

# 2010 Junior Saltdogs Rules - All Divisions



Follow the NFHS Baseball Rule Book, except for the following exceptions and clarifications.

- Use roster players only. Do not use non-roster players for any reason. Immediate life-time suspension will occur for the head coach.
- All players must wear the uniform top and cap provided by the League. No other uniform top, cap, logo, or other adornment, can be worn during the game. Names are permitted on the back, as a team. Baseball-style pants are not required. If baseball pant is worn, the color must be Grey, White, or Black. All team players do not need to have the same pant or pant color. Jeans or long pants can be worn, but shorts and cut-offs are only allowed in U6 and U8 divisions.
- Shoes: U17s is the only league that can wear metal spikes or metal cleats.
- Game time is game time. A 5-minute grace period is allowed, but game length is reduced by 5-minutes. Umpire time is official game time. Synchronize watches before the game.
- Games can start and continue with up to 2 less players than what is required in the field. Forfeit will be recorded if minimum number is not available, no exceptions. U6 and U8 divisions can play regardless of the number of available players, at coach's discretion.
- Forfeits count as losses for tournament bracketing purposes, in all divisions.
- Game ends when maximum number of innings are played, or when time length is reached, whichever comes first.
- No new inning can start after the game time length has expired. For game length purposes, the next inning starts at the same time as the previous last out. If time expires while home team is leading and batting, the game is over immediately. New inning must start if game time is still available and maximum innings have not been completed.
- Games can end in a tie, except year-end tournament games for U10s, U12s, U14s, and U17s. Inning and time limit rules are in effect for tournaments also. Tie-breaker rule will be used only in tournament play (last batter-of-record from previous inning starts on 2<sup>nd</sup> base). Continue for up to 2 additional innings. If still tied, a coin flip will determine winner.
- No infield practice is allowed on your scheduled field before any game, including tournament games.
- Pitchers may pitch a maximum of 3 consecutive innings per game. One warm-up pitch or actual pitch to the batter is considered an inning. A pitcher removed from the mound may not return as a pitcher at any time during that game.
- Intentional walks must be signaled to the umpire. No pitches will be thrown. An intentional walk is counted towards an inning pitched.
- Maximum number of warm-up pitches: 6 before the game, 6 with pitcher change, and 4 between innings. Only one pitching change per each at-bat.
- Pitcher shall not wear batting glove on either hand or a long-sleeve White under-liner shirt that extends past the elbow of the throwing arm.
- A coach should warm-up the pitcher if the catcher is not ready. Any player who warms up the pitcher must wear a helmet with mask, both on the field of play and in any practice area.

OVER

- A continuous batting order will be used and can be different for each game. All players in attendance will bat even when not playing in the field. Late arriving players will be inserted at the end of the batting order. Be sure to inform opposing team. An out will not be recorded if a player leaves or when a batting spot is otherwise open. Free defensive substitutions.
- Three outs or the run-rule must end the inning.
- All players must play in the field at least two innings, except w/discipline, practice attendance, or late arrival issues. Rotation of individual player positions per game, is very highly recommended.
- No throwing of helmets or bats, even as a casual toss back to the dugout. If flagrant, the umpire may rule:
  1. if 2 outs or less, add an “out” to the next batter. That batter is recorded as an out, and will not bat.
  2. if 3rd out, add a “ball 2” to the next batter of next half-inning.
  3. In addition to #1 and #2, the player may be ejected with no previous warning.
  4. Not a dead ball situation.
- Batters, runners, and player/coach must wear approved helmet with face mask, at all times, when outside the dugout. This includes to and from the batters box.
- Only one on-deck batter is allowed outside the dugout. **THINK SAFETY FIRST.**
- Medical jewelry must be taped down or covered up with no metal or loose parts exposed. No fashion jewelry or accessories are allowed. This includes all types of necklaces, rings, earrings, and bracelets made of rubber, string, etc. Cover-up tape is not permitted, except for medical jewelry. Same rule applies for girls.
- Batboys and batgirls are allowed, provided they wear an approved helmet outside the dugout. They are subject to the same rules as players. **THINK SAFETY FIRST.**
- The decision or ruling of the umpire is final. Coaches cannot question judgment calls. There are no protests of judgment or rule enforcement decisions.
- RAINOUTS: All rainout decisions will be made at the discretion of the City of Lincoln and League field maintenance workers. The first two rainouts will not be rescheduled. All subsequent rainouts will attempt to be made up no later than your division’s scheduled year-end tournament date. Rescheduled games are not guaranteed to be played. Call your commissioner to reschedule your 3<sup>rd</sup> rainout. Year-end tournaments are not rescheduled if rained out.
  1. It is considered a complete game, if ½ of the game time has been played, or if ½ of the scheduled innings have been completed. Home team does not have to complete their ½ of the inning.
  2. If weather gets worse during the game, use coach/umpire discretion. Commissioner may or may not be in attendance. Don’t mess with Lightning.
  3. Games in progress can be rain-delayed, but clock keeps running.
  4. If complete game, record the Win-Loss-Tie, based on last full inning completed.

### **Base Running:**

- Runner should slide on a close play to avoid contact or will risk being called out. Feet-first or head-first slides are allowed.
- A runner may be called out and may be ejected from the game if contact with fielder is determined to be malicious or intentional.
- U6 and U8: Play stops when ball enters the base path area from outfield, or when ball is thrown back to pitcher from infield. No advancing on over-throws back to pitcher, or any base.

### **Any coach, player, or spectator ejected from a game for sportsmanship:**

- Must leave immediately and not be allowed near the field of play, bench, or spectator area. Must be outside the fence and beyond 1<sup>st</sup>/3<sup>rd</sup> base area.
  1. 1<sup>st</sup> Ejection: Will not be allowed to coach or play for the remainder of the day, PLUS the next game PLAYED. Spectators must keep their distance.
  2. 2<sup>nd</sup> Ejection: Suspension from the League for remainder of season.



# ***Know Our Role !!***

**Players will play,  
Coaches will coach,  
Umpires will umpire,  
and  
Parents will parent.**

Junior Saltdogs League has a “**Zero Tolerance**” policy for everyone involved with our baseball program.

At any League sponsored activity, directing negative comments or actions towards players, coaches, umpires, or spectators, will not be tolerated. Any person exhibiting negative behavior may be subject to removal from the premises. Repeat offenders may be removed from the League program.

Just as players are learning to play, so to are the coaches learning to coach, and the umpires are learning to umpire. These coaches and umpires deserve our respect, gratitude, and support for providing game administration for our leagues.

We expect all of our participants and spectators to refrain from any negative comments or actions, regardless of the “heat of the moment” situations.

We look forward to a very positive season. Thank you,

Junior Saltdogs League  
Board of Directors



## 2010 Junior Saltdogs League Rules At-A-Glance

	U6 T-ball	U8 coach pitch	U10	U12	U14	U17
Game length	6 inns or 1 hr 15 mins	6 inns or 1 hr 50 mins	6 inns or 1 hr 50 mins	6 inns or 1 hr 50 mins	7 inns or 1 hr 50 mins	7 inns or 1 hr 50 mins
Home to 1st	60'	60'	60'	60'	80'	90'
Home to 2nd	84' 10"	84' 10"	84' 10"	84' 10"	113' 10"	127' 3"
Pitching	46'	46' or adjust	46'	46'	54'	60' 6"
Foul Arc	No	No	No	No	No	No
Run rule per inning	7 runs	7 runs	5 runs	5 runs	5 runs	5 runs
10-Run rule to end game	No	No	No	No	No	Yes, 5th Inn, or after
Lead-off base	No	No	yes, after pitch crosses plate	yes, after pitch crosses plate	Yes	Yes
Steal 2nd and 3rd base	No	No	yes, after pitch crosses plate	yes, after pitch crosses plate	Yes	Yes
Steal home	No	No	no, unless runner played on (1)	yes, after pitch crosses plate	Yes	Yes
Advance on overthrow	No	No	Yes (2)	Yes	Yes	Yes
# players in field	10 - play positions (3)	10 - play positions (3)	9	9	9	9
Batting Tee used	Yes	After 3 coach pitches	No	No	No	No
Coaches on field	Yes	Yes	No	No	No	No
Maximum bases on hit	2 bases	2 bases	n/a	n/a	n/a	n/a
Balk called	N/A	N/A	No	No	Yes (4)	Yes (4)
Dropped 3rd strike rule	N/A	N/A	No	No	Yes	Yes
Infield fly rule	No	No	Yes	Yes	Yes	Yes
Sliding allowed	No	Yes	Yes	Yes	Yes	Yes
Metal spikes allowed	No	No	No	No	No	Yes
Baseball to be used	Safety - soft outer	Safety - soft outer	Real baseball	Real baseball	Real baseball	Real baseball
Bat size (5)	Any legally mfg bat	Any legally mfg bat	Any legally mfg bat	Any legally mfg bat	Any legally mfg bat	Any legally mfg bat
Glove size (6)	Any legally mfg glove	Any legally mfg glove	Any legally mfg glove	Any legally mfg glove	Any legally mfg glove	Any legally mfg glove
Umpires	Coaches / parents	Coaches / parents	League supplied	League supplied	League supplied	League supplied

### **Clarifications:**

NOTE: U10s and U12s: If runner is caught leaving the base early, it is a deadball, automatic out.

(1) cannot steal home if passed ball, wild pitch, and throw back to pitcher from any position.

(2) except throws back to pitcher from any position.

(3) Play regulation positions, 6 infield and 4 outfield. Do not cheat the outfield up towards infield. Do not overload any side. Play fair.

(4) Balks are subjective and called at the discretion of the umpire.

(5) No restriction on bat length or barrel size. Any legally manufactured bat can be used. See FAQs section of Home Page for suggested sizing chart.

(6) No restriction on glove style or size. Any legally manufactured glove can be used. See FAQs section of Home Page for suggested sizing chart.