
- ix. The manager and coaches will pay for their own uniforms.
- x. After the all-star games are over and the bills are paid, any remaining money will be refunded evenly between the players, up to the amount collected from each player to cover tournament costs and uniforms only.
- xi. No parent or player will receive any money over the amount collected to cover tournament fees and uniforms.
- xii. Any monies raised that are left after paying tournament fees and uniforms will go to the general fund of the league.
- xiii. Each team has its own account and will not use funds for a different team.