



**SOUTH LEXINGTON YOUTH BASEBALL RULES
OF OPERATION
(REVISED August 2024)**



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1.0 ARTICLE 1 – PURPOSE

The purpose of the adopted rules of operation is to provide a guideline for the day-to-day operation of the League's functions.

2.0 ARTICLE 2 – AMENDMENTS

Amending these rules of operation may make changes in daily operating routines. A majority vote by members is required to amend these rules. Rewriting the affected Article or sections will make changes resulting from approved amendments. Article 7.05 of the Bylaws, however, must be honored.

3.0 ARTICLE 3 – SCHEDULES

3.1 GAMES AND DATES

The Player Agent will have responsibility for determining game dates and times. Ordinarily no games will be scheduled on holidays.

3.2 HOME TEAMS

The home team will be determined per the opening season schedules. The visiting team will take infield practice first. Ten (10) minutes per team will be allowed for this warmup. The home team shall occupy the third base dugout.

3.3 RAINOUT GAMES AND RESCHEDULING RAINOUT GAMES

In the event of inclement weather or unsafe playing conditions, the President, the respective league Vice President, and/or Player Agent (or his designee) will have the responsibility for determining if the game should be played, delayed, or rescheduled. The official making the determination should not ordinarily delay the start of a game for more than one (1) hour.

If games are rescheduled, they should generally be played on the next available open date on the same field and in the order in which they were rained out. Only under extreme exigent circumstances, and with the approval of the Board of Directors, will a Major or Minor team be scheduled to play more than three (3) games in a single week. A week is defined as beginning on Monday and ending on Sunday.

Major League games that are started but not completed shall be handled under Cal Ripken tournament rules; that is, other than when the slaughter rule applies, games shall be six completed innings, unless the home leads at the end of 5 ½ innings of play or in the case of tie score after six completed innings when extra innings are played. In the event a game is called before completion, it shall be completed from the *point of discontinuance*

3.4 PROTEST GAMES

Protest games should be treated just like rainouts and games rescheduled according to the Rainout guidelines.

4.0 ARTICLE 4 – MAJOR LEAGUE

4.1 GAME DURATION

Weekday Major League games that are started but not completed shall be handled under Cal Ripken tournament rules; that is, other than when the slaughter rule applies, regular season games (no time limit shall apply for tournament games, games played on Saturday, or games played on Sunday when the final game of the day starts after 7:00 pm) shall be two hours or six completed innings (whichever comes first), unless the home team leads at the end of 5 ½ innings of play or in the case of tie score after two hours or six completed innings when extra innings are played. For the purposes of this rule, a new inning begins when the final out is made in the preceding inning. The inning that is completed after two (2) hours will be considered the last inning. In the event a game is called before completion, it shall be completed from the point of discontinuance.

4.2 MUST PLAY RULE

Each Major League player on the roster that can play (i.e., not sick or injured) shall have 1 plate appearance or 1 inning (3 outs) on defense during each complete regular season game. This rule does not apply to tournament games or those shortened due to time-limit or the slaughter rule.

4.3 MAJOR LEAGUE SCHEDULE

Each team will play the other teams at least two (2) times in a season, for a total of sixteen (16) or more games as determined by the Board of Directors. The end of season tournament will be held in accordance with Article 15 of the SLYB By Laws.

5.0 ARTICLE 5 – JR. MAJOR LEAGUE

5.1 PURPOSE

The purpose of the Junior Major League is to provide game experience in an organized and instructional environment for the Players on Major League teams whose playing time is limited in regular Major League games.

Experience has demonstrated that having an inexperienced Player competing continually against more experienced Players in a game setting may be counterproductive and may create frustration or even fear in the inexperienced Player. This Junior Major program permits younger Players and inexperienced Players to gain the necessary confidence to enable them to compete in the Major League program.

5.2 TEAMS

The four (4) Junior Major teams will be comprised of Players from the Major League teams as follows: each 9 year old and 10 year old on Major teams will designate a roster spot. A committee consisting of the President, Vice President, and Player Agent will determine the number and composition of teams. Major League Managers may option an 11-year-old in lieu of a 9 or 10-year-old based on their discretion.

5.3 SCHEDULE AND TOURNAMENT

Each team will play at least a 12 game regular season schedule. Rained out or preempted games will be rescheduled by the Player Agent if possible. The schedule will be included with the Major League Schedule. Play will generally begin first week of the Major League season and will normally be scheduled on Mondays and Fridays thereafter. Other days of the week may be used as necessary to complete the schedule before season's end.

At the conclusion of the regular season, a single elimination tournament will be held. The Player Agent will schedule the tournament. The seeding for the tournament will be determined by regular season standings based on: (1) WIN-LOSS RECORD; (2) RESULTS OF HEAD-TO-HEAD COMPETITION; (3) FEWEST RUNS ALLOWED; and (4) RUN DIFFERENTIAL WITH MAXIMUM OF 10 PER GAME.

Junior Major Eligibility rules (see 4.06 and 4.07) will be strictly applied. The standard Cal Ripken tournament-pitching rule of six (6) innings for every two games will stand.

5.4 LENGTH OF GAMES AND RUN LIMITS

Games will be six (6) innings. However, if six (6) innings have not been completed within the two (2) hour time, the following rule applies. No inning will begin after two (2) hours have elapsed. For the purposes of this rule, a new inning begins when the final out is made in the preceding inning. The inning that is completed after two (2) hours will be considered the last inning; however, a game may not end in a tie, unless both managers agree. Each team will be limited to five (5) runs during each inning except the sixth inning. There will be no run limit for the sixth inning. When the run limit applies, no runs will be counted after the fifth run limit is reached in an inning regardless of how many runners could have scored on the final play. There will be no time limit for tournament games.

5.5 ORGANIZATIONAL DETAILS

A Scorekeeper will be assigned to each game. The Vice President or another Board member or qualified adult appointed by the President shall ensure Junior Major games comply with all requirements as specified in these bylaws and rules of operation.

All eligible Players will be listed on the Official Batting Order and will bat in that spot the entire game.

5.6 ELIGIBLE PLAYERS

Ordinarily to be eligible to play in the Junior Major League, a Player generally should be one of the Players on his team who played the least during the previous playing week (generally the fewest plate appearances). If two players have generally played an equal amount, the eligible player(s) shall be determined at the Major League Manager's discretion.

5.7 PITCHERS AND CATCHERS

No twelve-year-old shall pitch. Eleven-year-old players may pitch if they qualify as eligible Junior Major League players pursuant to rule 5.2 and 5.6.

Under some circumstances, a nine- or ten-year-old player that does not meet the eligibility rule 4.06 above, may appear as a "pitcher only" or "catcher only" in Junior Major regular season games. In addition, for the first half of the regular season, eleven-year-old players that do not meet the eligibility rule 5.6 above, may appear as a "pitcher only". The maximum number of innings eleven-year-old pitchers may pitch under this provision is two innings per game per Junior Major Team.

All pitching rules regarding rest, innings/pitches pitched per week, etc. apply and will therefore, limit eligibility to pitch in both the Major League and Junior Major games. On the occasions when players who are usually position players in Major League games participate in Junior Major regular season games for pitching or catching experience only, these players are limited to two (2) innings of pitching per game and are not to take a position in the batting order or play any field position other than pitcher or catcher.

5.8 UMPIRES

The home plate and base Umpires will be scheduled by the league. While the home plate Umpire may expand the strike zone slightly from a normal Major League zone, they will be encouraged to call a zone that is reasonably fair to both the hitter and pitcher.

5.9 ADDITIONAL INFORMATION

The dropped third strike rule will NOT apply to Jr. Major games.

Teams will play at 60' base lengths (and 46' pitching distance) with Cal Ripken's 46/60 rules in effect.

The players playing in Jr. Major games that generally start for their Major League teams, must be placed at the end of the batting order when playing in Jr. Major games.

6.0 ARTICLE 6 – MINOR LEAGUE

*****See attached updated Game Regulations at the end of document

6.1 PLAYERS

Players age 9 through 12.

Any Minor League player that tried out for the Major League is eligible for selection on a Major League team if a vacancy occurs. This selection process may occur anytime except during the

last two games of the Minor League season. A Major League team may not pick a Minor League player after they have played their 15th Minor League game.

Minor League players selected during the season to play on a Major League team are not obligated to do so. However, if they refuse, they forfeit any other consideration for that year. The Player Agent will maintain a list of such players.

6.2 SKILLS ASSESSMENT

All potential Minor League players are encouraged to try out for the Major League. It is not a requirement for the Minor League players to try out.

However, all potential Minor League players shall participate in the Skills Assessment, generally held on the same day of the Major League try out. The Minor League Managers will compile their teams via a draft similar to that of the Major and Rookie Leagues. Specific details regarding the draft will be determined and announced prior to the draft by the Minor League Committee. Generally, returning players will return to the same team that they played for the prior Spring. For non-returning players not participating in the Skills Assessment, those players are ineligible to be drafted and will instead be placed on teams via hat-pick during the draft.

6.3 END OF SEASON TOURNAMENT

A tournament, composition to be determined by the Minor League Vice President and Player Agent, will be played at the end of the regular season. Teams will be seeded according to final League standings.

6.4 LEAGUE CHAMPION

A League Champion will be named and will be the team with the best win-loss record.

6.5 ALL STARS

One All Star team will ordinarily represent the Minor League. The selection process will follow the Major League rules outlined in Article 16 of the Bylaws.

6.6 RULES

6.6.1. Playing rules will be same as the Major League except as noted in the following sections.

6.6.2. Teams will play at 60' base lengths (and 46' pitching distance) with Cal Ripken's 46/60 rules in effect.

6.6.3. All Players present for the game will be listed in the batting order and will take their turn at bat even when not playing a defensive position in the field. No changes in the batting order will be made during the game.

6.6.4. All Players present will play a minimum of two (2) full innings (six outs), on defense in each game.

6.6.5. Ten (10) Players will be used on defense. Four (4) must be used in outfield positions. No games will be played with less than 9 players without permission from the Minor League Vice President or their designated representative.

6.6.6. Ordinarily there will be no forfeitures, and games will be rescheduled after consulting with both managers, when possible.

6.7 UMPIRES

The league will supply 2 umpires for each game.

6.8 SCOREKEEPING

The league will provide a scorekeeper for each game. Before each game, the managers shall provide the scorekeeper with their line-up.

6.9 GROUNDSKEEPER

Each team shall elect/appoint a team groundskeeper. The team groundskeeper will be responsible for working with and being available to the Minor League Vice President in the event any work needs to be done to make the fields ready for play prior to their team's games.

6.10 TEAM PARENT

Each team shall elect/appoint a team parent. The team parent will work with the league representatives to help convey game schedules, concession schedules, and other league information to the remaining parents on the team.

7.0 ARTICLE 7 – ROOKIE LEAGUE

7.1 PLAYERS

Players age 7 and 8.

7.2 TRYOUT

All new Rookie League players should participate in the tryout.

7.3 END OF SEASON TOURNAMENT

A tournament, composition as determined by the Rookie League Vice President and the Player Agent, will be played at the end of the regular season. Teams will be seeded according to their final League standings.

7.4 LEAGUE CHAMPION

The League Champion will be named and will be the team with the best win-loss record.

7.5 ALL STARS

Rookie League All-Star and select teams are selected in accordance with by-laws 18.3 & 18.4.

7.6 FINANCES

Rookie League players shall be involved in all SLYB fund-raising events.

7.7 RULES

- 7.7.1. Playing rules will be the same as the Major League except as noted in the following sections.
- 7.7.2. Games will be six (6) innings within 75 minutes. However, if 6 innings have not been completed within the 75-minute time limit, the following rule applies: No inning, including the 6th, will begin after 75 minutes has elapsed, except in the case of tied games. For the purposes of this rule, a new inning begins when the final out is made in the preceding inning. The inning that will be completed after the 75-minute time limit will be considered the last inning.
- 7.7.3. Each team will be limited to 5 runs during each inning, except the sixth inning. Teams are limited to 8 runs during the sixth inning. When the run limit applies, no runs will be counted after the final run is reached in an inning regardless of how many runners could have scored on the final play. If a team is mathematically eliminated due to the run limit, the slaughter rule shall apply and the game will be considered complete.
- 7.7.4. All six innings are coach pitch. Coach must pitch overhand with at least one foot inside the 20' diameter mound circle. If there is a question on coach pitching placement, umpire has final ruling. The coach must get out of the way of the play once they have pitched. If the coach is hit by the ball, the play is ruled dead. The pitch does not count against the batter.
- 7.7.5. A maximum of 6 pitches will be made to each batter. The player may swing at all 6 pitches (i.e., three strikes does not constitute a strikeout). The last pitch can continue to be fouled off without an out being called.
- 7.7.6. An official game will be any game in which 4 innings have been completed or 75 minutes, whichever comes first.
- 7.7.7. Base stealing is not allowed. Stealing home is not allowed and players may only score on a hit ball. Overthrown balls are still live balls. Runners may advance on live balls until the ball is in the control of an infielder, in fair territory, at which time the umpire will declare time out unless the infielder is immediately attempting to make a play (tag/ relay throw) on a runner. Once time out is called, the runner is awarded the base he or she is in route to at the moment in which time out is called. If the runner is not actively pursuing the next base or is no more than a couple of steps off of the current base at the moment time out is called (umpire's discretion), the runner shall remain at the base they currently occupy.
- 7.7.8. Bunting is not allowed.
- 7.7.9. Leading off is not allowed.
- 7.7.10. Base running rules will follow Cal Ripken rule. There is no "must slide" rule. However, a runner shall not make intentional contact with any player on the field. Head-first slides are not allowed, and the base-runner will be called out unless diving back to a base. Umpire will have final ruling slide rules.
- 7.7.11. The following rules apply to player positions:
- a. A maximum of ten defensive players will be on the field with 4 in the outfield. There must be a minimum of eight (8) players on the field to start the game. If a team has less than eight players at game time, they forfeit the game.
 - i. If a team has nine or more players, they must field all infield positions, including pitcher and catcher.

- ii. If a team has eight players, they may play three outfielders without fielding one of the infield positions (e.g., pitcher or catcher).
- iii. If a team has enough players to begin a game, but players must leave due to injury or illness, the game may be finished with less than eight players.
- iv. If a team has 9 or 10 defensive players and is required to play a catcher or if a team has 8 defensive players and elects to play a catcher, all throws to home plate must be received by the catcher and not by another position player except in the event of an overthrow to home plate in which the catcher is the player retrieving the overthrown ball.

b. All players on the team will bat.

- i. If a player arrives late and they are not in the original line-up at game time, they may be inserted after the last batter without penalty.
- ii. All players will play a minimum of two defensive innings, with all players having been in the field during either the first or second inning.
- iii. All players will play a minimum of two defensive innings, with all players having played in the field during either the first or second inning.
- iv. Players may play the same position no more than 4 innings with a maximum of 2 consecutive innings at the same position. It is the responsibility of each coach to enforce this rule.
- v. If a game goes into extra innings, players may play more innings at a previously played position.

7.7.12. All batters and base runners must wear protective helmets (facemasks are optional).

7.7.13. Bats shall follow the Cal Ripken rules.

7.7.14. If a player leaves the game for any reason other than injury, and misses an at bat, they will be declared out (one time only) when their position comes to bat.

7.7.15. The following rules apply to coaches during the games:

- a. No more than 4 coaches are allowed in the dugout.
- b. No coaches shall be in the field of play (except for the pitcher).
- c. An umpire may declare interference or obstruction at their discretion.

7.7.16. Both teams are responsible for getting the field ready to play (chalking, dragging, etc.)

7.7.17. Teams are responsible for cleaning the dugouts out after each game. When talking to the team after the game, teams should be off the field of play and out of the dugout to allow for the following game preparations to occur (if applicable).

7.7.18. Umpire's decisions are final.

7.8 UMPIRES

The league will supply 1 umpire for each game.

7.9 SCOREKEEPING

Each team shall appoint a responsible person to maintain appropriate statistics/scores on the game. Both people should position themselves in a place easily reached by the league umpire should he/she need to consult with them about the game. If there is a disagreement, the league umpire shall have the final say. The umpire may defer to the home-team bookkeeper for these rulings.

7.10 TEAM GROUNDSKEEPER

Each team shall elect/appoint a team groundskeeper. The team groundskeeper will be responsible for working with and being available to the Rookie League Vice President; in the event any work needs to be performed on the field.

7.11 TEAM PARENT

Each team shall elect/appoint a team parent. The team parent will work with the league representatives to help convey game schedules, concession schedules, and other league information to the remaining parents on the team.

7.12 DRAFT DETAILS

- 7.12.1. The draft order will be decided by reverse order of previous years standings.
- 7.12.2. The maximum number of players in any one age group is six, unless the overall number of players in any one age requires a change. This number may be changed at the discretion of the V.P. of Rookie and the Rookie Committee and such a change would be announced prior to the draft.
- 7.12.3. Returning players are automatically placed on the same team as the prior Spring season. The draft will be conducted in straight-draft fashion until each team has a total of nine players on their roster. After that, the hat pick round(s) will take place. Players selected by hat pick will consist of new players that did not tryout and players from any dissolved teams pursuant to 7.14. The age of players may be considered if necessary due to maximum number per team by age group. Following the hat pick round(s), the draft will resume in standard fashion.
- 7.12.4. A head coach's child or grandchild will be automatically placed on his or her team. Brothers and sisters will also be assigned to the same team. The draft selection round for each such player will be designated by the V.P. of Rookie and the Rookie Committee based upon evaluation of the ability of the player.

7.13 EXPANSION TEAMS

- 7.13.1. Generally, Rookie League teams will consist of 11-13 players with drafted players combined with returning players.
- 7.13.2. New team(s) will be created when registration numbers exceed the 11-13 player / team goal. This determination will be prior to the tryout.
- 7.13.3. The determination of when and how many teams to create will be at the discretion of the V.P. of Rookie and the Rookie Committee.

7.13.4. In the draft, new team(s) will select at the beginning of each round.

7.14 CONTRACTION OF TEAMS

Teams may be dissolved due to low registration numbers. Only when these numbers are unattainable will a team be dissolved. This determination will be prior to the tryout. Selecting when and which team to dissolve will be at the discretion of the V.P. of Rookie and the Rookie Committee. Consideration will be given to teams with no returning coach and the fewest returning players.

Players assigned to the dissolving team have the option of returning to the draft or becoming a hat pick. To be eligible for the draft, the player must participate in the tryout along with new players to the league.

7.15 LATE SIGN UP (NON-RETURNING PLAYER)

7.15.1. Any player that registers new to the league, after the draft, will be considered a late sign up non-returning player.

7.15.2. Players will be placed on teams at the discretion of the V.P. of Rookie League with consideration for team placement including but not limited to:

- a. Teams with the fewest number of players are eligible to receive a late sign up.
- b. Eligible teams will not be permitted to exceed the player/age group limit.
- c. The draft order.

7.16 LATE SIGN UP (RETURNING PLAYER)

Any player that signs up for the League after the draft, who is a returning player, will be considered a late sign-up returning player.

If the addition of this player does not cause that team to exceed the maximum amount of players/age, then they will be assigned to their previous season team.

If the addition of this player does cause the team to exceed the maximum amount of players/age, then they will be placed like a Late Sign Up non-returning player.

8.0 ARTICLE 8 – TEE BALL LEAGUE (4 AND 5&6 YEAR OLD LEAGUES)

8.1 PLAYERS

T-Ball league players should be children that are 4, 5 and 6 years of age.

8.2 END OF SEASON TOURNAMENT

A tournament, composition as determined by the T-Ball League Vice President and the League President, will be played at the end of the regular season. For the 5 & 6 year old league, teams will be seeded according to their final League standings. The 5 & 6 year old tournament will typically be double elimination unless circumstances deem necessary to reduce to a single

elimination. For the 4 year old league, teams will be seeded by a blind draw and the tournament will be single elimination.

For tournament play the regulation games will be 4 innings or one hour. In case of a tie game after 4 innings, two additional innings will be played. If the game is tied after 6 innings the seventh and eighth innings shall begin play with a runner on second base and one out. The last batter from the previous inning shall be the base runner at second base. If tied after eight innings, subsequent extra innings shall begin play with a runner on second base and two outs.

8.3 LEAGUE CHAMPION

The League Champion will be named and will be the team with the best win-loss record.

8.4 RULES

8.4.1. Batting

- a. All batters will hit the ball from the batting tee. The tee should be adjusted to a height that allows the batter to swing level. The maximum bat length shall be no longer than 28 inches. The maximum barrel diameter shall be 2 ¼" and preferably marked BF 1.15.
- b. All players present for a game must bat in order (no skipping). Any player batting out of order will result in an out for the team. The runners must return to their original bases and the batting order resumed to its correct sequence.
- c. There is no bunting in Tee Ball. If, in the Umpires judgment, the batter does not take a full swing, he may call the batter back and rule the swing a foul ball.
- d. Each batter will be allowed 5 swings. If the batter misses or if the ball fails to travel outside of the foul ball area or outside of the 25' arc a swing will be counted. If the batter fails to put the ball in play during these 5 swings the batter is out.
- e. An inning is over when three (3) outs have been made or the batting team has scored five (5) runs. Under no circumstances should there be any more than five (5) runs scored by any team in any inning. After four (4) innings or one hour, the game is completed. For the purposes of this rule, a new inning begins when the final out is made in the preceding inning. If there is a tie after four (4) innings and playing within the hour time limit, one (1) more at bat will be allowed for each team. If there is a tie score at the end of the extra inning, the game is complete and declared a tie.
- f. All batters, on deck batters, base runners, and catchers (if used as the sixth Infield player) must wear a batting helmet. Pitchers shall wear a helmet with a mask.
- g. The ball must travel outside the arc (25 feet) when struck from the tee. This distance should be marked with an arc from first base foul line to third base foul line. A ball that does not travel the minimum distance will be called a foul ball and the batter will swing again.
- h. No stealing or leading off the bases will be permitted. Base runners must stay on the base and may advance only when contact with the ball has been made. If the runner is found to be leading off as the ball is struck the batter is called out, the runner(s) must return to the original base and may not advance until the next batter hits.
- i. Batted ball that does not reach the outfield:

- i. The maximum number of bases a runner may advance on a batted ball that does not leave the infield is one base. When a force out is in place base runners may only advance one base (even on an overthrow initiated by a throw by an infielder). When a base runner is not in a force situation, they may advance only one base and the baserunner must be in route to that base prior to the umpire declaring timeout. In either case, no additional base shall be awarded because of such overthrow by an infielder. Base runners advance at their own risk.
- j. Batted ball that reaches the outfield grass:
 - i. In cases where a batted ball reaches the outfield, base runners, including the batter, may advance until the ball is returned to the infield and the ball is in the control of an infielder in fair territory at which time the umpire will declare time-out unless the infielder is immediately attempting to make a play (tag / relay throw) on a runner. In cases where a time-out is called, the runner is awarded the base he or she is in route to at the moment time-out is called.
- k. A batting coach will be responsible for placing the ball on the Tee. Ordinarily once the ball is placed on the tee and the player is in the batter's box, the coach must leave the area. The infield must be set and notified of the ball on the tee. The coach will also be responsible for the removal of the tee and bat if a play is to be made at home plate.
- l. The batter will stand in the batter's box. The batter may stand in any area of the box desired. The batter may not stand on home plate.
- m. As a matter of safety, the Umpire may call a batter out for flagrant throwing of the bat. This is to be a judgment call by the Umpire and shall be enforced when deemed necessary. In the event of such an occurrence, the batter will be called out and the base runners shall not advance.
- n. If a runner is struck by a batted ball the play is dead and the Umpire shall rule no play. Runners shall return to their original bases and the batter shall hit again.

8.4.2 Fielding

- a. Only five (5) players, excluding the catcher, may be in the infield. The remaining players must play the outfield, which is designated by the division of the dirt and the grass area. The pitcher must maintain contact with the pitching rubber until the ball is batted. A team may or may not use a catcher while playing the field. This is a decision the manager can make at any time during the game however this change or any other position change can be made mid-inning only once per inning and twice per game. The catcher must stand in the designated safety circle until the ball is struck from the Tee.
- b. Outfielders must remain in the outfield and may not carry the ball onto the infield. At all other times, the outfielder must remain no closer to the infield than the edge of the grass.
- c. Infielders may not run onto the outfield after a batted ball but may go a few steps (as judged by the umpire) into the outfield to retrieve a stopped ball or a ball that has been thrown by an outfielder. The play is not stopped until the infielder is back in the infield with the ball. In the case of a ball deemed a catchable pop fly the infielder may drift into the outfield to field the pop-up.
- d. Up to two coaches may be stationed in the outfield to provide instruction to all defensive players as the head coach sees fit. A manager or coach may stand outside of the

dugout area in foul territory and behind the designated dugout marker to provide instruction to his infield.

- e. A play ends either with an out(s) or when control of the ball by an infielder (in the infield and in fair territory). See batting rule 9 above.
- f. There is no infield fly rule. A ball hit in the air in the infield will be treated as a line drive. A runner may only advance if the fielder drops the ball. If the ball is caught in the air and the runner leaves that base, a play can be made on the runner, but the runner cannot advance to the next base as an overthrow. Runners may tag up on fly balls caught in the outfield.
- g. No outs can be made with the pitcher running to a base on a ground ball except for home plate. The ball must be thrown to get the out.
- h. All infielders will remain in position until the batter contacts the ball. A line three feet inside the first base and third base will be the limit that the infielders can advance until the batter contacts the ball.
- i. One coach/assistant should always remain in the dugout to maintain decorum as well as keep track of all equipment location and usage.

8.4.3 The Game

- a. A regulation game consists of four (4) innings unless tied within the one-hour time limit (refer to # 5 under Batting).
- b. Time limit of the game is 60 minutes (1 hour).
- c. If the home team is ahead after 3 1/2 innings, the game is concluded (refer to # 5 under Batting).
- d. Under no circumstances shall a new inning begin after the one-hour time limit in regular season games. Both coaches and the Umpire shall coordinate the time at the beginning of the game so that the time limits will be verified and enforced by the Umpire. For the purposes of this rule, a new inning begins at the moment the final out is made in the proceeding inning.
- e. Each manager will provide the player's name and uniform number to the other team before each game. Only players at that time will be listed on the game card even if they say that they are coming. Players arriving after the line-ups have been submitted must be added to the end of the lineup. Players will be batted in order of the lineup card as recorded in the scorebook by the official scorekeeper. The Umpire shall see that this action takes place.
- f. A minimum of seven (7) players is required to begin a game. If less than seven (7) players, the game will be recorded as a forfeit. The teams may scrimmage if time and respective coaches agree.

8.4.4 Field Decorum

- a. Except for the batter, on deck batter and base runners, all players should remain in the team dugout while their team is batting.
- b. Defensive coaches should stay near the entrance to the dugout except for the coaches that are positioned in the outfield for instruction.
- c. Bat Boys/Girls are not permitted in Tee-Ball because of liability and safety issues.

- d. 4. A manager or coach may stand near the batters, base runners (first and third base) to offer instruction. They shall not interfere with play in any manner or touch, hold, push, or shove any player at any time during the game.

8.5 UMPIRES

The league will supply 1 umpire for each game. The decision of the Umpire is final. There will be no protests in Tee-Ball. In between innings the Coaches may discuss issues; however, the game and time limit must be observed. The umpire shall stand behind the pitcher mound. The Umpire has the authority to remove any manager, coach, fan, or player from the playing or viewing area if his or her conduct becomes so that it interferes with the game as it is being played.

8.6 SCOREKEEPING

Each team shall appoint a responsible person to maintain appropriate statistics on the game (scores, outs, etc.). If there is a disagreement, the umpire shall have the final say.

8.7 4-YEAR-OLD LEAGUE

The 4-Year-Old League will generally follow the rules of the tee ball league except where noted below.

- 8.7.1. There are NO extra inning games in the 4-year-old league in the regular season. Play 4 innings or 1 hour.
- 8.7.2. The first three weeks of the season we DO NOT KEEP score – the scoreboard is turned off. After three weeks we do start keeping score, BUT the tournament is a blind draw. The purpose of the 4-year-old league is to introduce kids to the game and prepare them for the 5/6 year old league.
- 8.7.3. All players need to play at least 1 inning of defense in the infield each game, if number of innings allows.
- 8.7.4. No player will play the same position for 2 consecutive innings and no more than 2 innings in the same position per game. During the year end tournament, no more than 3 innings in the same position and no more than two consecutive innings. This rule does not apply for extra innings.
- 8.7.5. There may be a base coach at each base (yes, even second base) during the first 3 games for instructional purposes. This coach may not interfere with the runners or fielders.
- 8.7.6. There may be a maximum of 3 defensive infield coaches during the first 3 games for instructional purposes. After the first 3 games there will be 1 defensive infield coach. These coaches may not physically move a player once the ball is in play! They are there to prepare the infielders, not make the plays for the players. There may be 3 outfield coaches for instructional purposes during all games. These coaches may not physically move a player once the ball is in play or coach infielders.
- 8.7.7. An umpire will not be supplied except for tournament games. During the regular season games, a coach or registered volunteer will serve as the umpire.
- 8.7.8. Game rules include:
 - a. LENGTH OF GAME—An official game will be 2 ½ or 3 innings
 - b. RUN LIMIT PER INNING—Each team is limited to 5 runs per at bat.
- 8.7.9. 4-Year-Old T-Ball Tournament Rules:

- a. A coin toss will determine the home team
- b. Players must still rotate positions as followed in the regular season. (All players MUST play infield per regular season rule) ONLY EXCEPTION IS: If the game goes to extra innings.
- c. FIRST EXTRA INNINGS— If the game is tied after 3 innings, both teams in the first extra inning will start the inning with the two outs and a runner at 2nd base. The runner at 2nd base will be the player that made the last out in inning # 3. Team bats until either the third out is made or three runs are scored. The home team follows the same process in the bottom of the inning.
- d. IF GAME REMAINS TIED AFTER FIRST EXTRA INNING— A coin flip will be executed by the Umpire with the visiting team calling the flip. The winner of the flip has choice to bat first or second. The first team to score under this process is the winner. If team which chooses to bat first scores, the game ends. If three outs are made and the team does not score, then the other team bats and follows the same process. The process will continue until the moment one team scores one run.

9.0 ARTICLE 9 – AWARDS

The following awards will be given during the closing ceremonies of each respective league.

- 9.0.1. Trophies or similar awards for all 12-year-old Players and players moving up to the next league.
- 9.0.2. Individual trophies for League Champion and Runners-up team members and coaching staff.
- 9.0.3. Baseball pins to all Players.
- 9.0.4. The Eddie Evans Sportsmanship Award - This award is made in honor of Eddie Evans, a little league Player in the Forerunner Southern Little League, who died in 1962 because of an accident. Mr. Byron Watson, a Lexington Merchant, originally founded the award. Mr. Watson donated the award to the League from 1962 until his death in 1977. This award is given to a Major League Player that exhibits the best sportsmanship during the playing year. All Major League players vote by secret ballot. The Vice President for Communications should supervise the election. In case of a tie, more than one award may be presented. The Player selected must be a 12-year-old (or have a league age of 12).
- 9.0.5. The Lee Langston Memorial Award - This award is made in honor of G. Lee Langston, a South Lexington Little League Manager or Coach for six years (1977-1982) who died on January 20, 1983 from Amyotrophic Lateral Sclerosis (Lou Gehrig's disease). This award was initiated in 1983 and is presented annually to the Major League Manager who best typifies the high ideals of Lee Langston, among them a deep devotion to young people, the ability to transmit to young people sportsmanship above all, dedication to a league and its program and a staunch supporter of its rules and principles, and an unyielding tenacity in the face of adversity. The winner of the Lee Langston Award will be determined by a secret ballot vote among the members of the Board of Directors (voting and non-voting members see League Organizational Chart, Page 4 of Bylaws). The votes will be supervised by the League Secretary and in case of a tie more than one Award may be presented.

- 9.0.6. Sugar Babies Sportsmanship Award - This award is given to the Major League team exhibiting outstanding sportsmanship. Voting done by Managers (but not for their own team). The votes will be supervised by the League Secretary and in case of a tie more than one Award may be presented.
- 9.0.7. Todd Carter Sportsmanship Award - At the end of each year the SLYB will present the Todd Carter Sportsmanship Award to the Player, chosen by secret ballot by all the Minor League Players, to be the Player exhibiting the best sportsmanship during the season. This award is presented to honor Todd Carter, a former Player in the Stonewall League (forerunner of the Cal Ripken Minor League) who died in 1973 as the result of an accident. The Minor League Vice President shall coordinate the voting and present the award during the league's closing ceremonies.
- 9.0.8. Minor League Coach Sportsmanship Award - This award is given to the Minor League coach that demonstrates patience in teaching, a positive approach to coaching with emphasis on having fun as well as an enormous love for the game and the children who play it. This award is chosen by a secret ballot of the Minor League coaches. This award will be presented during the league's closing ceremonies. The Minor League Vice President shall coordinate the voting and present the award during the league's closing ceremonies.
- 9.0.9. Minor League Team Sportsmanship Award - This award is given to the Minor League team exhibiting outstanding sportsmanship. This award is chosen by a secret ballot of the Minor League coaches. The Minor League Vice President shall coordinate the voting and present the award during the league's closing ceremonies.
- 9.0.10. Rookie League Coach Sportsmanship Award - This award is given to the Rookie League coach that demonstrates patience in teaching, a positive approach to coaching with emphasis on having fun as well as an enormous love for the game and the children who play it. This award is chosen by a secret ballot of the Rookie League coaches. The Rookie League Vice President shall coordinate the voting and present the award during the league's closing ceremonies.
- 9.0.11. Rookie League Team Sportsmanship Award - This award is given to the team that exhibits outstanding sportsmanship. This award is chosen by secret ballot of the Rookie League coaches. The Rookie League Vice President shall coordinate the voting and present the award during the league's closing ceremonies.
- 9.0.12. The Scott Peterson Coaching Award - This award is given in honor of Scott Peterson, a South Lexington T-Ball coach from 1990 to 1994 who died on October 19, 1994 at the age of 38. Initiated with the 1995 season, this coaching award will be presented to the T-Ball coach who, like Scott, demonstrates patience in teaching, a positive approach to coaching with emphasis on having fun as well as an enormous love for the game and the children who play it. The recipient of this award will be selected by a secret ballot vote among the current T-Ball coaches with the tiebreaker to be cast by the Vice President of T-Ball. The T-Ball League Vice President shall coordinate the voting and present the award during the league's closing ceremonies.
- 9.0.13. T-Ball Team Sportsmanship Award - This award is presented to the T-Ball team that exhibits outstanding sportsmanship. This award is chosen by secret ballot of the T-Ball coaches. The T-Ball League Vice President shall coordinate the voting and present the award during the league's closing ceremonies.
- 9.0.14. Steve York Award – This award is presented to the umpire who best exemplifies the professional standards, emphasis on sportsmanship, and dedication to bettering our youth of

Steve York, a former umpire in Lexington. Voting is done by major league managers and shall be coordinated by the League Secretary.

10.0 ARTICLE 10 – DISCIPLINARY ACTION AND PERFORMANCE REVIEW

10.1 NON-MANAGERIAL OFFICERS

- 10.1.1. The Board of Directors must approve all elective positions in the SLYB; likewise, the Board has the authority to remove any officer who, is found to be guilty of failure to adequately perform his/her duties, or behavior, which reflects unfavorably on the League, or lack of allegiance to the SLYB. Any member of the Board of Directors having information relative to such matters may present them to the Board for discussion. The problem then must be referred to a committee for evaluation. The President determines the size and make-up of the committee. If the President is being accused of any of these offenses, the League Vice President appoints the committee. A unanimous vote is required to remove an officer from his position. The accused officer may not vote.
- 10.1.2. All players, parents, coaches, volunteers, and spectators at SLYB functions are subject to the rules of SLYB. In addition, because SLYB functions are held on grounds owned by the Fayette County Urban Government, all players, parents, coaches, volunteers, and spectators are also subject to the Code of Conduct of the Fayette County Department of Parks and Recreation. Those rules will be posted prominently at all facilities where SLYB games are played. Copies will also be available at the concession stands during SLYB games. Failure to abide by either set of rules can lead to penalties including expulsion from the league and the park for the periods of time.
- 10.1.3. Prior to the last Board meeting of the year, the performance of each Board Member may be reviewed by the Nominating Committee. A report on a Board members performance may be submitted to the Board for review and discussion, with appropriate action taken.

10.2 MANAGERS

- 10.2.1. The disciplinary procedure outlined in Sec. 10.1 may be applied to Managers who are suspected of the offenses listed in 10.1. In addition, the following “violations” maybe considered in evaluation of charges:
- a. Attempting to coerce or otherwise influence a second Manager to lose games.
 - b. Evidence that a Manager did not go “all out” to win a game.
 - c. Evidence that games were lost deliberately to gain a higher draft position for the following year. Reports of such action must be submitted to the Board in writing.
 - d. Practicing or holding a “private try-out” with a prospective Player in the SLYB before official try-out period.
 - e. Failure to adhere to all Babe Ruth rules and regulations regarding Players’ activities such as pitching limitations, player substitutions, etc.
- 10.2.2. Prior to the last Board meeting of the year, the performance of each manager may be reviewed by the Manager Selection Committee from the previous year. A report on each

manager's performance may be submitted to the Board for review and discussion, with appropriate action taken.

10.3 SUSPENSION RULE

10.3.1. In the event a Manager, Coach, Player or Parent is thrown out of a game, the following will apply:

- a. First Time - Reviewed by the committee below to determine if suspension is appropriate.
- b. Second Time - Automatic suspension for one game, potentially two, if deemed necessary by the committee.
- c. Third Time (or more) - Automatic suspension until review by the entire Board within 10 days.

10.3.2. On any ejection, if an appeal is made, the following will apply:

- a. A committee consisting of the President, Player Agent, One Manager, the Vice-President of Umpires (or a designated representative not involved in the game), and the League Official of the Game in question. The committee will decide if suspension is appropriate. The President only casts a vote in situations where the vote is tied.
- b. On the third (or more) ejection, the appeal must go before the Board within ten (10) days.
- c. When a Manager, Coach, Player or Parent is suspended from a game, that person must not come to the game in which the suspension applies. When a Manager, Coach, Player or Parent is ejected, they must stay in the parking lot or leave the park.
- d. Junior Major and Majors will be counted separate as to the Suspension Rule.

11.0 ARTICLE 11 – ROSTER REPLACEMENT

11.0.1. When an active Player is considered dropped from a team roster the following procedure will be followed:

- a. The Manager will immediately notify the Player Agent and/or the League President (the circumstances of the Player being dropped should be explained in full).
- b. The Player Agent should then contact the parent(s) to determine their understanding of the circumstances and to explain to them the ramifications of the decision.
- c. The Player Agent will then confirm the release of the Player and allow the Manager an option to choose a replacement for the Player from the Minor League roster. The Manager may not choose a Minor League Player who did not participate in the try-outs. The selection process for the Major League may occur anytime except during the last two games of the Minor league season. A Major League team may not pick a Minor League player after they have played in their 10th Major League game.
- d. If a Minor League Player refuses to accept the invitation to play on the Major League team, he/she forfeits his/her right to participate in the Major League for the remainder of the season.
- e. If for any reason a Manager delays notifying the President or Player Agent of a player who is no longer active, he will be subject to action approved by the Board.

12.0 ARTICLE 12 – ALL STAR TOURNAMENT TEAMS

The Board of Directors shall approve a dollar amount for tournament fees for SLYB All Star and select teams. The individual teams will bear the cost of any excess expenses. No team affiliated with SLYB will carry a nickname aside from the team color.

No team sponsored by SLYB will carry a nickname aside from the team color.

12.1 ALL STAR EXPENSES AND UNIFORMS

Each All Star Participant shall pay the All Star fee as determined by the Board.

Each All Star participant will receive one hat and one jersey. Parents are responsible for providing pants, belts, and socks.

12.2 REIMBURSABLE COACH EXPENSES

At the discretion of the Board of Directors, SLYB may pay for some travel accommodations for Cal Ripken sanctioned Regional or World Series tournaments only.

13.0 ARTICLE 13 – SLAUGHTER RULE FOR MAJOR LEAGUE

SLYB will adhere to the slaughter rule as outlined in the Babe Ruth official rules.

14.0 ARTICLE 14 – COURTESY RUNNER FOR MAJOR LEAGUE

A Major League team may use a bench player as a courtesy runner for the pitcher and/or catcher. It is never a requirement. The same player may not be used as a courtesy runner for both positions. Neither the pitcher nor the catcher will be required to leave the game under the courtesy runner rule. Players who are in or have been in the line-up in any other capacity are not eligible to serve as courtesy runners. The Manager cannot project a defensive change or knowingly misreport the pitcher and/or catcher on the line-up card to take advantage of the Courtesy Runner Rule. The Manager shall report to the official scorer courtesy runner's participation.

Article 15- Approved Bats.

For the Junior Major, Rookie, T Ball, and Wee Ball Leagues, USSSA bats (commonly called hot bats) are approved. For the Major and Minor Leagues, only bats approved by Babe League are approved for use.



MINOR DIVISION GAME REGULATIONS

(REVISED April 2023)



Game Duration

1. A regulation game consists of six (6) innings. If a team is mathematically eliminated by run rule, the game will be terminated at that time.
 - a. 15 runs after 3 innings
 - b. 10 runs after 4 innings
 - c. 8 runs after 5 innings
2. A new inning shall not start after the 2 hour limit has been reached.
3. A new inning begins at the moment the final out is made in the preceding inning.
4. If there is a tie after six (6) innings, extra innings will be played. An extra inning that starts after the time limit expires will be the final inning.
5. If the game is tied after that final inning, the game will be ruled a tie.
6. An official game will be any game in which four (4) innings have been completed or the time limit has been reached, whichever comes first.
7. A minimum of eight (8) players are required to begin a game.

Field Decorum

1. The base paths will be set at 65 feet.
2. The pitcher's mound will be set at 46 feet, from the front of the rubber to the front of the plate.
3. All offensive players, except for the batter, on deck batter and baserunners, should remain in the team area.
4. No more than four (4) coaches are allowed in the dugout.
5. No coaches shall be in the field of play.

Batting Order and Lineup

1. The offensive batting order must consist of all players that are present.
 - a. Teams may make defensive substitutions freely throughout the game.
2. All players must play a minimum of one inning in the field.



MINOR DIVISION GAME REGULATIONS

(REVISED April 2023)



Pitching Regulations

Age 9-10					Age 11-12				
Max/Day	Days of Rest				Max/Day	Days of Rest			
	21-35	36-50	51-65	66+		21-35	36-50	51-65	66+
75	1	2	3	4	85	1	2	3	4
WEEKLY Max:	90				110				

1. The pitching week runs Monday-Sunday. This is regarding the weekly max. The days rest is not affected by the start of a new week.
2. Any pitcher may return to the mound once during the game.
3. If a pitcher reaches a pitch limit while facing a batter, they may finish that batter's at-bat.
4. Intentional Walk Rule- An intentional walk may be issued at any time by the coach and the pitches do not have to be thrown.
5. Any violation of the pitching rules must be corrected immediately and reported to the SLYB Player Agent.
6. A player may not pitch in more than one game in a day.
7. Pitches thrown in games declared "Suspended Games" shall be charged against the pitchers eligibility.
8. Weekly pitch counts can be found on the SLYB website.

Additional Rules

1. Players will be allowed to leadoff and steal at their own risk.
2. Dropped Third Strike: If the ball touches the dirt on a swinging or called strike three, the batter must be put out by one of the following means:
 - a. First base is occupied and there are less than 2 outs.
 - b. The batter is tagged prior to reaching first base.
 - c. The batter is forced out at first base.
 - d. The batter gives himself up by leaving the batter's box and returning to the dugout.
3. Fake Bunts: Fake bunts are not allowed. If a batter shows a bunt and then swings, they are immediately called out if they contact the baseball; regardless of if the ball is hit fair or foul.
4. Must Slide Rule: While there is not a must slide rule, all players are encouraged to slide if a play is imminent. If there is forceable contact between a runner and defensive player, the action may be deemed unsportsmanlike, and the player could be disqualified from the contest.

