



# Junior Saltdogs League Umpire Meeting

April 26, 2026

Thanks to our 2026 Community Partners and Home Run Sponsors for sponsoring today's meeting.





Included in this handout are the following:

- What you should do right now before the game schedule releases (pg 3)
- ACH Bank Form (pg 4)
  - New JSL Umps must complete and return this form **no later than May 5** to JSL President Dina Euler at [jslpresident@jrsaltdogs.com](mailto:jslpresident@jrsaltdogs.com), or put in an envelope with her name on it:

<u>Mail to:</u>	<u>Drop off to bank teller at:</u>
Dina Euler	Midwest Bank – 2655 Jamie Ln
Midwest Bank	
2655 Jamie Ln	
Lincoln NE 68512	
- Instructions for how to use [www.Arbitersports.com](http://www.Arbitersports.com) (pg 5-7)
  - Remember this software is how you sign up for games so if you don't understand how to use it, you may get fewer games which translates into less money for you. So please read through these carefully **before** season games are posted so you are prepared when games go live for scheduling. (NOTE: you must have at least one phone number in Arbitersports so Bob can contact you if needed)
- Umpire FAQs (pgs 8-15) -- Read carefully as there is a lot of information in here and things that you need to know on the administrative end as well as on the actual game side for umping.
- Jr Saltdogs League Rules-at-Glance Matrix and Rules for U6-U17 Divisions (pgs 16-21)
  - Keep a copy of this on your person at games as a reference for you in case any questions come up.

Following today's meeting, this complete handout will also be linked on the *Umpires* page of our website at [www.jrsaltdogs.com](http://www.jrsaltdogs.com) for reference throughout the season.

**NOTE: Bob is happy to answer questions; however, he has a real 8am-5pm job and a family so please don't expect an immediate answer. If you could help him out by reviewing the attached documents to see if your question is already answered before reaching out to him.**



## WHAT SHOULD YOU DO RIGHT NOW BEFORE THE GAME SCHEDULE RELEASES:

1. Make sure you do everything **in red** on the Arbiter instructions.
2. Make sure you can see the test games that Bob will post on Arbiter. He will talk about this at the ump meeting.
  - If you can see them, you're good to go (please do NOT assign yourself a test game – this is not a real game and 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 are added, you won't be able to see them either.
4. Make sure you've been receiving ump emails from Bob. Make sure both of his email addresses listed at the top of the Arbiter instructions are on your safe senders list.
5. If you didn't turn in your ACH form at today's meeting, be sure you either mail or drop it off **no later than May 5** to Dina (see her addresses on prior page) so we can get you in our system (we assume you'd like to get paid for the games you work!).
7. Register for our rainout alerts – this is how Bob, umpires, coaches, and parents find out if games are cancelled. See the directions on how to register on the *Rainout Info* page at [www.jrsaltdogs.com](http://www.jrsaltdogs.com).
8. Pull the printed rules pages off the back of this handout and put them in your ump bag so you have them handy at all games.



Complete and bring to the Ump  
Meeting on Sun, April 26.

**AUTHORIZATION AGREEMENT FOR PRE-AUTHORIZED (ACH) CREDITS**

Company Name: Lincoln Youth Baseball Organization (dba Jr. Saltdogs)

I (we) authorize the above Company to initiate credit entries to my (our) checking/ savings account (select one) indicated below and the depository financial institution named below, called Depository, to credit the same to such account. I (we) acknowledge that the origination of ACH transactions to my (our) account must comply with the provisions of U.S. law.

Depository (Bank)

Name: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Transit/ABA No.: \_\_\_\_\_ Account Number: \_\_\_\_\_

Account Type (Please circle):    Checking                      Savings

Payment Frequency: Every other Friday                      Payment Amount: Determined by number of games completed  
(Subject to change upon notification by company or association).

**Disclosures**

This authority is to remain in full force and effect until Company has received written notification from me (or either of us) of its termination in such time and in such manner as to afford Company and Depository a reasonable opportunity to act on it. In no event shall it be effective with respect to entries processed by the Company prior to receipt of notice of termination.

I (we) further authorize the Company to initiate such debit entries to said account as may be necessary to correct any erroneous credit entries previously initiated thereto. I (we) authorize the Depository to accept and to credit or debit the amount of such entries to my (our) account.

I (we) have the right to stop payment of any entry by notification to Depository prior to the posting of item to the account.

The undersigned hereby agrees that all entries initiated hereunder are to be governed in all respects by the Rules of the National ACH Association as now or hereafter in effect and agrees to be bound thereby.

Umpire/Customer Printed Name: \_\_\_\_\_

Customer I.D. (social security number): \_\_\_\_\_

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

**Please attach voided check.**

**NOTE: If you don't have a voided check, double check that the ABA number and your bank account number are correct and very clearly written.**



**JUNIOR SALTDogs LEAGUE**  
**How to Use the Arbitersports.com Website**  
updated 4.11.26



**2026 JSL Umpire Coordinator:**  
**Bob Hanzlicek - robert.hanzlicek1@gmail.com, jslumpires@jrsaltdogs.com**

All announcements/scheduling are done thru Arbiter Sports at <http://www.arbitersports.com>.  
**Make sure you can log in to it using 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.**

JSL umpires self-assign themselves regular season games on a first-come first serve basis. The system allows an umpire to schedule themselves for 8 games every 24 hours. After the 8<sup>th</sup> game is taken Arbiter will say you've reached your max for the day. So wait 24 hours and log back in to assign yourself more games.

Arbiter wants all the early games to be assigned first so on the first day when the schedule is released and games show up on the Self-Assign list, you probably won't see the entire season....and if you "block" yourself (more details on that below) for any dates, then you will see even less games on day 1. But don't worry, just remember to log in again on the next day to see more. But don't forget! If you're going to be on vacation or gone the first few days that the game schedule is released, give a parent your log in information and the game dates/times that you are available to work so they can select games for you.

**What you'll see after you log in to Arbiter:**

The first page you see when you log in is the DASHBOARD...

- Action items-Get Pay Sooner -- ignore this, we don't use ArbiterPay
- Upcoming Schedule – you'll see games here after you select them
- Announcement – this is where Bob and/or other JSL Board Members will post important things for all umpires – 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.

Other headers across the page are SCHEDULE – PAYMENTS – BLOCKS – ELIGIBILITY - LISTS - SETTINGS. Below is a recap of them:

SETTINGS (far right)
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On the bar under settings, you'll see PREFERENCES, CUSTOM FIELDS and PASSWORD.

**PREFERENCES:**

- Under PHONE NUMBERS, make sure your cell number is listed. If not, add it
- Under ALERTS, make sure all the boxes are checked for both your email and cell number so you receive all the alerts
- Under CALENDAR SYNC, use if you'd like but if a game doesn't get on your calendar and you're a no show, it's not an acceptable excuse to say "calendar sync" messed up
- Under TIME ZONE, make sure central time is selected and the date range shows 4/1/2026 thru 8/1/2026 (if not, change it to this)
- When done with above, click Save.

CUSTOM FIELDS – ignore this, we don't use it

PASSWORD - go here to change your password

## SCHEDULE

Below Schedule, you'll see CALENDAR, SELF ASSIGN, ATTACH and MASTER SCHEDULE

CALENDAR – This is where all of your games will show up after you have selected some. Most are games you self-assigned yourself. But if you see the words “Accept” or “Decline” along the right margin for a game, this is one that Bob has assigned you to (he will talk to you by phone before assigning you to a game this way). If you see this, you will need to select Accept or Decline to make it official.

Under the list of your games, you will be able to see the 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 the plate ump was a no show so you were moved to 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 – if you don't see the game that means you won't be paid for it.

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. At that time you'll see the list of games.

If it says “no self-assign games are available; please try again later,” please do that and frequently for any returned games that are put back out to Arbiter by Bob and rainout games that have been rescheduled (Umps change their minds quite often so Bob returns many games – the more often you recheck Arbiter for games, the better your chance of being able to grab one to work.

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**, the turnback feature is not an option – you must find your own sub by contacting JSL umpires under the “list” tab. - see FAQs #16 – verify for more info.

**NOTE: While it's not a problem to occasionally turnback a game, every time you do this, the system requires Bob to go in and do a manual adjustment to push it back out to the schedule for another ump to take it....so doing the math, if 75 umpires turnback 1 game a day, it requires Bob to go into the system 75 times to push it back out! So please do Bob a favor, and look at your schedule BEFORE you assign yourself games so you don't take ones that you need to turnback**

ATTACH – not used, disregard this tab

MASTER SCHEDULE - lists all U10-U17 season games that require umpires. All U10-U14 regular season games will release first for assignment. U17 games will be added in early June and will only be visible to those who are 18 or older.

PAYMENTS – disregard this page, we use a different payroll system

**BLOCKS**

Right now (before the game schedule is released), you should go through your mid-May thru July calendar to determine dates you know that you can't work games. If there are any, on the far left, under Action, select "Full Day Block" or "Part Day Block" (if part day, select your time range), and then in the calendar, click the date you can't work. The Legend shows what each color means.

How does the above help you? When the game schedule releases, it won't show you any games that are on days that you blocked so it keeps you from accidentally taking a game you can't work. Obviously, the more dates you block, the fewer games overall you'll most likely be working though.

Be sure to keep your "Blocks" schedule updated throughout the season.

**ELIGIBILITY – disregard this page**

**LISTS**

Under Lists, you'll see OFFICIALS, ASSN OFFICERS, SITES and FORMS. We only use OFFICIALS and SITES – disregard the others

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 potential baseball fields, however we won't be using all of these fields. All listed are used except for Ballard, Mahoney, and UNI. Click the address for Google map.







**2026 Umpires  
Frequently Asked Questions  
As of 4.11.26**

1. **Who is the JSL Umpire Coordinator and how will he communicate with JSL umpires?** Bob Hanzlicek is the JSL Umpire Coordinator. He will primarily use email to communicate with umpires. Please make sure both of his email addresses ([jslumpires@jrsaltdogs.com](mailto:jslumpires@jrsaltdogs.com) and [Robert.hanzlicek1@gmail.com](mailto:Robert.hanzlicek1@gmail.com)) are added to your safe recipients list so they don't get caught in your spam filters. Also make sure you have one phone number listed in Arbiter so he can reach you by phone if needed.
2. **How much and when will umpires be paid?** For U10 and U12 games, the pay rate is \$30/game for the base ump and \$40 for the plate ump. For U14 and U17 games, it is \$35/game for the base ump and \$45/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>
Sat, May 23	Fri, May 29
Sat, June 6	Fri, June 12
Sat, June 20	Fri, June 26
Sat, July 4	Fri, July 10
Sat, July 18	Fri, July 24
Thur, July 31	Fri, Aug 7

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 asap per the handout instructions.
4. **When will umpires receive tax information?** Umpires are considered independent contractors (not employees). 1099's will only be mailed to umpires who make \$600 or more during the season. They will come from the Lincoln Youth Baseball Organization (the JSL's legal name). Umpires who make less than \$600 should track their pay from their banking deposits 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](http://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** – For the end-of-season tournaments, Bob may use self-assign for some tournament games and he may also assign some of them (in which case you will need to accept/decline the game in Arbiter

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 on 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. Once he assigns the 8<sup>th</sup> 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 U17 division games will be added. Only umpires who are 18 or older can ump U17 games.
13. **How long does it take for all the regular season games to be self-assigned?** Depends on how fast umpires log in and take them. 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 should 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?** Yes! 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 8-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 with an explanation if you fail to show for a game. 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 black polo umpire shirt, gray pants (no sweatpants), and black cap. If a sweatshirt or jacket is worn, it must be under the umpire shirt. In addition, the plate umpire must wear a face mask, chest protector (under the umpire 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 \$100. Refer to the April 2026 letter that Bob emailed to all 2026 umpires which indicated if you want/need to purchase equipment from JSL. You must let Bob know your shirt size and if you want to purchase ump equipment from us by April 20. If so bring \$100 (exact cash or check payable to Jr Saltdogs) with you to the April 26 umpire meeting along with your completed ACH form that Bob emailed.
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). Evening 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. If you're running tight to 15 minutes before game time, we suggest you jog into the complex/field – parents and coaches notice and are quick to let us know if a "late" ump is slowly walking to the field and/or is on his cell phone.
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. On the 4-field complexes, we will also have a JSL Site Supervisor who will be checking in with you prior to and during your game so also let him know (see question #30).

- 25. What if I forget the difference in rules between the divisions?** This can happen – the rules are posted on the *Rules-Reference Materials* page at [www.jrsaltdogs.com](http://www.jrsaltdogs.com) (and they are also attached at the end of this document) Umpires should print this, review it prior to a game, and keep it in their equipment bag for reference during a game if needed (there are some differences by division).
- 26. How do umpires find out if games are cancelled due to weather?** All umps (new and returning) need to sign up for our JSL rainout alerts – see the how-to directions on the Rainout Info page at [www.jrsaltdogs.com](http://www.jrsaltdogs.com). You can register your email or your mobile phone. For phone, simply text the word JRSALTDogs to shortcode 84483. Within a few 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 for the troubleshooting instructions. DO NOT call or email Bob to ask about rainouts. He receives the rainout alerts about cancellations at the same time as everyone else. 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 lightning begins 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. If you call a game due to lightning, please make a note of what inning it was (and whether top or bottom) and when the game started and ended. Share these with the site supervisor and Bob.
- 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 (but not for the 2<sup>nd</sup> game if you are scheduled for a doubleheader that evening).
- 29. Will there be shelter at fields in case of bad weather?** No, not all fields have shelters for umpires. 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 will have JSL site supervisors at Fleming, Lewis, 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/significant other.
- 33. 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.

- 34. A coach should never push, shove, or scream at you.** If the coach has a question with a call you made, 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 him/her immediately. If an ejected coach does not leave the field in 5 minutes then his/her team will forfeit the game and you will be fully paid
- 35. 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.
- 36. What is cause for ejection and how do I handle it:**
- For any ejection...**If it's at a 4-field complex, let the JSL Site Supervisor know as soon as possible and give him as much information as you can (team name, # on back of shirt, name if known, and what happened). After the game you should also immediately email Bob and give him all this information as well. FYI – anyone that is ejected automatically serves at least a 1-game suspension for the next game that is played. Depending on the issue, further consequences may be imposed by the JSL Board.
  - Player** (ie, unsportsmanlike conduct, umpire disagreements, physical contact with umpire or opposing player, distractions, applying materials or substances to balls and bats, intentionally delaying the game). Notify coach the player is ejected and must leave the baseball complex immediately (tell JSL site supervisor at the field as soon as you can what happened and share the player's # with them).
  - Coach** – (ie, unsportsmanlike conduct, umpire disagreements, physical contact with umpire or opposing player, distractions, applying materials or substances to balls and bats, intentionally delaying the game, leaving the dugout to argue with the umpire, failure to wear the appropriate uniform,)– Tell the coach he is ejected and must leave the complex immediately. Tell JSL SS as soon as you can and share what happened as well as the coach's # with them so they can get the coach's name after the game)
  - Parent/Fan** (ie, see #35 above). Parents/fans should NEVER approach or try to talk to you as you leave/walk to your car. If anyone does, let Bob know immediately and share any details about which team the person might have been from.

**NOTE:** For U14 and U17, we have added an additional ejection penalty. 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 team's 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.

- 37. 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.
- 38. How long are the games?** See the rules sheet as noted on question #25. Game times for this year are the same as they were last year: for U10-U17, game time is 1 hr 50 min. For U10/U12, 6 innings is a full game, and for U14/U17, 7 innings is a full game. The game is final at whichever comes first --1 hr 50 min or the # of innings). Time starts at the first pitch. All plate umpires will use a game timer which will be clipped on the back fence.

- 39. 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 hears it.
- 40. 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/U17). If not, then the game should not end before the timer goes off.
- 41. 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 which is attached to the back of this document. Please review this section carefully to make sure you understand it. If you have any questions, please contact Bob.
- 42. 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. Get players on/off the field quickly, 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.
- 43. 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 with full face mask 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.
- 44. Can older siblings be a line coach?** Yes, but anyone 18 yrs or younger MUST wear a helmet with a full face mask. No exceptions! Again, if you don’t know how old someone is, ask them.
- 45. When must a player slide?** Sliding is a rule in U10-U17 for all bases (except 1<sup>st</sup> 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.
- 46. Is there a pitching limit?** Yes, pitchers can only pitch 3 innings in U10-U14 and 4 innings in U17. 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 1<sup>st</sup> and 2<sup>nd</sup> innings, Sam pitches the 3<sup>rd</sup> inning. Joe can NOT return to pitch in the remaining innings of that game.
- 47. How many warm-ups pitches are allowed?** New pitchers are allowed up to 5 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.
- 48. Can pitcher’s wear sunglasses?** No, unless they are prescription glasses which darken automatically. Sunglasses also can’t be worn on top of the hat – they must be taken to the dugout.
- 49. How many mound visits are allowed and what constitutes a mound visit?** Mound visits are per pitcher (not per inning). On the 2<sup>nd</sup> mound visit, the coach must remove the pitcher. The coach must first ask for time and permission for a mound visit.

- 50. 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 an orange “Approved” sticker (for U10-U14) or a green “Approved” sticker (for U17) above the bat’s grip. Bat inspections are done by a JSL rep, not by umpires. No game should be delayed for a bat inspection.
- a. **What if a player enters the batter’s box with an unstickered bat?** During the first few games of the season, tell him the bat can’t be used until stickered and switch bats (the game is not delayed to have a bat inspected/stickered). After the first few games, the player is called out.
- 51. Can any player helmet be used?** Helmets must have a full face mask (ear to ear). If a player enters the batter’s box wearing a helmet without a full face mask, he is called out.
- 52. What about Coaches Sitting on Buckets and Umpire Water Jugs?** Some coaches sit on buckets just outside of the dugout entrance. Umpires’ water jugs are kept at the corner of the backstop and against the 1st base fence. Umpire Gear (including water jugs) is considered Part of the Field and play continues. Coaches Gear is considered an obstacle. If the ball hits a coach while he is not in the designated part of the field, normally next to 1st and 3rd base, or the ball hits the coaches gear such as bucket, helmet, left behind bat, etc. then the batter is Out.
- 53. What if a Coach touches a player during a live play (ie, coach pulls his player back onto the bag)?** If the Coach touches a player while they are in the field (ie running to bases or returning to bases), then that player is out. It is Interference when the coach touches the player. This is also based on the judgment of the umpire.
- 54. Can coaches yell/talk to opposing players?** No, unless it’s a positive comment. Coaches also can’t make any comment to his own team that is negative to the other team (ie, swing on anything, you’re only going to get 1-2 good pitches) with same penalty as above.
- 55. How many coaches are allowed per team for U10-U17?** Due to problems in past seasons and some complaints of too many people in the dugout, we allow a maximum of 3 coaches per team (and we’re providing 3 coach shirts for each team). Parents/adults in the dugout are considered coaches. The max of 3 per team includes coaches on the field and those in the dugout. Coaches can be in the dugout without the team shirt on, however, they are not allowed on the field without a team shirt. When the team is batting and coaches are on the 1<sup>st</sup> and 3<sup>rd</sup> base lines, only 1 additional adult (either the team’s 3<sup>rd</sup> coach or another adult) can be in the batting team’s dugout. All other adults, must be outside of the dugout or 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.
- 56. Do I need to keep track of the game score?** No, it’s not your job to keep track of the score of the game. However, before the timer goes off, please confirm with BOTH teams that they have the same score. I’m not asking you to figure out why they might not be tracking the same score. I’m asking you to at least talk to both teams and if for some reason they don’t have the same score then they can get communication going before they leave the field.
- 57. Can a player lead off?** Yes in U14 and U17. In U10 and U12 they can lead off only AFTER the pitch crosses the plate. In U10 and U12 talk about the leading off rule at the pre-game plate meeting. Each team must be given a warning first for leading off before the ball crosses the plate. Once a warning has been issued, then the next runner to break the rule can be called out.
- 58. Is there a minimum number of innings each player must be in the field and/or bat?** Yes, all players must play in the field a minimum of 2 innings and will bat the complete game.
- 59. Can teams play music?** No, there is no walk-up music when at bat and no music while warming up in the field.

- 60. Are players required to wear a uniform?** In order to play in a game, players must wear the team shirt, the JSL cap (or no cap), baseball appropriate pants and closed toe shoes.
- 61. Can tournament games end in a tie?** Yes, unless a winner is needed in order to know who moves on. In this case, a maximum of 2 innings or 30 minutes (whichever comes first) determines the winner. If either have occurred and it is still a tie, there will be a coin flip to determine the winner. The home team will call the flip.
- 62. What if I have a question or concern?** Feel free to email Bob 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 the rules. It's 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 but wasn't called earlier. It makes all the umpires look bad!**



## 2026 Junior Saltdogs League Rules At-A-Glance

	U6 T-ball	U8 Machine Pitch	U10	U12	U14	U17
Game length	6 inns or 1 hr 15 mins	6 inns or 1 hr 30 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 (7)	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 (see rule sheet)	Yes	Yes	Yes	Yes	Yes	Yes
Metal spikes allowed	No	No	No	No	No	Yes
Baseball to be used	Safety - soft outer	Real baseball	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, USA, USSSA baseball and 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) Coaches can not talk to opposing players unless in a positive manner. If the coach does otherwise, they can be removed from the game.

## Junior Saltdogs Baseball League In-House Rules (As of 4/26/2026)

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.
- 3. The "safety bag" (or double first base) is designed to prevent collisions between runners and fielders by providing separate, adjacent bases in white (fair territory) and orange/colored (foul territory). Runners use the colored bag on initial plays at first,

while fielders use the white, with exceptions for dropped third strikes and foul territory plays

- a) On a ball hit the infield, the runner must touch the orange bag, and the fielder must use the white bag.
- b) If a runner hits the white bag when they should hit the orange, it is usually considered a "no call" or potentially called out for interference.
- c) On throws from foul territory (e.g., a bunt), both the runner and fielder may use either base. On a dropped third strike, the fielder may touch either bag.
- d) After overrunning the base or returning to it, the runner must use the white base. If they remain on the orange base while the pitcher has the ball on the rubber, they may be called out.

#### 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.