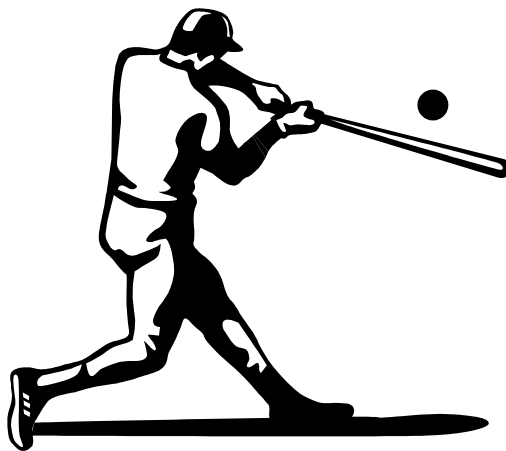


South Lyon Junior League
Articles and Rules
2016



January 4, 2016

2016

SOUTH LYON JUNIOR LEAGUE BASEBALL/SOFTBALL PROGRAM

ARTICLES

ARTICLE I - NAME

The name by which this organization shall be known is the South Lyon Junior League Baseball/Softball Program. The principal office of this organization is to be located in the: City of South Lyon, County of Oakland, and State of Michigan.

ARTICLE II - PURPOSE

The purpose of this organization is to provide supervised recreational baseball and softball games for all boys and girls within the South Lyon School District who are desirous of participating, regardless of race, creed, color or national origin. The ages of the boys and girls will range from 4 years old through:

Boys - 19 years old (cannot have reached the age of 20 by May 1st)

Girls - 14 years old (cannot have reached the age of 15 by January 1st)

ARTICLE III – GOAL

Through leadership and example, it is our goal that our young athletes derive whatever enjoyment and benefits possible as a result of participating.

We appeal to the coaches, players, parents and spectators to lead the way by always operating from the guidelines of fairness, and by exercising the virtues of reasonableness and restraint. It is our hope that through such positive influence from our adults, each youthful participant will derive and achieve a respectable self-image.

ARTICLE IV – INDEMNIFICATION

South Lyon Junior League shall indemnify a volunteer director, volunteer officer, member, any other volunteer, or employee for acts or omissions if the person acted in good faith and in a manner the person reasonably believed to be in, or not opposed to, the best interests of the league or members, and, with respect to any criminal action or proceeding, if the person had no reasonable cause to believe that conduct was unlawful.

ARTICLE V – MEMBERSHIP

A. All boys and girls who:

1. Have properly registered with the South Lyon Junior League.
2. Have paid their fees (except for hardship cases to be determined by the Board).
3. Have met the age requirements.
4. 75% of each SLJL Team paying players must meet the residency requirements of the South Lyon School District (Parent or legal guardian must be a resident of the South Lyon School District) and 25% of each SLJL Team paying players may reside outside of the South Lyon School District
 - i. EXCEPTION: At the discretion of the Board of Directors, teams from other communities may be invited to participate in our program.

B. All parents or legal guardians of the above boys and girls.

C. All registered coaches and managers.

D. All members of the Board of Directors, Rules Committee, and appointed Committee members.

ARTICLE VI – GOVERNMENT

The membership shall delegate all powers concerning decision making, policy making, and management to the Board of Directors or Committees as delegated by the Board of Directors, when and as deemed necessary.

Any adult member (18 years or older) is eligible to hold an elected and / or appointed position in this organization. All elected / appointed members are eligible to vote at board meetings provided they attend a minimum of 50% of scheduled meetings, starting with the opening meeting.

All elected officers are eligible for re-election.

SPECIAL NOTE: The Board of Directors shall work in cooperation with the South Lyon Community Education Department. All decisions directly or indirectly requiring the disbursement of funds will require the approval of the Board of Directors.

ARTICLE VII - MEETINGS

- A. All meetings are open to the general public.
- B. Annual membership meetings. The annual meeting of active members shall be held before the start of the season of each year.
 1. Agenda for annual meeting
 - a. Call to order
 - b. Reading of minutes of last meeting
 - c. Reports from President, Treasurer, Committee Chairpersons (if required)
 - d. Announcement of selected and approved coaches
 - e. Other business
 - f. Adjournment
- C. Special Meetings
 1. Other meetings, such as coaches meetings, player draft, etc., can be called by the President. The means to notify expected participants and elapsed time for notification prior to such meetings shall be dictated by individual circumstances and decided by the President.
NOTE: The President and/or Vice-President must be present at all special meetings.
 2. Written proxy votes shall be allowed by Board members for special meetings.
 3. Trustees will be elected no later than March 1st of each year.
- D. Committee meetings will be called for by the chairperson whenever and as often as deemed necessary to execute the responsibilities of said committee. A report of each meeting will be submitted in writing or orally by the committee representative to the Board of Directors. Committee meetings can also be called by the President and/or a Director of the South Lyon Junior League.
- E. General Election
 1. To be held before the end of the fiscal year to elect President, Vice-President, Treasurer, and Secretary. Officers will take office effective Jan1 of New Year.
NOTE: Nominations to be open to the floor.
 2. Voting for officers will be done by the Board of Directors.

ARTICLE VIII - BOARD OF DIRECTORS

- A. A meeting of the Board of Directors may be called at any time by the President or upon request of at least three members of the Board. The Board will consist of five elected officers and one trustee from each division plus all committee chairpersons, umpire-in-chief, and past league presidents.
- B. A quorum shall consist of at least five Board members present to conduct business. No proxy votes allowed, unless Article VII C(2) applies.
- C. Members shall not use the League or their position in an attempt to influence legislation, or participation to any extent in a political campaign for or against any candidate for public office.
- D. To establish all policies with respect to this organization, which shall be binding to all members.

- E. To set up agendas of all work to be completed prior to the start of the Baseball/Softball programs for the following spring.
- F. Shall decide all matters pertaining to fund raising programs, acceptance of donations, and the use of these funds. However, it shall only approve the use of these funds in such a way that will directly benefit the South Lyon Junior League programs without favoritism to any individual team. No sponsorship can be given to any team without board approval (except for travel teams).
- G. Shall place all income in a common treasury. All checks, drafts, and orders for payment of money shall be signed in the name of the league by the Treasurer or the President. **All expenses over \$500.00 shall get Board Approval prior to payment.**
- H. No money will be paid to a member for services rendered to the SLJL. EXCEPTIONS:
 - 1. Umpires
 - 2. Field Maintenance
 - 3. Approval by the majority vote of the Board members present at the Board meeting.
- I. To select and approve all coaches and co-coaches.
- J. Shall have the authority to suspend any member whose conduct is considered detrimental to the best interests of the league.
- K. To establish an Equipment and Uniform Committee.
- L. To appoint by vote new members of the board to fill vacancies for the remainder of the term year.
- M. In the event of dissolution, all assets, real and personal, shall be distributed to such organizations as are qualified as tax exempt under section 501(c) 3 of the Internal Revenue Code or the corresponding conditions of future United States Internal Revenue Law.
- N. Shall assume all Rules Committee functions.
 - 1. Shall assemble and review all recommended or suggested rule changes, additions, or deletions requested by the members of this organization, and submit those changes, additions, or deletions approved by the Rules Committee, in writing, to the President for action by the Board of Directors at their meeting.
 - 2. Shall review all protests submitted in accordance with the procedures set forth under General Rules for protests. Minimum of five members shall be present.
 - a. Shall advise protesting coaches as to whether or not committee will hold protest meeting hearings. If not, why not. If yes, the committee shall contact both coaches, the umpires, and the President, and advise them of the time and place of the meeting at least 24 hours prior to the meeting.
 - b. The Committee shall seek the facts in each case by questioning the protesting coach, opposing coach, and umpire-in-chief or umpires independently while the others are absent from the room. The Committee shall then discuss the information at hand, review the information against specific South Lyon Junior League rules or the "Official Baseball/Softball Rules," whichever applies, and vote as to whether or not to uphold the protest.
 - c. The Committee shall then call both coaches and umpires or umpire-in-chief back into the meeting room. The chairperson will then advise them of the Committee's decision and give the reasons for the same. **THE COMMITTEE'S DECISION WILL BE FINAL.**

ARTICLE IX - OFFICERS AND THEIR DUTIES

- A. President
 - 1. Call Board and Special meetings, act as chairperson, and prepare an agenda for them.
 - 2. Appoint chairpersons for Committee.
 - 3. Appoint Umpire-in-Chief.
 - 4. Act as Chief Executive Officer of the program.
 - 5. Attend all protest review meetings or designate the Vice-President as substitute.
- B. Vice-President
 - 1. Assist the President in the performance of his duties.
 - 2. Act as President in the absence of the President.
- C. Secretary
 - 1. Keep minutes of the Board meetings and annual membership meetings.

2. Handle all correspondence of the Board of Directors in conjunction with the Community Education Office.
 3. In conjunction with the Community Education Office, effect the production and mailing of all notices, bulletins, etc., to members.
 4. Maintain a membership list.
 5. Maintain Matt Douglas & Abby Dolan award.
- D. Treasurer
1. Keep records of past and present SLJL business documents and templates such as Articles, Advertisements, Fliers, Registration Forms, Letterhead, Logos, and Calendars.
 2. Act as custodian of all organization funds.
 3. Keep record of assets, liabilities, income and disbursements. Report the same to the Board at all of their regular monthly meetings.
 4. Acknowledge all contributions.
 5. Publish an annual Financial Statement.

ARTICLE X - TRUSTEES

- A. Attend all Board meetings.
- B. Act as liaison between their division and the Board.
- C. Promote at a division level the ideas and wishes of the Board of Directors to the best of their ability.
- D. Serve on various committees.
- E. Insures that all players in their division go through proper registration procedures.
- F. Maintain division standings throughout the season.
- G. Uniform distribution and collection.
- H. Shall reschedule incomplete games with the field scheduler.

ARTICLE XI – COACHES

- A. The coaches shall:
 1. Be at least eighteen (18) years of age.
 2. Voluntary.
 3. Meet Board approval and attend all scheduled coaches meetings, the player draft, and clinics
(See Article XII - Coach Selection Procedure)
- B. The coach shall be responsible for the selection of their assistants.
- C. The coach shall be responsible for the actions of their team on the field.
- D. The coach shall be responsible for the selection of members of their team in accordance with selection or drafting procedures set down by the Rules Committee.
- E. The coach shall discourage harassment of members on their team, the opposing team, and the umpire by the fans. Since the fans will usually take their lead from the actions of the coaches, the coaches shall practice restraint and composure. Set the example for your team to follow.
- F. The winning coach of a game will be responsible for reporting the game score to the Trustee on the same night of the game, with the exception of Coach Pitch and T-Ball.
- G. The coaches of an incomplete game shall notify the trustee of such to begin the rescheduling process.
- H. Travel coaches are required to attend a minimum of 5 board meetings during the year.
- I. All coaches must complete the online concussion training to be eligible to coach.

ARTICLE XII - COACH SELECTION PROCEDURE

- A. All coaches will be reviewed and approved by the Board of Directors.
- B. Selections for each division will be made upon approval by the Board of Directors in the order indicated below.
 - a. 1st Choice - returning to same division
 - b. 2nd Choice - moving to a different division
 - c. 3rd Choice - returning to the league after an absence
 - d. 4th Choice - new to the league

- C. Selections must be made at least one week prior to the draft.

ARTICLE XIII - UMPIRES

- A. Announce Head Umpire at pre-game meeting with coaches. He or she must umpire the complete game behind the plate.
- B. The plate umpire can only overrule the other umpire(s) on rule interpretations. He or she CANNOT OVERRULE A JUDGMENT CALL.
- C. No umpire shall work a game in which a relative is in participation, unless permission is granted by the Umpire-in-Chief.
- D. At the discretion of the umpire, any act of unsportsmanlike-like conduct by any player, coach or other participant, will result in automatic ejection from the game. A Board Review will result from a coach being ejected from all games that day.
NOTE: Unsportsmanlike-like conduct shall be construed to be any deliberate act that endangers the safety of another person and/or is detrimental to the game. The following are examples (but not limited to) of unsportsmanlike-like conduct:
 - 1. FIGHTING (verbal or physical)
 - 2. DELIBERATE COLLISION OR TRIPPING OF AN OPPONENT
 - 3. SWEARING OR ABUSIVE LANGUAGE.
- E. Plate umpires must wear face, chest, and shinguard protection.
- F. The umpire and the two head coaches will decide by majority vote whether to suspend play due to inclement weather or darkness. If lightning or thunder exists, the playing area will be immediately vacated for a minimum of 30 minutes from the most recent occurrence.

ARTICLE XIV - DRAFT RULES FOR ALL DIVISIONS (EXCEPT TRAVEL)

- A. The draft will be completed by May 1st, unless changed by the Board of Directors.
- B. Only registered players that meet the age requirement for the division can be drafted. Players who do not wish to be on a specific coach's team, must state the reason why in writing to the Board at the time of registration.
- C. The division trustee shall sort the registration forms before the draft. The registration forms shall be placed on the table at the draft in the following groups: 1) Previous Year All Stars, and 2) The remainder in groups by age.
- D. ONLY the coach and one assistant coach per team may participate in the draft.
NOTE: No one under the age of 18 allowed at the draft.
- E. Numbers will be drawn to determine the team draft order.
- F. Team draft order will be followed during every round. All teams will have an equal number of players at the end of each draft round. The coach and up to 2 assistant coaches must select their son's or daughter's during the 1st, 2nd, & 3rd round (without exceeding three players at the end of the third round).
- G. After all the teams have 3 players, the remaining players will be divided in groups by age and will be drafted in team draft order.
- H. No trades will be allowed!
- I. When a player registers after the draft is held, they are to be placed into the appropriate division by next team draft pick order.

Note: Siblings will be placed on the same team within a division (providing they meet the division age requirements). All other player requests must be mutually agreeable to all head coaches. If not, draft pick order takes precedence.

ARTICLE XV - REFUND POLICY

- A. House Baseball and Softball:

1. \$20.00 Administration Fee will be assessed for any player that drops once the registration process is complete and prior to first practice.
 2. There will be no refund issued after the Draft for any player that drops out of the SLJL program.
- B. Travel Baseball and Softball:
1. Initial registration fee will be assessed for any player that drops once the team is complete.
 2. There will be no refund issued after January 1.

ARTICLE XVI - FISCAL YEAR

The fiscal year of the South Lyon Junior League will commence on January 1 and end on December 31 of each year.

GENERAL RULES

RULE I - ELIGIBILITY

- A. If a player is proven ineligible, whether intentional or not, necessary action will be taken by the Board of Directors up to and including suspension.
- B. All players must be amateurs of good standing.
- C. A player of eligible age at the beginning of the regular season must finish the season in the house league in which he or she started.
- D. Request for team transfer:
In order for a request for transfer to become effective in a league, the following two conditions must be met:
 1. Request must be submitted in writing to the Board of Directors by his or her parent or legal guardian.
 2. Final approval must be ruled on by the Board of Directors.

RULE II - SCHEDULES

- A. Player draft will be completed by May 1st. By-laws, rules, and practices will be given out
- B. The President or Vice-President will make the decision to postpone games prior to the game starting time.
- C. Rained out games will be rescheduled depending on the availability of fields and umpires.
- D. Any incomplete game that is rescheduled will be played completely over.
- E. League standings shall be determined by total number of points obtained during the season based on wins - 2 points, ties - 1 point, losses - 0 points. In case of point tie at the end of the season, head to head will be used as a tie breaker. **In the event there is still a tie after head to head determination, then total runs against for season, followed by total runs for season.**

RULES III - EQUIPMENT AND UNIFORMS

- A. All players must be dressed in the uniform issued to them. Shirts must be tucked in pants and hats must be worn. No metal cleats, street shoes, thongs, sandals or boots are allowed. Loose jewelry will not be permitted to be worn on the playing field, i.e. earrings, watches, necklaces, bracelets. The umpire will remind the coaches of this before the start of the game.
- B. Every batter must wear a helmet. If the batter enters the batters box without wearing a helmet, he or she will be sent back to get one, and will not be called out.
- C. Base runners must wear helmets at all times. In the event a helmet is lost while running to a base, the base runner will be awarded the base or bases he/she is attempting, providing he/she makes that base. While the game is in progress, if a base runner intentionally removes his/her helmet, that runner will be called out.
- D. No multi-colored glove can be used by the pitcher, and a first baseman's glove can only be used at first base. EXCEPTION: All softball divisions.
- E. All bat handles including wooden bats, must have friction tape or non-slip surface.
- F. All boys must wear a cup to be allowed to play.
- G. All catchers will wear catcher's helmet, mask, chest and leg protectors, and will use a glove.
- H. No advertising to be placed on uniforms.
- I. All batters & base runners in **BCP**, Kaline, and Mays and all softball divisions will wear approved helmets with facemasks.
- J. All divisions of Girls softball must have pitchers wear face mask when pitching.

RULE IV - GROUND RULES FOR HOUSE GAMES ONLY

- A. The South Lyon Junior League shall be governed and adhere to the rules and regulations set forth in the most current edition of the "Official Baseball Rules" of the "MHSAA (NFHS)" or the "Official Fast Pitch Playing Rules and By-laws" written by the "USSSA" except where superseded by specific South Lyon Junior League Baseball/Softball rules.
- B. Prior to the start of the game:
 - 1. The visiting team must relinquish the field to the home team 10 minutes before game time.
 - 2. The head umpire and coaches shall review the ground rules. The umpire has final authority in any disagreement on the ground rules.
 - 3. A team lineup must be exchanged between the scorekeepers including player names and numbers.
- C. Game time limits will be as stated in each division rules.
- D. A regulation game is four innings or time limit. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has gone ahead of the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning.
- E. Teams must field at least the specified minimum number of players and no more than the maximum within ten minutes after the game starting time or forfeit the game. (Ref. Table I or II).
- F. Teams are allowed to add a maximum of 2 players from within their division as replacements for a shortage of players so long as these players are not scheduled to play at the same time. They must wear their original team uniforms and must play one of the outfield positions and bat last in the order. This rule only applies when a team is short the 9 or 10 players needed to field a complete team.
- G. Free substitution shall be permitted for defensive positions.
- H. Any division with ten field players must play the 10th player in one of four outfield positions: L (left field), LC (left center field), RC (right center field), and R (right field).
- I. Any pitcher infraction of the maximum number of outs indicated or rest rules will result in forfeiture of that game or games. (Ref. Table I or II)
- J. A maximum of five warm-up pitches between innings.
- K. All pitchers warming up will either be behind the team bench or far enough down the foul line as not to interfere with the game.
- L. Throwing of the bat will not be tolerated. A team will be given one warning by the umpire, thereafter, a thrown bat means the batter will be called out.
- M. The runner will be automatically called out if he/she collides with a defensive player without attempting to slide.
- N. Base running to and one additional base is allowed on an overthrown ball that travels out of bounds or strikes any object foreign to the playing field. If the overthrow doesn't leave the playing area, the ball remains live.
- O. Before a coach enters the field of play, he/she must have called "time out" and have the umpire acknowledge him/her. If the coach does not comply with this rule, he/she shall receive ONE warning from the umpire. After such warning, he/she shall be ejected from the game, and if he/she does not leave, the game will be forfeited.
- P. Any coach shall be allowed only two trips per inning, per pitcher, to the mound. On the second trip, the pitcher must be removed.
EXCEPTION: In the case of obvious injury.
- Q. All appeals should be directed to head umpire.
- R. Each team will supply a new game ball. Home team is listed second on game schedule and is to sit on the third base side.
- S. Batters who wish to warm up in the on-deck area, may do so only when wearing a helmet and in position that is inside the playing field at a safe distance behind the current batter.
- T. When an Orange / White safety 1st base is used, the runner must use the orange base when running through the base while the defensive player must use the white base. The runner must use the white base for standing or tagging up. This is designed to reduce the chance of a collision between the runner and the first baseman. Runner is ruled out if he/she does not use orange base and there is a collision.

- U. Fielders without possession of the ball will not be allowed to deny access to the base that a runner is attempting to achieve. For violation, runner will be awarded base.
- V. Metal spikes are NOT allowed in any of the divisions, except Koufax.
- W. **All Star Games for all divisions will play 7 innings or 2.0 hour time limit, whichever occurs first. In Girls' Softball International Tie Breaking Rule goes into effect after 2 hours.**

X. RULE V - FIELD CONDUCT

- A. No tobacco use allowed on the playing field or player's bench. This rule applies to all players, coaches and umpires.
- B. **NO ALCOHOLIC BEVERAGES ARE ALLOWED AT ANY TIME BY TEAM PLAYERS, COACHES, UMPIRES, OR SPECTATORS!**
- C. No coach or player can sit or stand behind the backstop. All team members must remain on their benches. No walking around.
- D. At no time are the umpires to be ridden or belittled by spectators, coaches, or players. Umpires have the right to expel the violators from the ball game or playing area or grounds. At sporting events, the fans in the stands "take their cue" from the actions of the coaches or players on or off the bench. Most displays of poor sportsmanship by spectators can be traced directly to the field leader. It may become necessary for the coach to call a fan aside and remind him/her of their responsibilities.
- E. At the discretion of the umpire, any act of unsportsmanlike-like conduct by any player, coach, or other participant, will result in automatic ejection from the game. A Board review will result from a Coach being ejected from the game.
NOTE: Unsportsmanlike-like conduct shall be construed to be any deliberate act that endangers the safety of another person and/or is detrimental to the game. The following are examples (but not limited to) of unsportsmanlike-like conduct:
 - 1. Fighting (verbal or physical)
 - 2. Deliberate collision or tripping of an opponent
 - 3. Swearing or abusive language.
- F. If a coach is ejected from a game, a minimum of a one game suspension and SLJL Board Review will follow. If there is a second ejection of the same person during the season, they will be removed as coach immediately. A coach or parent can be ejected from a game. The game is not considered complete until the umpires have left the park or the next team arrives. If ejected, the coach or parent must leave the field immediately. This means outside shouting distance or parking lot, whichever is furthest from the playing field.

RULE VI - PROTESTS

- A. No protests will be accepted on a judgment call, only rule interpretations.
- B. When protesting a game, only the coach can protest and must tell the head umpire of his intention to protest (see rulebook). It must be clearly marked in the official scorebook which rule was violated.
- C. The protest must be written and handed in within 48 hours to the President of the League along with a \$25 protest fee (checks made out to South Lyon Junior League). No phoned-in protests will be allowed. If the protesting coach wants a reply, that must be stated. A copy of the protest must also be given to the opposing coach by the protesting coach. The \$25 protest fee will be refunded if the protesting coach wins the protest. The \$25 protest fee will be deposited into the common treasury of the South Lyon Junior League if the protesting coach loses the protest.
- D. The protest must be heard within 14 days after the President receives it.
- E. The Board will rule on the protest according to the procedure listed under Article VIII, Board of Directors, Paragraph N, Line 2.

SLJL TRAVEL TEAM BYLAWS

TEAMS

Boys: 8U, 9U, 10U, 11U, 12U, 13U, 14U, 15U, 16U, and 18U

Girls: 10U, 12U, 14U, and 16U

8U-14U shall have a maximum of 2 teams per age group.

Other travel teams may be approved by the Board.

All boys' travel teams will be Thunder Blue or Thunder Red, no longer to use Lightning as team name.

TRUSTEES

The Board shall elect a Boys Travel Trustee and a Girls Travel Trustee. New Trustee's to be elected by July 1 of each year. Term to be July 1-July 31 of following year, a 13 month term.

TRAVEL TREASURER

The Board shall elect a Boys Travel Treasurer and a Girls Travel Treasurer. Where a conflict of interest may arise with a specific team, the appropriate Vice President shall review respective team's finances on a monthly basis.

PLAYERS/ ROSTERS

Boys: Based on age of player as of May 1 of the playing season year

Girls: Based on age of player as of January 1 of the playing season

Additional Player Restrictions for All Travel Teams:

- A. Must meet the membership requirements of the SLJL Article V.A. 4.
- B. Teams may have players on their rosters to fill in as needed when short on players for any given game. Such players do not have to pay the costs sets forth below, but must meet the requirements of Section A.
- C. Maximum number of players per team for 8U-13U is 15 players.
- D. Maximum number of players per team for 14U-18U is 19 players.
- E. For 8U-13U teams the host travel league minimum roster requirements must be met by December 31st to be considered a viable SLJL team.
- F. A coach may not release a player for any reason other than a player quitting, after initial player deposit is received without prior approval of SLJL Board. A Team/Player Separation Form signed by the head coach, the player's parent and the President of the SLJL must be submitted to the League. In the case where a Team and Player separate during the season, all monies collected to that point are NON-REFUNDABLE.
- G. The roster submitted to the SLJL must match the roster provided to the host travel league at all times.
- H. Rosters must maintain 75% South Lyon residency compliance at all times.

COACHES

- A. A subcommittee appointed by the SLJL executive board and the appropriate travel trustee shall be responsible for reviewing head coach applications and recommending coaches to the entire SLJL Board for approval.
- B. Coaches must apply each year and are not guaranteed positions. Head coaches shall complete an Application form approved by the Board.
- C. Head coaches/assistants shall complete background check forms approved by the Board.
- D. A coach may be removed from his/her position at any time by the SLJL Board for any reason. This may include but is not limited to unlawful activity, player abuse, financial abuse, non-

compliance with any SLJL policy (Travel or General), host league recommendation, peer review, parent issues, violation of South Lyon School rules, etc.

- E. Head coaches are required to attend a minimum of 5 SLJL meetings annually. Failure to comply will keep them from coaching the following year.
- F. Ejection from a game will result in the offending coach being required to sit out the next game. 3 ejections in a season will result in a coach not retaining his/her position for the following year.
- G. Any Coach signing a false roster will result in immediate removal of team and coach from league.

TRYOUTS

Tryouts will be in August of each year as determined by the Board.

COST

Boys & Girls: \$350 min. per player, coaches' has the discretion to collect up to \$800 max. Per player. Teams may petition board for amounts above the maximum amount per player. There is a Sanction Fee of \$25 per player due to SLJL from each Boys and Girls Travel Team, determined by SLJL Board by 7/1 of each year.

Payment Format for all Travel Teams;

Cost		\$350.00 - \$1,000.00
Due Dates	1 st	\$150.00 - \$300.00 (depending on team) is due upon being selected.
	2 nd	\$250.00 due before January 31 of Travel Year
	3 rd	Remaining Balance, if any, is due as specified by team head coach.

ALL DEPOSITS/PAYMENTS ARE NON-REFUNDABLE.

UNIFORMS

All decisions concerning uniforms shall be determined by each head coach. Uniform colors for SLJL travel teams are Red, White, and Blue

SEASON

- A. Travel teams may practice year round.
- B. Playing season generally begins April and ends July, at the head coach's discretion.

TRAVEL MONIES

- A. Each head coach is responsible for collecting team travel monies and turning all money collected to the Boys or Girls Travel Treasurer. Additionally the head coach must exercise reasonable discretion in spending monies for team endeavors, and provide receipts for all expenditures to the respective Travel Treasurer.
- B. Any monies remaining at the end of the year shall carry over to the team moving up in an age bracket, e.g., 10U money moves to next year's 11U team. For teams not moving up the following year, any remaining monies shall remain with the team in the given age bracket, e.g., remaining money for 16U team stays with next year's 16U team.
- C. The Travel Treasurer shall maintain the travel bank account, maintain an accounting summary for each travel team, approve receipts and write checks for team expenses.
- D. Each travel team may obtain team sponsors only in accordance with League Sponsor Rules, and each travel team may fundraise to obtain additional team funds.
- E. All fundraising, donations, and sponsorship monies must be processed through the Travel Treasurer prior to the team accessing those funds.

INSURANCE

Each team shall obtain and pay for its annual insurance through its respective travel league.

CO-ED INSTRUCTIONAL T-BALL

PLAYING RULES

1. **Player & Age** – This is a 4 & 5 year old co-ed division.
2. **Score & Standings** - No Game scores or division standings will be kept.
3. **Base Distance** - There will be 50 feet between bases.
4. **Pitching Distance** - The pitching slab shall be 40 feet from home plate.
5. **Game Length** – 1 hour time limit on each game. Field must be vacated after 1 hour from scheduled start time.
6. **Number of Players** - There will be NO maximum players per team for T-ball. All players present will be assigned a place in the batting order and shall bat regularly, but a maximum of 10 players shall be in the field at any one time.
7. **Positions** - Players will have an opportunity to play all positions as often as possible. No player can play the same position more than one inning per game. The pitcher will take his/her regular position until the ball is hit. The catcher must wear a helmet and play his/her regular position behind Home plate. Coach must position players in 4 infield positions, 4 outfield positions, and pitcher and catcher.
8. **Batting** - With the tee sitting directly on home plate, the batter, with the coach's assistance, will adjust the tee for height. The catcher will then place the ball on the tee, return to his/her position and shout "Ready" before the batter is eligible to swing. The batter will be entitled to 7 swings at the ball. If on the 7th swing the ball is not hit fairly, or missed, the batter is out. The ball must travel a distance of 10 feet within the base lines to be declared a fair ball, whether the batter contacts the ball or the tee.
9. **Lead-offs** – Lead-offs are NOT allowed in the T-Ball division.
10. **Base Stealing** – Base stealing is NOT allowed in the T-Ball division. Runners may advance only when the ball is hit.
11. **Run Limit** - An inning shall consist of all players on both teams batting one time regardless of how many outs or runs are made.
12. **Bat Restrictions** – The bat can not exceed 30 inches in length.
13. **Batting Helmets** – **Helmets with cages** which are NOCSAE approved are mandatory for all batters in the T-Ball division. Batting Helmets must remain on until the player is behind the dugout fence.
14. **Replacement Players** – There are NO replacement players allowed in the T-Ball division.
15. **Play is Dead** – Runners may not advance once the ball is returned to the infield area.
16. **Infield Fly Rule** - The infield fly rule does NOT apply for the T-Ball division.
17. When base runner is called out they must return to bench.
18. **Injured Player** – A player removed from the game (due to injury) will not have an official at bat recorded, and the next hitter in the order will become the batter with a count of no balls and no strikes. When/If the injured player is able to reenter the game, the player will be placed in the original position in the batting order.

BOYS COACH PITCH RULES

PLAYING RULES

1. **Player & Age** – This is a 6-7 year old boys division.
2. **Standings** - No division standings will be kept.
3. **Base Distance** - There will be 60 feet between bases.
4. **Pitching Distance** - The pitching slab shall be 38 feet from home plate. Defensive player assigned to pitcher must position themselves at 38'. Minimum pitching distance for Coaches shall be 32 feet from home plate.
5. **Game Length** – 6 innings or 1 1/2 hours is the limit on each game. Field must be vacated after 1 ½ hours from scheduled start time. If the time limit is reached during batters at bat, then the batter will be allowed to complete his at bat before the game is called. Only the umpire shall call a game due to the time limit. Fall League game times will have 1 hour 45 minute time limit. **Umpire and coaches may call the game due to darkness.**
6. **Number of Players** - There will be a maximum of 12 players per team. All players present will be assigned a place in the batting order and shall bat regularly, but a maximum of 10 players shall be in the field at any one time.
7. **Positions** - Every player must play an infield position at least one inning per game and an outfield position at least one inning per game. A player may not play one position for more than two (2) innings during each game. The outfield must play one of four outfield positions: left field, left center, right center or right field. Outfield players must play a minimum of ten feet behind the first-second or second-third base paths. The designated pitcher will take his regular position equal to the pitching distance, adjacent to the pitching slab. The catcher must wear all catchers gear and play his regular position behind Home plate.
8. **Batting** - The batter is entitled to the maximum of 6 pitches or an out whichever occurs first. If on the third swing or the sixth pitch the ball is missed, the batter is out.
9. **Lead-offs** – Lead-offs are NOT allowed in the Coach Pitch division. Base runners must remain on the base until the ball is batted into play. If this rule is violated, the runner/runners will be warned and asked to return to the original base.
10. **Base Stealing** – Base stealing is NOT allowed in the Coach Pitch division. Runners may advance only when the ball is hit.
11. **Run Limit** - A maximum of 6 runs per inning per team.
12. **Walks** – There are NO walks in the Coach Pitch division.
13. **Bunting** – Bunting is NOT allowed in the Coach Pitch division.
14. **Bat Restrictions** – The bat cannot exceed 31 inches in length. Must follow SLJL Bat Rules located in back of Rule Book (Appendix A) and also on SLJL Website.
15. **Batting Helmets** – **Helmets with cages** which are NOCSAE approved are mandatory for all batters in the Coach Pitch division. Batting Helmets must remain on until the player is behind the dugout fence.
16. **Replacement Players** – **Teams are allowed to add a maximum of 2 players from within their division as replacements for a shortage of players so long as these players are not scheduled to play at the same time. They must wear their original team uniforms and must play one of the outfield positions and bat last in the order. This rule only applies when a team is short the 9 or 10 players needed to field a complete team.**
17. **Play is Dead** – Runners may not advance extra base if hit ball remains in the infield. The division between the infield and outfield shall be line at which the field changes from dirt to grass. Runners may not advance on any overthrow to any base. Runners may only advance extra bases if hit ball enters outfield. Once ball is returned to infield runners may not advance.
18. **Infield Fly Rule** - The infield fly rule does NOT apply for the Coach Pitch division.
19. **Appeals** - There will be NO appeal plays in the Coach Pitch division; umpires shall make all calls.
20. **Injured Player** – A player removed from the game (due to injury) will not have an official at bat recorded, and the next hitter in the order will become the batter with a count of no balls and no strikes. When/If the injured player is able to reenter the game, the player will be placed in the original position in the batting order.

21. Coaches - Only Head Coaches and Assistant Coaches are allowed on the field of play during the game. Coaches are the only people who can back up catchers during games.

GIRLS COACH PITCH RULES

PLAYING RULES

1. **Player & Age** – This is a 6-8 year old girls division.
2. **Standings** - No division standings will be kept.
3. **Base Distance** - There will be 60 feet between bases.
4. **Pitching Distance** - The pitching slab shall be 27 feet from home plate. The coach must pitch to all batters from the slab. In Fall League first two pitches are pitched by the youth pitcher, final four pitches are pitched by the coach.
5. **Game Length** – 6 innings or 1 1/2 hours is the limit on each game. Fall League time limit is 1 hour 45 minutes or 6 innings. If the time limit is reached during batters at bat, then the batter will be allowed to complete her at bat before the game is called. Only the umpire shall call a game due to the time limit. **Umpire and coaches may call the game due to darkness..**
6. **Number of Players** - There will be a maximum of 12 players per team. All players present will be assigned a place in the batting order and shall bat regularly, but a maximum of 10 players shall be in the field at any one time.
7. **Positions** - Every player must play an infield position at least one inning per game and an outfield position at least one inning per game. A player may not play one position for more than two (2) innings during each game. The outfield must play one of four outfield positions: left field, left center, right center or right field. Outfield players must play a minimum of ten feet behind the first-second or second-third base paths. The designated pitcher will take his regular position equal to the pitching distance, adjacent to the pitching slab. The catcher must wear all catchers gear and play her regular position behind Home plate.
8. **Batting** - The batter is entitled to the maximum of 6 pitches or an out whichever occurs first. If on the third swing the ball is missed the batter is out.
9. **Lead-offs** – Lead-offs are NOT allowed in the Coach Pitch division.
10. **Base Stealing** – Base stealing is NOT allowed in the Coach Pitch division. Runners may advance only when the ball is hit.
11. **Run Limit** - A maximum of 5 runs per inning per team.
12. **Walks** – There are NO walks in the Girls Coach Pitch division.
13. **Bunting** – Bunting is NOT allowed in the Girls Coach Pitch division.
14. **Bat Restrictions** – The bat can not exceed 31 inches in length. **Must have USSSA Stamp on bat.**
15. **Batting Helmets** – **Helmets with cages**, which are NOCSAE approved are mandatory for all batters in the Girls Coach Pitch division. Batting Helmets must remain on until the player is behind the dugout fence.
16. **Replacement Players** – **Teams are allowed to add a maximum of 2 players from within their division as replacements for a shortage of players so long as these players are not scheduled to play at the same time. They must wear their original team uniforms and must play one of the outfield positions and bat last in the order. This rule only applies when a team is short the 9 or 10 players needed to field a complete team.**
17. **Play is Dead** – Runners may not advance once the ball is returned to the infield.
18. **Infield Fly Rule** - The infield fly rule does NOT apply for the Girls Coach Pitch division.
19. **Appeals** - There will be NO appeal plays in the Girls Coach Pitch division; umpires shall make all calls.
20. **Injured Player** – A player removed from the game (due to injury) will not have an official at bat recorded, and the next hitter in the order will become the batter with a count of no balls and no strikes. When/If the injured player is able to reenter the game, the player will be placed in the original position in the batting order.
21. **Coaches** - **Only Head Coaches and Assistant Coaches are allowed on the field of play during the game. Coaches are the only people who can back up catchers during games.**

KALINE DIVISION RULES

COACH/PLAYER PITCH

PLAYING RULES

1. **Player Age** – This is an 8 year old boys division.
2. **Base Distance** - There will be 60 feet between bases.
3. **Pitching Distance** - The pitching slab distance is 38 feet from Home plate.
4. **Game Length** – For Fall: 6 innings or 1 hr 45 minutes is the limit on each game. Field must be vacated after 1hr 45 minutes from scheduled start time. For Spring; 6 innings or 1 hr 30 minutes is limit on each game. Field must be vacated after 1hr 30 minutes from scheduled start time. If the time limit is reached during batters at bat, then the batter will be allowed to complete his at bat before the game is called. Only the umpire shall call a game due to the time limit. **Umpire and coaches may call the game due to darkness.**
5. **Scoring** – No scores/standings will be kept for this division.
6. **Number of Players** - There will be a maximum of 12 players per team. All players present will be assigned a place in the batting order and shall bat regularly. A maximum of 10 players shall be in the field at any one time. The minimum number of players to field a team is 6.
7. **Minimum Innings per player** - No player can sit twice until all players sit once.
EXCEPTIONS: The coach may disregard this rule if the player involved is being punished for disciplinary reasons, illness or for injury. The coach must inform the head umpire and the opposing coach of his/her intentions.
8. **Positions** - Every player must play an infield position at least one inning per game and an outfield position at least one inning per game. A player may not play one position for more than two (2) innings during each game. The outfield must play one of four outfield positions: left field, left center, right center or right field. Outfield players must play a minimum of ten feet behind the first-second or second-third base paths. The designated pitcher will take his regular position equal to the pitching distance, adjacent to the pitching slab. The catcher must wear all catchers gear and play his regular position behind Home plate.
9. **Lead-offs** - Lead-offs are not allowed in the Kaline division.
10. **Base Stealing** – **Runners may only advance on the bases by a hit ball or walk. Stealing not allowed.**
11. **Run Limit** - A maximum of 6 runs per inning per team.
12. **Mercy Rule** – There is NO mercy rule in the Kaline division.
13. **Balks** – There are NO balks in the Kaline division.
14. **Batting** – When the Coaches pitch, the batter is entitled to a maximum of 6 pitches, and no balls or strikes are called by the umpire unless the batter swings. When the players pitch, the 6 pitch maximum does not apply and the umpire calls balls and strikes.
15. **Walks** – Walks are allowed in the Kaline division, only when players are pitching.
16. **Bunting** – Bunting is not allowed in the Kaline division.
18. **Sliding** – Base runners will be encouraged to slide into a base if there is a play at the base.
19. **Pitching Restrictions** – Coaches and players will alternate pitching duties: Coaches will pitch innings 2, 4, 6 (max. of 6 pitches per player-player is considered out) and players will pitch innings 1, 3, & 5. Pitchers will be allowed to pitch a maximum of one inning per game. Coaches must pitch from rubber.
20. **Hit Batter** - If a pitcher hits two batters in one inning, he must be removed from the pitching position for the remainder of that game.
20. **Curve Balls** - Curve balls are NOT allowed in the Kaline division.
21. **Bat Restrictions** – The bat can not exceed 31 inches in length. Must follow SLJL Bat Rules located in back of Rule Book (Appendix A) and also on SLJL Website.
22. **Batting Helmets** – Caged helmets which are NOCSAE approved are mandatory for all batters in the Kaline division. Batting Helmets must remain on until the player is behind the dugout fence.
23. **Play is Dead** – Runners may not advance once the ball is returned to the infield.
25. **Infield Fly Rule** - The infield fly rule does NOT apply for the Kaline division.
26. **Appeals** - There will be NO appeal plays in the Kaline division; umpires shall make all calls.
27. **Injured Player** – A player removed from the game (due to injury) will not have an official at bat recorded, and the next hitter in the order will become the batter with a count of no balls and no

strikes. When/If the injured player is able to reenter the game, the player will be placed in the original position in the batting order.

- 28. Umpire** – The single umpire for all Kaline games shall call the entire game from behind the pitchers mound.
- 29. Replacement Players** – Teams are allowed to add a maximum of 2 players from within their division as replacements for a shortage of players so long as these players are not scheduled to play at the same time. They must wear their original team uniforms and must play one of the outfield positions and bat last in the order. This rule only applies when a team is short the 9 or 10 players needed to field a complete team.
- 30. Coaches** - Only Head Coaches and Assistant Coaches are allowed on the field of play during the game. Coaches are the only people who can back up catchers during games.

MINORS DIVISION RULES

PLAYING RULES

1. **Player Age** – This is a 9 to 11 year old girls division.
2. **Base Distance** - There will be 60 feet between bases.
3. **Pitching Distance** - The pitching slab distance is 35 feet from Home plate.
1. **Game Length** – 6 innings or 1.5 hours is the limit on each game. No new inning may begin after this time limit. Umpires will announce the first pitch as game start time, and 90 minutes will be declared as the time limit. If the time limit is reached during batters at bat, then the batter will be allowed to complete his at bat before the game is called. A regulation game is four innings or time limit. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has gone ahead of the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning. Umpire and coaches may call the game due to darkness with score reverting back to the last complete inning.
4. Only the umpire shall call a game due to the time limit. Umpire and coaches may call the game due to darkness with score reverting back to the last complete inning.
5. **Standings** – Will be kept and published.
6. **Playoff Game Time Limits** – Early rounds of playoffs will use regular season game length rules stated above. Semifinals and Finals will be untimed 6 complete innings or mercy rule of 11 runs after 4 innings, or 6 runs after 5 innings.
7. **Number of Players** - There will be a maximum of 12 players per team. All players present will be assigned a place in the batting order and shall bat regularly. A maximum of 10 players shall be in the field at any one time. The minimum number of players to field a team is 6.
8. **Minimum Innings per player** - No player can sit twice until all players (except pitcher) sit once. EXCEPTIONS: The coach may disregard this rule if the player involved is being punished for disciplinary reasons, illness or for injury. The coach must inform the head umpire and the opposing coach of his/her intentions.
9. **Positions** - Every player must play an infield position at least one inning per game and an outfield position at least one inning per game. The outfield must play one of four outfield positions: left field, left center, right center or right field. No rovers are allowed. Second Baseman or Shortstop must cover second base on steal attempt. All players must play one inning in the infield and one inning in the outfield within the first 4 innings of the ballgame.
10. **Lead-offs** - Lead-offs are allowed in the Minors division only after the pitch crosses home plate.
11. **Base Stealing** - Runners may steal 2nd & 3rd base only 1 base stolen per pitch. Runners can only advance to Home Plate on a hit ball or a walk.
12. **Run Limit** - A maximum of 5 runs per inning per team.
13. **Balks** – There are NO balks in the Minors division.
14. **Walks** – Walks are allowed in the Minors division.
15. **Bunting** – Bunting is allowed in the Minors division.
16. **Bat Restrictions** – Must have USSSA Stamp on bat.
17. **Cleats** - Will be plastic only, no metal cleats allowed.
18. **Sliding** – If there is contact with the runner and the fielder, and the runner did not attempt to slide, she shall be automatically called out.
19. **Pitching Restrictions** – A maximum of 9 outs or 3 innings (one pitch counts as an inning) per game.
20. **Pitcher Re-entry** – Is Allowed
21. **Hit Batter** - When a pitcher hits two batters in one inning, she must be removed from the pitching position for that inning.
22. **Pitchers Circle** - Play ends when the ball is in control by the pitcher inside the pitching circle.
23. **Infield Fly Rule** - The infield fly rule does NOT apply for the Minors Division
24. **Helmets** - Mandatory players must wear only caged helmets that are NOCSAE approved. All pitchers must wear face shields.
25. **Pinch Running** - Is allowed for the catcher only when there are 2 outs. Last out in the line-up is the pinch runner.

26. **Balls & Strikes** - There will be a 3 ball 2 strike count in Spring Ball and a 4 ball 3 strike count in Fall Ball.
27. **Injured Player** – A player removed from the game (due to injury) will not have an official at bat recorded, and the next hitter in the order will become the batter with a count of no balls and no strikes. When/If the injured player is able to reenter the game, the player will be placed in the original position in the batting order.
28. **Replacement Players** – Teams are allowed to add a maximum of 2 players from within their division as replacements for a shortage of players so long as these players are not scheduled to play at the same time. They must wear their original team uniforms and must play one of the outfield positions and bat last in the order. This rule only applies when a team is short the 9 or 10 players needed to field a complete team.

MAJORS DIVISION RULES

PLAYING RULES

1. **Player Age** – This is a 12 to 14 year old girls division.
2. **Base Distance** - There will be 60 feet between bases.
3. **Pitching Distance** - The pitching slab distance is 40 feet from Home plate.
4. **Game Length** – 6 innings or 2 hours is the limit on each game. No new inning may begin after this time limit. An official game is 4 complete innings. Umpires will announce the first pitch as game start time, and 120 minutes will be declared as the time limit for any new inning to start. For example, if the visiting team is at bat when the time limit is reached (120 minutes) they can finish their at bats and the home team is allowed to bat (if they are behind or tied in runs scored). If the home team is at bat when the time limit is reached, they are allowed to complete their at bats for that inning, and then the game is complete. Umpire and coaches may call the game due to darkness with score reverting back to the last complete inning.
5. **Standings** – Will be kept and published.
6. **Playoff Game Time Limits** – Early rounds of playoffs will use regular season game length rules stated above. Semifinals and Finals will be untimed 6 complete innings or mercy rule of 11 runs after 4 innings, or 6 runs after 5 innings.
7. **Number of Players** - There will be a maximum of 12 players per team. All players present will be assigned a place in the batting order and shall bat regularly. A maximum of 9 players shall be in the field at any one time. The minimum number of players to field a team is 6.
8. **Minimum Innings per player** - No player can sit twice until all players (except pitcher) sit once. EXCEPTIONS: The coach may disregard this rule if the player involved is being punished for disciplinary reasons, illness or for injury. The coach must inform the head umpire and the opposing coach of his/her intentions. Players are not required to play one inning in both outfield and infield.
9. **Positions** - The outfield must play one of three outfield positions: left field, center field, or right field. No rovers are allowed outfielders must play on the grass. Second Baseman or Shortstop must cover second base on a steal attempt.
10. **Lead-offs** - Lead-offs are allowed in the Majors division only after the pitch leaves the pitchers hand.
11. **Base Stealing** - Runners may steal once the ball has left the pitchers hand. Play ends when the ball is in control in the pitching circle. Stealing home is permitted.
12. **Run Limit** - A maximum of 5 runs per inning per team.
13. **Balks** – There are NO balks in the Majors division.
14. **Walks** – Walks are allowed in the Majors division.
15. **Bunting** – Bunting is allowed in the Majors division.
16. **Bat Restrictions** – Must have USSSA Stamp on bat.
17. **Sliding** – If there is contact with the runner and the fielder, and the runner did not attempt to slide, she shall be automatically called out. Sliding pads and shorts are recommended.
18. **Pitching Restrictions** – A maximum of 12 outs or 4 innings (one pitch counts as inning) per game.
19. **Pitcher Re-entry** – Is Allowed
20. **Hit Batter** - When a pitcher hits two batters in one inning, she must be removed from the pitching position for that inning.
21. **Pitchers Circle**- Play ends when the ball is in control by the pitcher inside the pitching circle.
22. **Helmets** - Mandatory players must wear only caged helmets that are NOCSAE approved. All pitchers must wear face shields.
23. **Pinch Running** - Is allowed for the catcher only when there are 2 outs. Last out in the line-up is the pinch runner.
24. **Balls & Strikes** - There will be 4 ball 3 strike count in Majors Division.
25. **Metal Cleats** - are not allowed
26. **Infield Fly Rule** - is in play
27. **Injured Player** – A player removed from the game (due to injury) will not have an official at bat recorded, and the next hitter in the order will become the batter with a count of no balls and no

strikes. When/If the injured player is able to reenter the game, the player will be placed in the original position in the batting order.

28. **Replacement Players** – Teams are allowed to add a maximum of 2 players from within their division as replacements for a shortage of players so long as these players are not scheduled to play at the same time. They must wear their original team uniforms and must play one of the outfield positions and bat last in the order. This rule only applies when a team is short the 9 or 10 players needed to field a complete team.

MAYS DIVISION RULES

PLAYING RULES

2. **Player Age** – This is a 9 & 10 year old boys division.
3. **Base Distance** - There will be 60 feet between bases.
4. **Pitching Distance** - The pitching slab distance is 43 feet from Home plate.
5. **Game Length** – 6 innings or 1.5 hours is the limit on each game. No new inning may begin after this time limit. Umpires will announce the first pitch as game start time, and 90 minutes will be declared as the time limit. If the time limit is reached during batters at bat, then the batter will be allowed to complete his at bat before the game is called. A regulation game is four innings or time limit. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has gone ahead of the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning. Umpire and coaches may call the game due to darkness with score reverting back to the last complete inning.
6. **Standings** – Will be kept and published.
7. **Playoff Game Time Limits** – Early rounds of playoffs will use regular season game length rules stated above. Semifinals and Finals will be untimed 6 complete innings or until winner has been determined in extra innings.
8. **Number of Players** - There will be a maximum of 12 players per team. All players present will be assigned a place in the batting order and shall bat regularly. A maximum of 10 players shall be in the field at any one time. The minimum number of players to field a team is 6.
9. **Minimum Innings per player** - No player can sit twice until all players (except pitcher) sit once. EXCEPTIONS: The coach may disregard this rule if the player involved is being punished for disciplinary reasons, illness or for injury. The coach must inform the head umpire and the opposing coach of his/her intentions.
10. **Positions** - Every player must play an infield position at least one inning per game and an outfield position at least one inning per game. The outfield must play one of four outfield positions: left field, left center, right center or right field. Second Baseman or shortstop must cover second base on a steal attempt. All players must play one inning in the infield and one inning in the outfield within the first 4 innings of the ballgame.
11. **Lead-offs** - Lead-offs are allowed in the Mays division only after the pitch crosses home plate. Runners will be called out for leaving early.
12. **Base Stealing** - Runners may steal 2nd & 3rd base only. Runners can't advance to any base after overthrow from catcher. Runners can only advance to Home Plate on a hit ball or a walk. No delayed steals; To steal a base, the runner must advance immediately when either the catcher has received the ball into his glove, or if the ball gets by the catcher. The runner cannot advance during the catcher's throw back to the pitcher.
13. **Run Limit** - A maximum of 6 runs per inning per team.
14. **Mercy Rule** – There is NO mercy rule in the Mays division.
15. **Balks** – There are NO balks in the Mays division.
16. **Walks** – Walks are allowed in the Mays division.
17. **Bunting** – Bunting is allowed in the Mays division.
18. **Sliding** – If there is contact with the runner and the fielder, and the runner did not attempt to slide, he shall be automatically called out.
19. **Pitching Restrictions** – A maximum of 6 outs per game, and a max of 18 outs in a seven day period. This will apply for regular season and playoffs. For double header games, a player can pitch a max of 6 outs per game and a maximum of 9 outs per day.
20. **Pitcher Re-entry** – Once a player has been removed from the pitching position, he will NOT be allowed to re-enter the game as a pitcher.
21. **Hit Batter** - When a pitcher hits two batters in one inning, or three batters in a game, he must be removed from the pitching position for that game.
22. **Pitches** - Only Fastball and Change Ups are allowed as pitches used by pitchers.

23. **Bat Restrictions** – Must follow SLJL Bat Rules located in back of Rule Book (Appendix A) and also on SLJL Website.
24. **Batting Helmets** – Caged helmets which are NOCSAE approved are mandatory for all batters in the Mays division. Batting Helmets must remain on until the player is behind the dugout fence.
29. **Replacement Players** – Teams are allowed to add a maximum of 2 players from within their division as replacements for a shortage of players so long as these players are not scheduled to play at the same time. They must wear their original team uniforms and must play one of the outfield positions and bat last in the order. This rule only applies when a team is short the 9 or 10 players needed to field a complete team.
25. **Play is Dead** – Runners may not advance once an infielder has the ball from the outfield under control and is in the infield area.
26. **Infield Fly Rule** - The infield fly rule does NOT apply for the Mays division.
27. **Appeals** - There will be NO appeal plays in the Mays division; umpires shall make all calls.
28. **Injured Player** – A player removed from the game (due to injury) will not have an official at bat recorded, and the next hitter in the order will become the batter with a count of no balls and no strikes. When/If the injured player is able to reenter the game, the player will be placed in the original position in the batting order.
29. **Courtesy Runners** – At the coach's option, a catcher or pitcher on the base path may be replaced anytime during the inning, the courtesy runner is to be the player who made the last recorded out other than the current pitcher or catcher. Courtesy runner must immediately be made available. Any delay eliminates the option for a courtesy runner at the umpire's discretion.

REESE DIVISION RULES

PLAYING RULES

1. **Player Age** – This is an 11 & 12 year old boys division.
2. **Base Distance** - There will be 65 feet between bases.
3. **Pitching Distance** - The pitching slab distance is 50' from Home plate.
4. **Game Length** – 6 innings or 2 hours is the limit on each game. No new inning may begin after this time limit. An official game is 4 complete innings. Umpires will announce the first pitch as game start time, and 120 minutes will be declared as the time limit for any new inning to start. For example, if the visiting team is at bat when the time limit is reached (120 minutes) they can finish their at bats and the home team is allowed to bat (if they are behind or tied in runs scored). If the home team is at bat when the time limit is reached, they are allowed to complete their at bats for that inning, and then the game is complete. Umpire and coaches may call the game due to darkness with score reverting back to the last complete inning.
5. **Standings** – Will be kept and published.
6. **Playoff Game Time Limits** – Early rounds of playoffs will use regular season game length rules stated above. Semifinals and Finals will be untimed 6 complete innings or mercy rule of 15 runs after 5 innings, or 4.5 innings if the home team is winning.
7. **Number of Players** - There will be a maximum of 12 players per team. All players present will be assigned a place in the batting order and shall bat regularly. A maximum of 10 players shall be in the field at any one time. The minimum number of players to field a team is 6.
8. **Minimum Innings per player** - No player can sit twice until all players (except pitcher) sit once. EXCEPTIONS: The coach may disregard this rule if the player involved is being punished for disciplinary reasons, illness or for injury. The coach must inform the head umpire and the opposing coach of his/her intentions.
9. **Lead-offs** - Lead-offs are allowed in the Reese division only after the pitch crosses home plate. Runners will be called out for leaving early.
10. **Base Stealing** - Batters may steal 1st base on dropped 3rd strike. Runners may steal 2nd, 3rd & Home.
11. **Run Limit** - A maximum of 8 runs per inning per team.
12. **Mercy Rule** – 15 runs after the 5th inning or after 4 ½ if the home the team is winning.
13. **Balks** – There are NO balks in the Reese division.
14. **Walks** – Walks are allowed in the Reese division.
15. **Bunting** – Bunting is allowed in the Reese division.
16. **Sliding** - If there is contact with the runner and the fielder, and the runner did not attempt to slide, he shall be automatically called out without the need for an appeal. When stealing home the runner must try to avoid contact with the fielder. Significant or aggressive contact, even while sliding, will result in the runner being called out with no appeal.
17. **Pitching Restrictions** – A maximum of 9 outs per game, and a maximum of 18 outs in a seven day period. This will apply for regular season and playoffs. For double header games, a player can pitch a maximum of 9 outs per game and a maximum of 12 outs per day.
18. **Pitcher Re-entry** – Once a player has been removed from the pitching position, he will NOT be allowed to re-enter the game as a pitcher.
19. **Pitches** - Only Fastball and Change Ups are allowed as pitches used by pitchers.
20. **Bat Restrictions** – Must follow SLJL Bat Rules located in back of Rule Book (Appendix A) and also on SLJL Website.
21. **Batting Helmets** - Helmets which are NOCSAE approved are mandatory for all batters in the Reese division. Batting Helmets must remain on until the player is behind the dugout fence.
22. **Play is Dead** – Runners may not advance once the pitcher has the ball under control and is near the pitching mound.
23. **Infield Fly Rule** - The infield fly rule is in effect for the Reese division.
24. **Appeals** – Teams may appeal.

25. **Injured Player** – A player removed from the game (due to injury) will not have an official at bat recorded, and the next hitter in the order will become the batter with a count of no balls and no strikes. When/If the injured player is able to reenter the game, the player will be placed in the original position in the batting order.
26. **Home Run** – Any ball hit into the woods in Center or Right Field at Salem will be called a Home Run
27. **Replacement Players** – Teams are allowed to add a maximum of 2 players from within their division as replacements for a shortage of players so long as these players are not scheduled to play at the same time. They must wear their original team uniforms and must play one of the outfield positions and bat last in the order. This rule only applies when a team is short the 9 or 10 players needed to field a complete team.
28. **Courtesy Runners** – At the coach's option, a catcher or pitcher on the base path may be replaced anytime during the inning, the courtesy runner is to be the player who made the last recorded out other than the current pitcher or catcher. Courtesy runner must immediately be made available. Any delay eliminates the option for a courtesy runner at the umpire's discretion.

KOUFAX DIVISION RULES

PLAYING RULES

1. **Player Age** – This is a 13 & 14 year old boys division.
2. **Base Distance** - There will be 80 feet between bases.
3. **Pitching Distance** - The pitching slab distance is 54 feet from Home plate.
4. **Game Length** – 7 innings or **2 hours** is the limit on each game. No new inning may begin after this time limit. An official game is 4 complete innings. Umpires will announce the first pitch as game start time and **120 minutes** will be declared as the time limit for any new inning to start. If the visiting team is at bat when the tie limit is reached (**120 minutes**) they can finish their at bats and the home team is allowed to bat (if they are behind or tied in runs scored). If the home team is at bat when the time limit is reached, they are allowed to complete their at bats for that inning, and then the game is complete. In playoffs if game is tied after 7 innings or **2 hours** extra innings are played until winner is determined. **Umpire and coaches may call the game due to darkness with score reverting back to the last complete inning.** Championship Game will have no time limit.
5. **Number of Players** – There will be a maximum of 12 players per team. All players present will be assigned a place in the batting order and shall bat regularly. A maximum of 9 players shall be in the field at any one time. The minimum number of players to field a team is **7**.
6. **Minimum of Innings per player** - Every player must play a defensive position a minimum of 2 innings by the 4th inning, and 3 innings by the 7th inning.
EXCEPTIONS: The coach may disregard this rule if the player involved is being punished for disciplinary reasons, illness or for injury. The coach must inform the head umpire and the opposing coach of his/her intentions.
7. **Lead-offs** - Lead-offs are allowed in the Koufax division.
8. **Stealing bases** - Batters may steal 1st on dropped 3rd strike. Runners may steal 2nd, 3rd & Home.
9. **Run Limit** - A maximum of 8 runs per inning per team will be allowed for the first 6 innings. There will be no maximum after the 6th inning.
10. **Mercy Rule** – 12 runs after the 5th inning or after 4 ½ innings if the home the team is winning.
11. **Balks** - One warning per pitcher per game. After one warning, base runners will be awarded next base.
12. **Sliding** - If there is contact with the runner and the fielder, and the runner did not attempt to slide, he shall be automatically called out without the need for an appeal. When stealing home the runner must try to avoid contact with the fielder. Significant or aggressive contact, even while sliding, will result in the runner being called out with no appeal.
13. **Courtesy Runners** – At the coach's option, a catcher or pitcher on the base path may be replaced anytime during the inning, the courtesy runner is to be the player who made the last recorded out other than the current pitcher or catcher. Courtesy runner must immediately be made available. Any delay eliminates the option for a courtesy runner at the umpire's discretion.
14. **Pitching Restrictions** – A maximum of 12 outs per day, and a maximum of 36 outs in a seven day period. This will apply for regular season and playoffs. 40 hours rest between pitching appearances is required.
15. **Pitcher Re-entry** – Once a player has been removed from the pitching position, he will NOT be allowed to re-enter the game as a pitcher.
16. **Curve Balls** – Curve balls will be allowed in the Koufax division.
17. **Bat Restrictions** – Drop 5, Bat Rules located in back of Rule Book (Appendix A) and also on SLJL Website. Head Coaches are responsible for making sure their respective team has no illegal bats. If a player enters batters box with an illegal bat they will be call out. If it happens again with the same or

different batter that player is out and the Head Coach is ejected from the game. This also means the Head Coach will receive a minimum one game suspension and Board Review before coaching again.

18. **Batting Helmets** - Helmets which are NOCSAE approved are mandatory for all batters in the Koufax division. Batting Helmets must remain on until the player is behind the dugout fence.
19. **Replacement Players** – Teams are allowed to add a maximum of 2 players from within their division as replacements for a shortage of players. They must wear their original team uniforms and must play one of the outfield positions and bat last in the order. This rule only applies when a team is short the 9 players needed to field a complete team.
20. **Infield Fly Rule** - The infield fly rule is in effect for the Koufax division.
21. **Appeals** – Teams may appeal.
22. **Base Coaches** - Players may be used as base coaches provided they wear batting helmets.
23. **Injured Player** – A player removed from the game (due to injury) will not have an official at bat recorded, and the next hitter in the order will become the batter with a count of no balls and no strikes. When/If the injured player is able to reenter the game, the player will be placed in the original position in the batting order.
24. **Cleats** – Non metal cleats are preferred but not mandatory

SLJL All Star Game Procedures & Rules

1. Have All-Star participants line up on respective foul lines for introductions. When name is announced step forward one step and wave hand or hat.
2. Schedule all introductions 15 minutes before game time.
3. All games for all divisions to be 7 innings with no time limit.
4. Payment of \$1,000/day to host team not to exceed \$3,000 overall.
5. Develop safety nets for foul balls.
6. Purchase temporary outfield fencing to be used for All Star Games and Skills Competition, also use fencing at McHattie for Spring and Fall regular seasons.
7. Make 3 Home Run Derby stations on Freshman field for smaller divisions to make process run smoother and faster.
8. Consider LED portable lighting for backstops that would plug into existing light generators.

School Field Rules that need to be followed by all

1. No smoking on SLCS school grounds
2. SLCS school fields must be vacated by 9:00 pm
3. No parking is allowed in service drive and bus loop at Brummer & Kent Lake Elementary.
4. Coaches and Parents must drag/rake fields and clean area of all trash following games and practices prior to leaving fields. (Garbage bags are provided in Lock Boxes)

Universal Playoff Bracket to be used for all divisions

1. Please provide me with bracket.

SOUTH LYON JUNIOR LEAGUE BASEBALL

Table I – Boys Division

	Boys Coach Pitch	Kaline	Mays	Reese	Koufax
Age	6 – 7 years old	8 years old	9 – 10 years old	11 – 12 years old	13 - 14 years old
Game Length (Innings)	6	6	6	6	7
Game Time Limit	1 hr 30 minutes	1 hr 30 minutes	1 hr 30 minutes	2 hours	2 hours
Official Game Length	NA	NA	4 innings or time limit	4 innings or time limit	4 innings or time limit
Base Length	60'	60'	60'	65'	80"
Pitching Distance	38'	38'	43'	50'	54'
Bunting	No	No	Yes	Yes	Yes
3 rd Strike	An out (player) or 6 pitches (coach)	An out (player) or 6 pitches (coach)	Out	Rule Book	Rule Book
Bats (See Bat Rules)	31" max	31" max	32" max	33" max	BBCORE Drop 5
Ball Type/Size	RIF 10	Hardball	Hardball	Hardball	Hardball
Base Runner Lead Off	No	No	When ball gets to home plate	When ball gets to home plate	Yes
Base Stealing	No	No	2 nd and 3 rd	Yes	Yes
Minimum Players on Field	6	6	6	6	7
Maximum Players on Field	10	10	10	10	9
Minimum Innings/Player	No player can sit twice until all players (except pitcher) sit once	No player can sit twice until all players (except pitcher) sit once	No player can sit twice until all players (except pitcher) sit once	No player can sit twice until all players (except pitcher) sit once	2 of first 4 inn 3 by the 7 th inn
Pitcher Limitations	NA	3 outs/game	6 outs/game 18 outs/week	9 outs/game 18 outs/week	12 outs/day 36 outs/week
Pitch Type	NA	Coach/Player – alternate innings	Player	Player	Player
Maximum Runs/Inning	6 per inning	6 per inning	6 per inning	8 per inning	8 per inning
Mercy Rule	None	None	None	15 runs after 5 innings	12 runs after 5 innings
Infield Fly Rule	No	No	No	Yes	Yes

South Lyon Junior League Softball
Table II - Girls Division

	Coach Pitch	Minors	Majors
Age	6 – 8 years old	9 – 11 years old	12 - 14 years old
Game Length (Innings)	6	6	6
Game Time Limit	1 hr 30 minutes	1 hr 30 minutes	2 Hours
Official Game Length	NA	4 innings or time limit	4 innings or time limit
Base Length	60'	60'	60'
Pitching Distance	27'	35'	40'
Bunting	No	Yes	Yes
Batter begins at bat with	N/A	1 Ball and 1 Strike	N/A
3 rd Strike	6 pitches or an out	Out	Rule Book
Ball Type/Size	RIF – 10 11"	11"	12"
Base Runner Lead Off	No	When ball gets to home plate	When ball leaves pitchers hand
Base Stealing	No	2 nd and 3 rd ; one base per pitch	Yes
Minimum Players on Field	6	6	6
Maximum Players on Field	10	10	9
Minimum Innings/Player	No player can sit twice until all players (except pitcher) sit once	No player can sit twice until all players (except pitcher) sit once	No player can sit twice until all players (except pitcher) sit once
Pitcher Limitations	N/A	9 outs or 3 innings/game	12 outs or 4 innings/game
Pitch Type	Coach	Modified Fast Pitch and/or Windmill	Modified Fast Pitch and/or Windmill
Maximum Runs/Inning	5 per Inning	5 per inning	5 per inning
Infield Fly Rule	No	No	Yes

Appendix A

New USSSA Baseball Bat Marks & Grandfathering Rules For South Lyon Junior League season's beginning in 2013, Effective January 1, 2013

Big Barrel Bat Rules (2⁵/₈" or 2³/₄") – For **BCP**, Kaline, Mays & Reese Divisions

- Have the new permanent³ USSSA Mark on its taper OR
- Be a Qualified BBCOR bat¹ OR
- Be a Wood Bat

ALL of the above must be manufactured by an approved [USSSA Bat Licensee](#)

This applies to ALL Big Barrel Bats

Big Barrel Bat Rules (2⁵/₈" or 2³/₄") – Koufax

- Must be NHSF approved with the appropriate certification mark OR
- Be a Wood Bat

Both of the above must be manufactured by an approved [USSSA Bat Licensee](#)

Big Barrel Bat Rules (2⁵/₈" or 2³/₄") – Colt and Palomino Divisions

- Must be NHSF approved with the appropriate BBCOR certification mark OR
- Be a Wood Bat

Both of the above must be manufactured by an approved [USSSA Bat Licensee](#)

Small Barrel Baseball Bat Rules (2¹/₄" or less)

- Have the new permanent³ USSSA mark on its taper OR
- Have the old permanent³ USSSA mark ("USSSA 1.15 BPF"²) OR
- Be a Wood Bat

ALL of the above must be manufactured by an approved [USSSA Bat Licensee](#)



¹Qualified BBCOR bat – A Big Barrel bat that is made by a USSSA approved bat licensee, has a BBCOR mark permanently attached to the bat that is recognized by NHSF as a legal bat for NHSF sanctioned play and has no more than a minus 3 ounces difference from the length of the bat. Minimum bat length is 29 inches.

²The old mark is simply the words "USSSA BPF 1.15", all together in one spot on the bat.

³USSSA marks and other graphics of the bat must be applied permanently and must be applied by the USSSA licensed manufacturer. No stickers or decals are allowed and no one may add graphics to a bat once manufactured. Use of a bat with graphics not applied by the manufacturer will be use of an altered bat and subject to suspension under the USSSA Altered Bat rules. In addition to being violation of the USSSA Altered Bat rules, any use, creation or application of a USSSA mark without written permission of USSSA is a violation of Federal Trademark law and may result in prosecution by USSSA. If you have any concern about the person selling or providing you a bat, do not accept the bat, because you will be held responsible for any bat you bring into or use in a USSSA facility.