



Junior Saltdogs League Umpire Meeting

April 23, 2017

Thanks to our 2017 Community Partners, Grand Slam and Home Run Sponsors for sponsoring today's umpire meeting:



Included in this handout are the following:

- Instructions for how to use www.ArbitorSports.com
Please read through these carefully **before** season games are posted (NOTE: your first paycheck will be delayed if you don't have your social security number, full mailing address, and at least one phone number entered in Arbitor so make sure you do that.)
- Umpire FAQs
- Jr Saltdogs League Rules Matrix for U6-U16 Divisions with clarifications sheet
Keep a copy of this on your person at games in case any questions come up.

All of the above are also posted onto the *Umpires* page of our website at www.jrsaltdogs.com.

Bob is happy to answer questions via email; however, with 100+ umpires, please help him out by reviewing the documents above for an answer before reaching out to him via email.



JUNIOR SALTDogs LEAGUE

How to Use the Arbitersports.com Website

updated 4.18.17

JSL Umpire Coordinator: Bob Hanzlicek - robert.hanzlicek1@gmail.com, jslumpires@jrsaltdogs.com

All announcements/scheduling is done thru Arbiter Sports at <http://www.arbitersports.com>

To log in, use the email address you gave to Bob and your password (if you've never logged in to Arbiter before, the default password is your last name (using all lowercase letters). If you have logged in before but can't remember your password, use Arbiter's "forgot password" link in the upper right corner.

Bob and/or JSL Board members will use the announcements within Arbiter Sports and/or email to communicate with umpires. So it is very important that umpires check their email and also log in to Arbiter Sports at least once a day throughout the entire baseball season.

Here's a recap of the tabs within Arbiter that you should be familiar with:

MAIN

Announcements/information from Bob and/or JSL Board

PROFILE (far right)

Select INFORMATION on gray bar - make sure your first & last name, at least one phone number, complete mailing address, and social security number are all listed. NOTE: your SSN is not visible to other umpires. For your address, check the box if you'd like it to be visible to all umpires. **You will not receive a paycheck until your complete mailing address and SSN are entered.**

Phones - to add, scroll to top of page, click "phones" under Account along left side) - must list one, any listed can be seen by all umpires under the Lists tab. Enter phone number, carrier, hit save icon on left, then exit

Under the Status Bar: make sure the "ready" box is checked
Then "save" to update your information.

Select PASSWORD on gray bar - go here to change your password

LISTS

OFFICIALS - lists all registered JSL umpires. Click a name to access phone numbers

If you need a sub for a game, they **MUST** be on this list in order to umpire. Note that some umpires will quit or be released during the season so refer back to this list routinely during the season.

SITES - lists all the baseball fields that JSL uses. Click address for Google map

BLOCKS

Under DATES on gray bar, this is where you can block dates that you know you are not available to umpire – once blocked, these game dates will not show up as game date options on the SELF ASSIGN list.

To block a date, under ACTION, select "block all day" then click on the calendar date that you want to block (it will turn red). To remove a block, select "clear block" and then the calendar date.

SCHEDULE

MASTER SCHEDULE - lists all JSL U10-U16 season games that require umpires

SELF ASSIGN – this is where you go to assign yourself games. During the ump meeting, Bob will let you know an estimated date of when he'll be activating the games. After that, he'll email all the umpires several days before they go live so be sure to check your email regularly.

If it says "none are available," check back frequently for any returned games that are put back out to Arbiter by Bob and rainout games that have been rescheduled.

After you have assigned yourself a game, you can flip to the "Calendar" tab to see a complete list of all the games you umpire.

What do you do if you find out later that you can't ump that game? It depends on how far away the game day is. **If it's at least 3 days before the game day**, just go to the Schedule - Calendar page, and on the game you can't ump, click "turnback". This automatically cancels you from that game and sends a message to Bob about it. He will then put the game back out into the self-assign pool. **If it is less than 3 days before the game day**, Arbiter will not have the turnback feature available beside the game and then you must find your own sub by contacting JSL umpires under the "list" tab. - see FAQs #16 for more info.

CALENDAR - shows games you've selected

Game # – click here to see all the game info, both umpires names and phone #'s. You can also insert a game note by clicking "Notes" and then the green + sign. Type the note, check "officials" if you'd like the officials (umpires) to be able to see the note or leave all unchecked then only Ump Coord and supervisors can see. Then click "save"

A "note" should be made AFTER a game for anything that involves umpire pay (i.e., you signed up for base ump but ended up doing the plate or vice versa).

You can only create a note for games you have umped. If you were a last minute sub and don't see the game you did on your schedule in Arbiter, make sure you email Bob right away so he can get the correction made so you are paid for this game.



WHAT SHOULD I DO RIGHT NOW:

To double check and make sure you are good to go in Arbiter, do the steps below ASAP (preferably tonight):

1. Log in to Arbiter
2. Go to PROFILE and make sure your complete mailing address (including city, state, and zip) and SSN are entered and correct. Note that the SSN is not visible to other umpires. Also click "phones" and make any changes. You must list at least one phone number so Bob can reach you if needed.
3. Go to SCHEDULE and SELF-ASSIGN - Bob plans to add test games to make sure everyone can see them before the real games go live. He will email you when these have been added.
 - If you can see them, you're good to go (please don't assign yourself a test game - if you do, then the other umpires can't see the test games)
 - If you can NOT see them, email Bob right away and let him know because this means when the real games come up and are ready to self-assign, you won't be able to see them either.

4. Also make sure you've been receiving ump emails from Bob. Make sure both of his email addresses listed on page 1 are added to your safe senders list.
5. If all is good above, then you're ok to wait for the email announcement from Bob that season games are added to Arbiter and are ready to self-assign (don't forget to log in to Arbiter and check email at least daily in case Bob has announcements between now and then)

OTHER:

Ump information is also posted on the "Umpires" page of www.jrsaltdogs.com. Please read the Umpire FAQs carefully as well as the Rules-At-A-Glance with Clarifications. Print the Rules file and keep a copy of it in your umpire equipment bag for reference.

Be sure to register you cell phone(s) to receive our rainout text alerts. Text JRSALTDOGS to shortcode 84483 to sign up. We also have two phone rainout lines. For those numbers and other rainout information, see the Rainout Info page of our website.

If you have questions during the season, check the FAQs first. If it's not covered or you still have questions, contact Bob.



2017 Umpires Frequently Asked Questions As of 4.18.17

1. **Who is the JSL Umpire Coordinator and how will he communicate with JSL umpires?** Bob Hanzlicek is the 2017 JSL Umpire Coordinator. He will primarily use email to communicate with umpires. Please make sure both of his email addresses (jslumpires@jrsaltdogs.com and Robert.hanzlicek1@gmail.com) are added to your safe recipients list so they don't get caught in your spam filters.
2. **How much and when will umpires be paid?** For U10 and U12 games, the pay rate is \$25/game for the base ump and \$35 for the plate ump. For U14 and U16 games, it is \$30/game for the base ump and \$40/game for the plate ump. All checks will be automatically deposited into your account. Below is the payment schedule.

<u>Pay Period Cutoff</u>	<u>Pay Checks Auto-Deposited on</u>
Fri, May 26	Fri, June 2
Fri, June 9	Fri, June 16
Fri, June 23	Fri, June 30
Fri, July 7	Fri, July 14
Fri, July 21	Fri, July 28

Umpires should keep track of the games they ump. In the event of a discrepancy on their check, contact Bob ASAP.

3. **What do I do if my mailing address or phone number should change?** Please correct it in Arbiter per the handout instructions AND also email Bob directly with the information.
4. **When will umpires receive tax information?** W2's will only be mailed to umpires who make \$600 or more in the 2017 season. They will come from the Lincoln Youth Baseball Organization (the JSL's legal name). Umpires who make less than \$600 should keep their pay stubs to use for tax purposes.
5. **Is Internet Access necessary to be a JSL umpire?** Yes, all communication with umpires is done via email and all games are assigned using the Arbiter Sports website at www.ArbiterSports.com
6. **How do I log on to Arbiter?**
 - a. For new umpires who have never logged in to Arbiter: go to the website above, enter your email address (the one you provided to Bob on your application). The default password is your last name (all lowercase letters). Once logged in, you'll be prompted to change your password.
 - b. For returning umpires: log in with the same email and password from last year. We do not receive the passwords so if you don't remember it, click the "forgot password" link in the upper right corner.
7. **How are games assigned to umpires?**

Regular season games -- Umpires will "self assign" themselves games choosing the number of games, nights and times, fields, age division, and umpire positions of their choosing. This also allows umpires to choose as many (or as few) games as they want.

Tournament games -- The U10-U16 divisions will have an end-of-season tournament through Jr Saltdogs
8. **Can umpires assign themselves a doubleheader?** Definitely and we encourage this. The only restriction is that if you want to ump a doubleheader it must be at the same complex and the same field (i.e., Fleming field 2). For a doubleheader, we also encourage (but don't require) that you do bases for one game and behind the plate for the other.
9. **How often should umpires sign into Arbiter?** At least once a day if not more. This allows you to (1) click "self assign" to see if there are any games you want to assign yourself to; and (2) to read any announcements posted by the Umpire Coordinator or other JSL Board Members.
10. **When can umpires start assigning themselves games?** Bob will send an email to all umpires to let you know the final date/time when games will be available on Arbiter. Games are self-assigned on a first-come-first-serve basis.

- 11. How many games can umpires assign themselves?** There is no limit for the overall season; however, we have set ArbiterSports so that each umpire can only assign themselves 8 games during each 24-hour period. [i.e., assuming May 1 is the first day umpires can begin self-assigning games, Umpire Joe logs on to ArbiterSports on May 1 at 9:00 am and assigns himself 8 games over the next few weeks. Once he assigns the 8th game, Arbiter brings up a message telling Joe that he has reached his daily limit and can't self-assign further games until 9:00 am the following day.] As long as umpires log in to Arbiter, the 8-game limitation each 24-hour period levels the playing field for all umpires so each has a fair chance of being able to accept games.
- 12. Will all the games be listed in Arbiter at the same time?** All U10, U12, and U14 division games will be listed and available for self-assign. It is possible that they may be added in shifts depending on when game schedules are finalized and ready for posting. Around June 1, the regular season U16 division games will be added; however, only umpires who are at least 18 years old will be able to see those games.
- 13. How long does it take for all the regular season games to be self assigned?** About a week. Because of this, if an umpire is going to be gone (vacation, camp, etc) in early May and won't have access to the Internet, he/she needs to make arrangements with a parent or another responsible adult to self-assign games for them. To do this, they will need your log-in and password for Arbiter as well as the dates you are available to umpire.
- 14. Once all the games are assigned, do I need to keep logging in to Arbiter?** Absolutely! Check Arbiter as many times per day as you can. Many times, umpires take a game and then can't work it so it will be put back out in the self-assign pool. Again, the first-come-first-serve rule applies as does the 6-game limitation during a 24-hour period.
- 15. Why does Arbiter say "there are no self assign games available?"** This means that all the games have been self-assigned. See previous question if you want more games.
- 16. How do I cancel a game that I self-assigned myself?** It depends on when the game day is.
- a. **If it is more than 3 days before the game --** you can cancel it yourself (Arbiter calls this a "turnback"). Simply go to your list of games in Arbiter and if it's within 3 days from the game day, Arbiter will have the turnback option beside the game. Simply select it and Arbiter will automatically remove it from your schedule and notify Bob so he can return the game to the self-assign pool.
 - b. **If it is 3 days or less from the game date –** it is your responsibility to find your own sub using only the JSL umpires listed in Arbiter. Once you find a sub, you must email Bob before the game giving him the game number, date, time, field, your name, and the name of your sub. The sub must also be copied on this email and needs to confirm via email with Bob that they accept the new umping job. This confirmation by the sub will hopefully avoid problems that have occurred in the past when subs were reported to Bob but weren't actually aware of it.
- 17. I have a friend/neighbor who umpes but not for JSL, can I use him for a sub?** No, only JSL umpires listed in Arbiter can be used.
- 18. What if umpires don't show up for one of their games and they don't find a sub?** Umpires who are "no shows" for a game are not acceptable. Many people are counting on you to be there. You must notify Bob immediately if you fail to show with an explanation. He may impose penalties which could include unassigning future games, imposing a monetary penalty from a future check, or removing an umpire for the remainder of the season. Remember, if you don't show up or find a sub, you are casting a poor light on the Junior Saltdogs League and you are also putting the other umpire for your game in the position of possibly having to ump the plate and bases all by him/herself.
- 19. Will umpires receive a reminder for games?** Yes, Arbiter automatically sends umpires a reminder 3 days before each game.
- 20. What is the official JSL umpire uniform and equipment?** JSL umpires must wear the gold umpire shirt, gray pants (no sweatpants), and black cap. If a sweatshirt or jacket is worn, it must be under the gold umpire shirt. In addition, the plate umpire must wear a face mask, chest protector (under the gold uniform shirt), and shin pads and have a clicker, brush and timer. You can purchase this equipment on your own or it is available as a set only from the Junior Saltdogs League for \$60. Based on the letter that was mailed to all 2017 umpires, if you needed to purchase a set from JSL, you needed to have let Bob know by April 17th and it was available for payment/pick up at the April 23rd umpire meeting.

21. **If I'm the base umpire, do I need to have the equipment noted in question #20?** Yes - ALL umpires must have ALL the equipment and should bring it to each and every game whether they are scheduled for the plate or base ump position. In the event the plate umpire doesn't show, the base umpire must be prepared to ump the plate. And in the event you're scheduled at a multi-field facility, we may move umpires around in the event of no shows. Be prepared!
22. **When should umpires arrive for games?** Umpires must be on the field ready to umpire at least 15 minutes before game time (earlier is better). Games start at 6pm and 8pm. Plan accordingly for traffic delays. Showing up at game time or 5 minutes before is unacceptable and will be disciplined.
23. **What should umpires do if they know they are going to be late for a game?** It is your responsibility to be on time but in the event of a rare circumstance which will make you late, you should call your umping partner immediately.
24. **What do I do if I ump a game and my ump partner doesn't show?** Before the game starts, communicate with both coaches to let them know you will be umping alone due to a no show. After the game is over, email the Ump Coordinator ASAP with your name and game # and tell him that your partner didn't show. Also let him know if you were forced to move from base ump to plate ump so he can adjust your pay rate.
25. **What if I forget the difference in rules between the divisions?** This can happen – the rules are posted on each division page of our website as well as the umpires page at www.jrsaltdogs.com. Umpires should print this, review it prior to a game, and keep it in their equipment bag for reference during a game if needed.
26. **How do umpires find out if games are cancelled due to weather?** Sign up for our JSL rainout text alerts by texting the word JRSALTDogs to shortcode 84483. Within 30 seconds, you should receive a welcome message to let you know your phone was registered successfully. If you don't receive this, go to the Rainout Info page of our website and see the troubleshooting instructions. JSL also has two phone rainout lines that you can call (402/441-9722 or 402/486-0552). DO NOT call or email Bob to ask about rainouts. Cancellations are made by 5pm and each field will be cancelled separately so don't assume just because one field is cancelled that another in a different part of town will be too. Some fields are able to handle more rain than others. It is very common for some fields to be cancelled while others have games.
27. **What happens if it begins to lightning during the game?** Communication between the umpire and coaches is crucial. Lightning up in the clouds is not a reason to call a game as the lightning could be far away but any bolt of lightning does justify calling the game. Safety of the players is our primary concern so use your best judgment. For your information, the game will count as a "full game" as long as half the innings or half of the game time (whichever comes first) has been played. If coaches should have any questions about it, please tell them to email their commissioner.
28. **Will umpires be paid if the game is cancelled?** No. The only exception to this is if the game is already in progress and is then cancelled. In that event, you will be paid for the first game only (no pay if you're scheduled for another game later that evening).
29. **Will there be shelter at fields in case of bad weather?** No, most fields do not have any shelters. For non-driving umpires, if the weather looks at all questionable on your scheduled game night, plan to have a parent at the field or close by.
30. **Will a JSL supervisor be at the fields?** We plan to have site supervisors at Fleming, Optimist, Union, and Densmore. It is not possible for them to cover all the single-field facilities. In case of an issue or problem with a coach or fan, please contact Bob as soon as possible after the game.
31. **No umpire should be texting or talking on their cell phones.** Since game timers are now used, the ONLY reason an umpire would need to be looking at their cell phones is to perhaps check a weather app. However if you are umping on a field with a site supervisor, they will be monitoring the weather. If a supervisor or coach informs us that the umpire was on his phone at any time of the game, this is subject to discipline by Bob.
32. **Friends or significant others should not be at the field.** You are being paid to do a job. Between innings you should be counting the pitcher's warm up throws and making sure the game keeps moving, not talking to your friends.

- 33. A coach should never push, shove, or scream at you.** If the coach has a question with a call you make, you will invite them to talk with you after the inning. If they scream at you then you will tell them that this is their warning and next time they will be ejected from the game. I consider a scream to be a coach leaving the dugout and talking very loudly in front of your face. If a coach lays a hand on you then you will eject them immediately. If an ejected coach does not leave the field in 5 minutes then they will forfeit the game and you will be fully paid.
- 34. What if a parent is screaming at me?** This is part of the game. You will say nothing to the parents or crowd. The only time you will have any interaction with the parents and crowd is if they run out onto the field. At that point you will eject them immediately. If they do not leave in 5 minutes then that team will forfeit the game (this has never happened before). Most of the crowd will thank you after the game.
- 35. What if the other umpire did a bad job?** If you feel the other umpire made an incorrect call, was fooling around, slacking, or did a poor job, please email Bob after the game. He will take the appropriate actions.
- 36. What if players are using foul language and insulting me?** If you hear foul language, tell the coach and he will discipline his team. If the players are saying insulting things to you then you will ignore them unless they use foul language.
- 37. How long are the games?** See the rules sheet as noted on question #25. All U10-U16 games have a maximum game time of 1 hour and 50 minutes OR 6 innings for U10/U12 or 7 innings for U14/U16, whichever comes first. Time starts at the first pitch. All plate umpires will use a game timer which will be clipped on the back fence.
- 38. Why do umpires have a timer?** One of the most common complaints we receive is “why did the game end early?”. Most of the time this is because parents misunderstand how long the games are. We started using timers several years ago and it has helped tremendously. The timer should be used for every game. Set it for 1 hour 50 minutes, announce in a loud voice that “game time is 1 hour, 50 minutes and begins now”, start the timer and clip it to the back fence. Coaches can check the remaining game time between innings. When the timer goes off, let it ring for just a little bit so that everyone (coaches, players, parents) hears it.
- 39. Can a game end before the timer goes off?** Yes, but only if the max number of innings have been played (6 full innings for U10/U12 or 7 full innings for U14/U16). If not, then the game should not end before the timer goes off.
- 40. When the timer goes off is the game over immediately?** Not necessarily. There has been a lot of confusion among umpires and coaches on this so we have clarified it with various scenarios as indicated in Section II on the Rules-At-A-Glance attachment. Please review this section carefully to make sure you understand it. If you have any questions, please contact Bob.
- 41. What happens if the first game of the night ends late?** Umpires should do everything they can to make sure the games start promptly and keep moving. Count the warm-up pitches between innings and be consistent. Getting the first game started and ended on time is important so the 8pm game starts on time...this is especially important in May on school nights.
- 42. Are other players, older siblings or adults allowed to warm up the pitcher?** Yes, they can. But anyone 18 yrs or younger MUST wear a catcher’s mask/helmet if they are warming up the pitcher – this applies whether the warm up is on or off the field. If you’re unsure how old someone is, ask them.
- 43. Can older siblings be a line coach?** Yes, but anyone 18 yrs or younger MUST wear a helmet. No exceptions! Again, if you don’t know how old someone is, ask them.
- 44. When must a player slide?** Sliding is a rule in U10-U16 for all bases (except 1st base) WHEN THERE IS A CLOSE PLAY. Please see Section III(B) on the Rules-At-A-Glance Clarifications on what happens if a player does not slide. At the coaches meeting, coaches will be told that early in the season a warning may be given to each team; however by mid-season, umpires may give the warning at the plate meeting prior to the start of the game.
- 45. Is there a pitching limit?** Yes, pitchers can only pitch 3 innings in U10-U14 and 4 innings in U16. 1 pitch to 1 batter is considered an inning. Once a pitcher leaves the game, he can NOT return at a later time to pitch in the same game. Example: Joe pitches the 1st and 2nd innings, Sam pitches the 3rd inning. Joe can NOT return and pitch in the remaining innings.
- 46. How many warm-ups pitches are allowed?** New pitchers are allowed up to 6 warm-up pitches. Returning pitchers are allowed up to 3 pitches. Please be sure to watch and count this carefully. Every season we get calls from coaches/parents, that umpires are not following this. More warm-ups means longer games which makes games end late and the following game start late.

- 47. Can any bat be used during JSL games?** No, in order for a bat to be used during a JSL game, the bat must have a white “Approved” sticker (for U8-U14) or a green “Approved” sticker (for U16) above the bat’s grip. This sticker will be placed on the bat by a JSL rep once we inspect and determine the bat meets JSL requirements. Bat inspections are not done by umpires at the field, and no game should be delayed for a bat inspection. All coaches will be notified at the coach meeting about the process for a bat inspection once season games begin. As a point of information, site supervisors should have stickers and can do the inspections; however, site supervisors are not available at all game fields.
- 48. How many coaches are allowed per team for U10-U16?** Due to problems we’ve had the last couple seasons and some complaints, we are allowing a maximum of 3 coaches per team (and we’re providing 3 coach shirts for each team). Coaches are not allowed on the field unless they have the team shirt on. When the team is batting and coaches are on the 1st and 3rd base lines, only 1 additional adult (either the team’s 3rd coach or another adult) can be in the batting team’s dugout. All other adults, must be in the stands. Umpires should cover this at the plate meeting before each game begins. Umpires and JSL Site Supervisors will work together to enforce this.
- 49. What if I have a question or concern?** Feel free to email the Ump Coordinator any time. There are many situations that don’t happen very often. If you make a call in a game and then later are uncertain about it and want to make sure you made the correct call, email Bob. That’s the best way to learn.

MOST IMPORTANT...BE CONSISTENT with all the above rules. It’s very frustrating for coaches (and parents) to do something for several games and then be told in game 3, 4 or 5 that it’s against the rules. It makes all the umpires look bad!



2017 Junior Saltdogs League Rules At-A-Glance

	U6 T-ball	U8 Machine Pitch	U10	U12	U14	U16
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'	70'	80'	90'
Home to 2nd	84' 10"	84' 10"	84' 10"	99'	113' 10"	127' 3"
Pitching	46'	46'	46'	46'	54'	60' 6"
Innings allowed to pitch per game	N/A	N/A	3	3	3	4
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 (see below*)	No	No	yes, after pitch crosses plate	yes, after pitch crosses plate	Yes	Yes
Steal home	No	No	Yes (1)	yes, after pitch crosses plate	Yes	Yes
Advance on overthrow	No	No	Yes (2)	Yes	Yes	Yes
max. # players in field/min. #	10/7-players (3)	10/7-players (3)	9/7	9/7	9/7	9/7
Batting Tee used	Yes	No	No	No	No	No
Coaches on field (8)	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	No	Yes	Yes	Yes
Sliding allowed (7)	Yes	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 HS 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) In U10 players can steal home only when a play is made at another bag, or on the player at 3rd. Players may not steal home if the ball is overthrown from the catcher to the pitcher, wild pitch or pass ball.

(2) Except throws back to pitcher from any position. Once pitcher has control of the ball, players must stop at current bag or bag already advancing to.

(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. Bats approved by Little League and for current High School play are legal to use for JSL. Bats must have a league approved sticker.

(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.

(7) If there is ever a close play at any bag or home plate, the runner must slide (with the exception of 1st base). If the runner does not slide, they can be called out by the umpire.

(8) Coaches can not talk to opposing players unless in a positive manor. If the coach does otherwise, they can be removed from the game.

Junior Saltdogs Baseball League In-House Rules

Rules explicitly amended in this document take precedence over all other rules.²

I. Administration

A. Coaches

1. A plate meeting between a coach and an umpire is mandatory
2. Head Coach and Assistant coach must wear a Team Jersey
3. Scorekeepers and other parents in the dugout are assistant coaches
4. Head coach is responsible for all assistant coaches
5. Fan control is the head coaches responsibility
6. A coach that is ejected from a game is also suspended for, at minimum, the immediate following game.
 - a) All Ejections will be reviewed by the Junior Saltdogs Board of Directors and further consequences may follow.
 - b) There is no appeal process to an ejection. All rulings on the field are final.
7. While an inning is in progress, to address an umpire a coach must call "TIME" and wait for time to be granted by the Umpire. The Umpire is not required to grant Time to a coach.
8. Any offensive language is grounds for ejection
9. Coaches are responsible for dugout cleanup at all fields following their game
10. Coaches can not talk to opposing players unless in a positive manner.
11. Standings in each league at the end of the season will be determined by:
 - a) Win Percentage
 - b) Head to head
 - c) Coin flip

B. Players

1. 7 players is the minimum number of allowed players for a game to be official
2. Only players On a roster are permitted. Violation of this rule will result in the dismissal of the head coach and possible further action against involved parties.
3. All players must wear league supplied jersey
4. Players may only wear a league supplied hat
5. Players may request "TIME" from an umpire, but the Umpire is not required to grant Time to a player without a valid reason.
6. Any offensive language is grounds for ejection

C. Umpires

1. Umpires are performing a job and should be treated as so, casual chatting between innings is not necessary. If a rule clarification is needed, a meeting with both umpires can occur between innings. The opposing coach may be present for this meeting.
2. Umpires judgment calls are NOT negotiable. Immediate ejection could occur for coaches violating this rule. There is NO appeal process.¹

D. Equipment

1. All Batting helmets must have a facemask
2. All players warming up a pitcher must have a catchers mask
 - a) On and Off Field
3. Game baseballs provided by the League must be used
4. All baseball bats must have an "Approved" sticker placed by a league official
 - a) A player using a bat that is not approved is immediately called OUT
 - (1) This must be addressed during the at bat by a coach calling TIME
5. No restrictions on glove style or size. Any legally manufactured glove can be used.

II. Game Time

- A. Game length is noted on the "Rules at a Glance" for each division.
- B. 6 pm games start no later than 6 pm. They may start earlier with both coaches permission.
- C. A 5 minute grace period is allowed to field a team. Game time still starts when the umpire declares (ex. team must be fielded by 6:05 pm)

- D. No new inning shall be started after the timer goes off.
- E. Timers will be displayed publicly for coaches and players.
- F. In the event of severe weather, A complete game consists of (1) of the following:
 - 1. 3 full innings played
 - 2. ½ the game time, before any stoppage (35 for u6, 55 minutes for other divisions)
- G. Cases that a game could end:
 - 1. SITUATION: Timer goes off. Home team is batting and home team is winning.
 - a) ACTION: Game over.
 - 2. SITUATION: Timer goes off. Home team is batting, home team is losing by less than Five runs.
 - a) ACTION: The game ends when either (3) outs are made or the home team is winning by one run
 - 3. SITUATION: Timer goes off. Home team is batting, home team is losing by exactly Five runs.
 - a) ACTION: The game ends when either (3) outs are made or the home team scores Five runs. (ends in tie)
 - 4. SITUATION: Timer goes off. Visiting team is batting and Visiting team is winning by less than Five runs.
 - a) ACTION: The game ends when:
 - (1) The visiting team goes up by more than (5) runs,
 - (2) Three outs are made in the BOTTOM of the inning (home team batting),
 - (3) The HOME team goes up by (1) run, or
 - (4) Five runs are made by the HOME team.
 - 5. SITUATION: Timer goes off. Visiting team is batting and Visiting team is losing by less than Five runs.
 - a) ACTION: The game ends when:
 - (1) HOME team is winning and three outs are made in the TOP half of the inning.
 - (2) HOME team is losing and three outs are made in the BOTTOM of the inning.
 - (3) HOME team goes up by one run.
 - (4) Five runs are made by the HOME team.
 - 6. SITUATION: Timer goes off. Visiting team is batting and visiting team is losing by more than Five runs.
 - a) ACTION: The game ends after the current batter. (visiting team loses).

III. Game Play

A. Batting

- 1. Batters must make an attempt to move out of the way from a pitch

B. Sliding

- 1. Baserunners MUST slide on all close plays*
- 2. If a runner does not slide and the umpire rules it a close play:
 - a) If there is no contact to the fielder, the runner's team will be given a warning
 - (1) Only 1 warning will be given to each team per game
 - b) If there is contact to a fielder, the runner will be called OUT and the team will be given a warning
- 3. After a warning is given, runners who do not slide on close plays will be called OUT

C. Baserunning

- 1. Runners must NOT maliciously contact fielders, regardless if they are making a play*

D. Pitching

- 1. Each player may only appear once as a Pitcher during a single game. Once removed as Pitcher, a player may not return as a Pitcher in that game.
- 2. See (IV) Division Specific section for the maximum number of innings a player may field the Pitchers position.

IV. Division Specific

A. U6 - Tee Ball

- 1. A maximum of 10 defensive players on the field

- a) Players must play real baseball positions (6 infield, 4 outfield)
 - b) Players must not overload one side of the field
- B. U8 - Coach Pitch
 - 1. Batters get 5 pitches to make a hit; after 5 pitches the batter is OUT
 - a) If the Last pitch is FOUL, another pitch will be given
 - 2. Bunting is NOT allowed
 - 3. There are NO walks
 - 4. The Tee will not be used in any situation
 - 5. Coaches must pitch within 5 feet of the pitchers rubber. The Pitcher must stay even to or behind the coach
 - 6. A maximum of 10 defensive players on the field
 - a) Players must play real baseball positions (6 infield, 4 outfield)
 - b) Players must not overload one side of the field
- C. U10
 - 1. Pitchers may pitch a maximum of three innings
 - 2. Stealing
 - a) Allowed only after the ball crosses the plate*
 - (1) If caught leaving the base before, it is a DEAD BALL, the runner is automatically out
 - b) Home plate cannot be stolen unless a play is made on a runner
 - (1) Ex: Runners on first and third, runner on first steals, catcher throws to second, runner on third may now steal home.
 - (2) Ex: Catcher throws ball to third base after a pitch, runner on third may now steal home.
 - (3) Ex: The ball is hit into play, runner on third may now advance home.
 - c) Home plate cannot be stolen on an overthrow to the pitcher from any position*
 - d) Runners must stop their advancement once the pitcher has control of the ball on the pitchers rubber
 - (1) If a runner is between bases, he is able to advance to the next base, but the ball is still live and the pitcher may make a play on him until his progress is stopped.
- D. U12
 - 1. Pitchers may pitch a maximum of three innings
 - 2. Stealing
 - a) Allowed only after the ball crosses the plate*
 - (1) If caught leaving the base before, it is a DEAD BALL, the runner is automatically out
 - b) Home plate is open for stealing
- E. U14
 - 1. Pitchers may pitch a maximum of three innings
 - 2. Balks are called at the discretion of the umpire*
- F. U16
 - 1. Pitchers may pitch a maximum of four innings in a game
 - 2. Balks are called at the discretion of the umpire*
 - 3. Bats must be legal for high school use
 - 4. If a team is winning by more than 10 runs after five complete innings, the game ends.

ⁱ Articles denoted with * are Umpire judgement calls.

² All Rules are final for the 2017 Baseball Season