



2018 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
As of 4/17/2018

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. U10-U16 leagues will have a Max of 3 coaches per night.
 - a) U6 and U8 are allowed 4 coaches
 - b) The total amount of coaches includes any adult on the field or in dugout
12. Only coaches in their teams assigned Junior Saltdogs Jersey will be allowed on the field.
 - a) A coach in the dugout does not need a league supplied jersey, but must NOT step into the field of play for any reason. Any adult in the dugout is considered a coach and must abide by league coaching rules and standards.
13. If Coaches wear a hat, it must be the official Junior Saltdogs League provided hat.
14. 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
 - a) Less than 7 will result in a FORFEIT.
2. Only players on the official 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
7. A player 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.

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 the 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.

E. Fields

1. Teams are NOT allowed to practice / take infield before the game starts
 - a) Pitchers may not warm up on the pitchers rubber until their team takes the field to start the game.
2. Home team will be in the 3rd base dugout.
 - a) In the event of a double header, teams are not required to switch dugouts.

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 (55 minutes)
- 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
- 2. Only 1 batter may be On-Deck at a time. All other players must be within dugout.

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*
- 2. Pinch runners are not allowed.
 - a) Exception: If an injury occurs to a baserunner, a pinch runner may take their place. The pinch runner MUST be the last batter/runner to be called OUT.
 - (1) Example: Runner on 2nd base injures his ankle. TIME should be called and granted by an umpire. It should be determined if Runner on 2nd can resume. If he can not, the last recorded OUT (in this or previous inning) will take his place.

D. Pitching

- 1. New Pitchers will receive a maximum of 5 warm up pitches.
- 2. Returning Pitchers will receive a maximum of 3 warm up pitches.
- 3. 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.
- 4. 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
- 2. Games will be played at 6 and 7:30 on week nights.

B. U8 - Machine Pitch

- 1. Batters get 5 pitches to make a hit; after 5 pitches the batter is OUT
 - a) If the Last pitch is FOUL, the batter is given another pitch.
 - (1) Exception: If the pitch is a foul-tip and caught by the catcher, the batter is OUT.

2. Bunting is NOT allowed
 3. There are NO walks
 4. The Tee will not be used in any situation
 5. 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
 6. The provided pitching machine must be used and operated by the batting team's coach.
 7. The defensive pitcher must stay even to or behind the pitching machine.
 8. The pitching machine must not be adjusted at any time. If assistance is needed, Junior Saltdogs Site Supervisors should be notified.
- C. U10
1. Pitchers may pitch a maximum of three innings in a game
 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 can not 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 can not 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 in a game
 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 in a game
 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 10 runs or more after five complete innings, the game ends.

ⁱ Articles denoted with * are Umpire judgement calls.

² All Rules are final for the 2018 Baseball Season