

Junior Saltdogs Baseball League In-House Rules  
As of 6/12/2025

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

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. The head coach is responsible for all assistant coaches.
5. Fan control is the head coach's 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 cannot talk to opposing players unless in a positive manner.
11. U10-U17 leagues will have a Max of 3 coaches per night.
  - a) U6 and U8 are allowed 4 coaches.
  - b) The total number 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
15. There will be no walk-up music when at bat or music played during warming up in the field.

B. Players

1. 7 players are 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 a league supplied jersey and hats.
4. All players U10 to U17 must wear baseball appropriate pants and closed toe shoes.
5. All players must play in the field a minimum of 2 innings and will bat the complete game.
6. Players may request "TIME" from an umpire, but the Umpire is not required to grant Time to a player without a valid reason.
7. Any offensive language is grounds for ejection.
8. 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. Spectator ejection. (same guidelines as player or coach ejections)
    - 1. If any spectator is ejected from the game, they must leave for the remainder of that game and cannot attend the next game played. If the next scheduled game is rained out, that does not count as the next game played.
    - 2. If any spectator is ejected for the 2<sup>nd</sup> time, they will be banned for the remainder of the season.
  - D. 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.<sup>i</sup>
  - E. Equipment
    - 1. All Batting helmets must have a facemask. If a player uses a helmet without a facemask, they will be automatically out.
    - 2. All players warming up a pitcher must have a catcher's 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.
    - 6. Catchers must wear all the provided catcher's equipment. This includes shin guards, chest protector, face mask, and catcher's mitt.
      - a) Equivalent self-owned equipment is allowed, but Junior Saltdogs officials hold the right to deem equipment unfit for any reason.
  - F. 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. The 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 (35 minutes U6, 45 minutes U8 and 55 minutes all 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).
  - H. For tournament games that cannot end in a tie, a maximum of 2 innings or 30 minutes (whichever occurs first) will determine the winner. If either has occurred and it is still a tie, there will be a coin flip to determine the winner. The home team will call the flip.
- 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. A runner may not deviate from his direct pathway to the bag/plate in order to initiate contact with the opposing team or otherwise initiate an avoidable collision. If, in the judgment of the umpire, a runner initiates contact with the fielder in such a manner, the umpire shall declare the runner out (regardless of whether the fielder maintains possession of the ball) and eject the runner from the field. In such circumstances, the umpire shall call the ball dead, and all other base runners shall return to the last base touched at the time of the collision. If the runner slides into the bag/plate in an appropriate manner, the umpire can make the judgement not to rule an out or an ejection. This rule change replaces the mandatory slide rule on close plays and the focus will remain on player safety.
- IV. Position Specific
- A. Baserunning
    1. Runners must NOT maliciously contact fielders, regardless of 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 cannot, the last recorded OUT (in this or previous inning) will take his place.
  - B. 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 in the Pitchers position.
5. Each pitcher can be visited by the coach a maximum of 2 times. Upon the second visit, the pitcher must be removed from the game. This does not have to be in the same inning, but it is during the total innings a pitcher is on the mound. A visit can be determined by the umpire as any time a coach crosses the base line into the field.
6. A balk results in an instant dead ball situation.

C. Catching

1. Catcher must wear shin guards, chest protector, face mask and catcher's mitt if supplied by the league. The following equipment is supplied per division.
  - a) U6 – chest protector and face mask
  - b) U8 – chest protector, face mask and shin guards
  - c) U10 to U17 – chest protector, face mask, shin guards and catcher's mitt.
2. Any player catching (U10 and above) must use a catcher's mitt. If your catcher is left-handed, you can request a left-handed catcher's mitt. If a player is catching without a catcher mitt, they can either change their glove or a different catcher will need to be inserted.

V. 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 weeknights.
3. A fair play arc will be put on the field approximately 2' in front of the plate. A hit ball is considered fair and in play if hit beyond this arc.

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.
9. If the pitching machine is struck by a hit baseball, the ball is considered dead, and the batter will get 1<sup>st</sup> base. All other runners will advance one base.

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 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 pitcher's rubber.
  - (1) If a runner is between bases, he can 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.
- 3. For all tournament games, the highest seed will be the home team.
- 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.
  - 3. For all tournament games, the highest seed will be the home team.
- E. U14
  - 1. Pitchers may pitch a maximum of three innings in a game.
  - 2. Balks are called at the discretion of the umpire\*
  - 3. If a player is ejected from the game, that team will incur an additional out either that inning or the next immediate inning. For example, if the batter/runner is ejected, this out will be the next additional out. If there are 2 or less outs, the additional out will be that inning. If there are 3 outs already that inning, the team will start the next at bat with 1 out. If the ejection occurs when the team is fielding, their teams next at bat will start out with 1 out. These same guidelines will be used if a player on the bench is ejected. This additional out will not carry over from one game to the next.
  - 4. For all tournament games, the highest seed will be the home team.
- F. U17
  - 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.
  - 5. All U17 players must have a player card. This player card will be kept by a JSL league official. The player card will contain a picture of each player, his name, address, birth date, team name and uniform number. These player cards will be used to verify players that are registered to play on that team. All players must be verified with their player cards before the game can proceed. This will be done before each game. If any player shows up late, they must check in with the supervisor before they can enter the game. Any player that does not have a player card will not be able to play. There will be no exceptions.
  - 6. If a player is ejected from the game, that team will incur an additional out either that inning or the next immediate inning. For example, if the batter/runner is ejected, this out will be the next additional out. If there are 2 or less outs, the additional out will be that inning. If there are 3 outs already that inning, the team will start the next at bat with 1 out. If the ejection occurs when the team is fielding, their teams next at bat will start out with 1 out. These same guidelines will be used if a player on the bench is ejected. This additional out will not carry over from one game to the next.
  - 7. Coaches for the U17 division must be 21 years or older.
  - 8. For all tournament games, the highest seed will be the home team.

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<sup>i</sup> Articles denoted with \* are Umpire judgement calls.