

# Streetsboro Junior Baseball and Softball

## General Operating Rules and Playing Rules

2008

### 1. Residency

The President and Vice President must reside in Streetsboro. These members must live at a Streetsboro address from February 1<sup>st</sup> through November elections of the current year to be eligible. A mailing address does not prove residency. All remaining Board Members, players, managers and coaches must be residents in the city of Streetsboro or surrounding communities. Any team found to be playing with an ineligible player, manager, or coach will be made to forfeit any and all games in which the said person participated. If, during the season, an eligible person will be moving outside of the city limits and desires to remain with the team until the end of the season, they shall be permitted to do so.

### 2. League Divisions and Age Limitations

#### a. Girls Softball

**Fastpitch League:** Ages 9 – 18 years old. Teams formed will adhere to the age limitations as defined by the league in which the team is participating.

**Pee Wee:** Age 4 years old. Players must be 4 years old before August 1<sup>st</sup> and must not turn 5 years old before August 1<sup>st</sup>.

**Pigtail:** Ages 5 – 7 years old. Players must be 5 years old before August 1<sup>st</sup> and must not turn 8 years old before August 1<sup>st</sup>.

**Ponytail:** Ages 8 – 10 years old. Players must be 8 years old before August 1<sup>st</sup> and must not turn 11 years old before August 1<sup>st</sup>.

#### b. Boys Baseball

**EE and E League or Hot Stove:** Ages 15 – 18 years old. Players must be 15 years old before June 1<sup>st</sup> and must not turn 19 years old before June 1<sup>st</sup>.

**F League:** Ages 13 – 14 years old. Players must be 13 years old before June 1<sup>st</sup> and must not turn 15 years old before June 1<sup>st</sup>.

**G League:** Ages 11 – 12 years old. Players must be 11 years old before June 1<sup>st</sup> and must not turn 13 years old before June 1<sup>st</sup>.

**Minors:** Ages 9 – 10 years old. Players must be 9 years old before June 1<sup>st</sup> and must not turn 11 years old before June 1<sup>st</sup>.

**Coaches Pitch:** Ages 7 – 8 years old. Players must be 7 years old before June 1<sup>st</sup> and must not turn 9 years old before June 1<sup>st</sup>.

**Pee Wee:** Ages 4 – 6 years old. Players must be 5 years old before August 1<sup>st</sup> and must not turn 7 years old before August 1<sup>st</sup>.

### 3. Manager and Coach Selection

Returning managers may remain with their same league and should indicate so with a Manager/Coach application that must be turned into the league board.

Openings for managers will be filled in accordance with the following procedure:

- Signing a Manager/Coach Application
- Consideration of past performance
- Final determination decided by Executive Board

Any manager, coach or individual responsible for fees of any kind, uniforms, or equipment belonging to the league who fails to turn in such equipment within 3 weeks of their final game of the same season, shall forfeit his/her right to return to the league the following season and are financially responsible for the equipment. Equipment forms need to be signed. The responsible individual pays for all damages. The Executive Board has the right to overrule the date for equipment return.

An individual may only manage/coach one team in any traveling league/division.

### 4. Player and Coach Eligibility and Restrictions

- a. Each inner city team is eligible to have one manager and two coaches.
- b. Teams shall be made up of players drafted from the eligible registrants. Late registrations will be placed on a waiting list and assigned if space permits.
- c. Team rosters will be made up via the draft by the board no later than April 1st. Vacancies after that date will be filled with the late registrants according to draft rules.
- d. No player will be allowed to play until his/her registration fees and/or fundraising fee have been paid in full and a copy of a birth certificate is on file with the league. **All fees must be paid before uniforms will be given out. All traveling team uniforms must be paid before the uniform will be given out.**
- e. When it is agreed that a player that is older than the stipulated age limit may participate, that player is not permitted to play the positions of pitcher or catcher.
- f. For traveling leagues, no player can play for SJB if he/she lives in an area that also has a team in the same league unless he/she gets a release from the league where they live and the league approves it.

### 5. The Draft

Pee Wee, Coaches Pitch and Pigtail divisions will hold a blind draft. All registration forms will be turned over so that no one can see the player names. Older children will be picked before the younger children. We will draft numbers in round robin order.

Ponytail, Minors and Boys and Girls traveling leagues will have an open draft. We will not rate players and all players will be presented at one time. The manager **MUST** select a player of the same age as the majority of his or her team coming into the draft (if the team is a second year team, the players selected first must be the same age as the second year players. If there are no other players of the majority age, the remaining players drafted may be of any age). No first year teams in a non-traveling league will enter the draft with more than four players on a team. In Minors and Ponytail, this would mean one player from the manager, one player from each of the two coaches and one player from the sponsor. If there is no player for the sponsor, the team enters the draft with only three players.

In the Minor and Ponytail leagues, the team drafted the first year will remain intact from first year throughout traveling. The player has the right to request to be put back into the draft, but not get to pick the team they play for.

In all traveling leagues, the team enters the draft with their players that were drafted the previous year and moving up to the traveling league. The player has the right to request to be put back into the draft, but not get to pick the team they play for.

All rosters are final after the draft except for late registrations.

If a manager returns to the traveling league, Minors or Ponytail the following year, they will keep the same core of players. This core of players can only consist of players from an original roster and not from a list from any other league. The manager will keep all of the previous year's eligible team. Other managers will get first picks until all teams have an equal number. Then, each manager in turn would choose the remainder of his or her team taking equal turns. If the manager does not return, one may be eligible from the returning coaches. If no manager or coach return, the team will go back into the open draft.

All traveling teams will abide by their league discipline tournament rules first, SJB second. Teams will not be allowed to participate in any other tournaments until their traveling tournaments are completed regardless of whether they want to play in these or not. Your team is part of SJB.

In all traveling leagues, if there are not enough players for two or more teams, then tryouts will be held and one team made. In this case, core players returning from the previous year will remain on the team and tryouts will be held for the open roster positions only.

There must be a minimum of 44 players in the Ponytail division before a first team will be permitted to be formed in the A Traveling league.

## 6. Tournament Teams

The first place manager in each division may take the traveling team if they choose along with the 2<sup>nd</sup> and 3<sup>rd</sup> place managers. If they choose not to coach, then positions can be filled by the 1<sup>st</sup> place team. Each manager in each division will submit five players and their season statistics to the traveling manager. The tournament team will then be chosen. This does not mean that all five players will be chosen. Once the player is chosen, he/she will remain on the team throughout all tournaments for the remainder of the season unless he/she decides to quit the team. No one is allowed to take an additional team to the tournament until the first team is chosen. SJB must approve any and all tournaments. Anyone breaking these rules will receive an automatic two-year suspension.

## 7. Insurance

All players will be enrolled with the insurance company retained by the league. The parents, team manager, or coach must report all injury claims within 24 hours of the injury. Also, a letter must be filled out by the team manager and sent to the board to file as a matter of record. SJB and Hot Stove insurance are secondary. Insurance is also

available to all traveling teams for carpooling to games. Managers will receive forms that must be kept with them at all times.

## 8. Field Dimensions

<b>Softball</b>			
League	Base Lines	2 <sup>nd</sup> to Home	Pitcher's Mound
Pigtail	40 feet	57 feet	25 ft. with 8ft. circle (player) 30 ft. (coach)
Ponytail	60 feet	84 feet, 10 ¼ in.	32 ft. with 16 ft. circle
Fastpitch Class A	60 feet	84 feet, 10 ¼ in.	35 ft. with 16 ft. circle
Fastpitch Class B	60 feet	84 feet, 10 ¼ in.	35 ft. with 16 ft. circle
Fastpitch Class C	60 feet	84 feet, 10 ¼ in.	40 ft. with 16 ft. circle
Fastpitch Class D	60 feet	84 feet, 10 ¼ in.	40 ft. with 16 ft. circle

<b>Baseball</b>			
League	Base Lines	2 <sup>nd</sup> to Home	Pitcher's Mound
EE, E, Hot Stove	90 feet	127 ft., 1/3 in.	60 feet, 6 inches
F League	80 feet	113 ft., 2 in.	55 feet
G League	70 feet	99 feet	50 feet
Minors	60 feet	85 feet	46 feet
Coaches Pitch	55 feet	78 feet	38 feet
Pee Wee	40 feet	57 feet	25 feet or more
Champion	40 feet	By ability	By ability

## 9. Postponements and Game Changes

- a. Teams will meet at their assigned field at game time unless games are cancelled due to weather or field conditions. The President or Administrative Assistant will make this call. No game may be cancelled or postponed by anyone other than the league President or Administrative Assistant.
- b. No game other than rainouts will be postponed without at least 72 hours advance notice. Both managers have to be in agreement. The president, vice president or Administrative Assistant will make this call. In Hot Stove, after school is out, no games can be cancelled other than rainouts.
- c. The league board will establish game time.

6:15 p.m. Inner City	6:00 p.m. All traveling teams
5:30 p.m. Double headers	11:00 a.m./2:00 p.m./6:00 p.m. Saturday
7:30 p.m. Night games on Field #7	4:00 p.m. Double headers on Field #7

The deadline for starting will be 15 minutes after game time if a team cannot field enough players to start the game. Any team short players up to that 15 minutes will lose the game by forfeit. Official score for that game will be one win, one loss.

- d. Games will be played for the scheduled number of innings for each division or a time limit of 2 hours and 15 minutes. No new inning will be started after 8:30 p.m. If an

inning starts before the time limit, and yet is called due to darkness before a winner is determined, the game will go down as a tie. Any night games played under the lights must start by 8:00 p.m. and end before the 11:00 p.m. curfew. No new inning may begin after 10:30 p.m.

- e. Champion Commissioner has the right to cancel Champion games at their discretion.

10. Legal Games

- a. All games will be scheduled as follows:

<b>7 Innings</b>	<b>6 Innings</b>	<b>4 Innings</b>
E League	Minors	Pee Wee
F League	Coaches Pitch	Champion
G League	Ponytail	
Girl's Fastpitch	Pigtail	

- b. No inning will start after 8:30 p.m.
- c. Games called because of time limit, darkness, or weather shall be considered complete is 4 ½ innings (in a 7-inning game), or 3 ½ innings (in a 6-inning game) have been played and the home team is winning or 4 innings are played and the visiting team is winning. This rule applies to all leagues but the Pee Wee and Champion Leagues. In these games, if 2 ½ innings have been played and the home team is winning or 3 innings have been played and the visiting team is winning, the game shall be considered to be complete.

11. General Playing Rules and Rules of Conduct

Throwing of Bats or Any Other Equipment:

- a. Any batter that throws or releases his/her bat or any other equipment in a manner when endangers any player, official or spectator shall be declared out by the umpire. If belligerent force is used, the umpire will eject the offending party.
- b. Suspensions will be addressed as written in the Manager/Coaches application forms, including relation to individual league rules. There are no appeals. The Complaint Committee will handle all suspensions and complaints.

**Intentional Collisions**

If a base runner collides with a fielder on an attempt to do more than dislodge the ball, the runner will be called out for Unsportsmanlike conduct and interference. All other base runners will return to the last occupied base. Intentional collisions will result in the player being called out and the umpire reserves the right to eject the player also.

**Conduct**

Profanity or continual berating of the umpires, team members or spectators will not be tolerated. Any team member, manager, coach or spectator must not display bad sportsmanship. Ongoing displays will cause ejection by the umpire and possible suspension by the league board. This will also cause forfeiture of the game. Coaches and managers are responsible for their own spectators. You must give the first warning before the game starts. The second offense is automatic forfeit of the game. No appeals are allowed.

## **Tobacco and Alcohol**

Team members, managers, coaches, or umpires will not under any circumstances be allowed to have to use alcoholic beverages or be under the influence of any illegal substance before, during, or after any team activity while functioning in their capacity as a member of the league. The use of tobacco products is prohibited within the playing area or 20 feet from any playing area.

## **Spectators and Bench**

Managers are responsible for the conduct of the fans on their side of the field. No one is permitted in the bench area except team members. Players are to remain in the bench area during the game. This is the responsibility of the manager and coaches with the final decision being made by the umpire with the support of SJB. Such action may result in the forfeiture of the game. No one is allowed behind the backstop unless a commissioner is asked to observe a game.

## **Practices**

When school is in session, practices will not exceed 8:00 p.m. on school nights. The combination of games and practices will not exceed 3 per week. Alcohol and tobacco rules are in effect at practices. Please be responsible about the length and hours of practice. Please use your assigned fields.

## **5-and 8-Run Modified Rule**

In the respective divisions, with the exception of the minors, the 8-run rule is in effect. A team may not score more than 8 runs per inning, except in the case where a team has 7 runs already scored in an inning, yet still has 1, 2, or 3 runners still on base. If the next batter hits a fair ball, any runs scored directly resulting from that hit will count. Therefore, the 8-run rule has the possibility of scoring 11 runs per inning.

## **Suspension**

Any player, manager or coach ejected from a game will be subjected to an additional one game or more suspension of the next playable game. Anyone ejected from the game must leave the immediate playing area "OUT OF SIGHT OF UMPIRE". Refusal to leave will cause the umpire to suspend the game or call it a forfeit.

## **Forfeits**

Any team unable to field the required number of player within the 15-minute grace period shall forfeit the game. If neither team is able to field enough players, both teams will be charged with a forfeit. Any game that is forfeited may be played as a scrimmage if desired. Umpires will not stay and call the game. Managers are asked to take special caution to avoid unnecessary injuries.

## **Pitching Visits**

A manager or coach may visit each pitcher at the mound one time each inning. Visits should not last more than 30 seconds. On the second visit to the same pitcher in that same inning, that pitcher must be removed from the pitching mound, except in the case of an injury.

## **Lineups**

All late arrivals after the start of the game will be placed at the bottom of the batting order. In Pee Wee, Coaches Pitch and Pigtail leagues, a player has ½ hour after the game start time to enter the lineup unless amended in the respective league rules.

## **Player Use**

All managers have the right to reasonably discipline one of their players with the approval of the executive board. This also includes reasonable suspensions. Managers are to inform each other before the game of any suspension for that game. Managers are also to inform the league president or commissioner how long and why the player(s) are suspended. Once a player is suspended for a game, they are out regardless of the number of players, injuries or other circumstance the team may be involved in after the game has started.

## **Pee Wee, Coaches Pitch and Pigtail Pitching**

Only managers, coaches, and/or spectators are permitted to pitch to their team while batting. If in the event only the manager is present or no manager and only one coach is present, one parent of a team member may be selected before the game starts to help with the coaching duties for that particular game. This selected parent may also pitch to the team if desired, but only this selected parent. A manager or coach can only select one parent per game.

## **Ponytail and Minors**

Once the game has started, managers, coaches and spectators are not permitted on the field except for injuries or pitching mound visits. All lineup changes for defensive purposes should be done before the players have taken the field each inning. If a manager or coach comes onto the field and talks to a player and that player in turn walks over and talks to the pitcher, this is considered a trip to the mound even though the actual coach didn't directly address the pitcher.

## **Abusive Actions and Behavior**

Verbal and/or physical abuse will not be tolerated toward any player, umpire or league official by managers, coaches or spectators. Managers and coaches will be accountable according to the manager/coach application forms and league rules. All actions will be noted as further considerations are given to a person returning the following season.

## **Protests**

At the time of infraction, the umpire will decide if judgment call or a rule violation. Streetsboro Junior Baseball has the right to determine if managers, coaches or sponsors may return to the league. This is a majority vote decision by the Executive Board based on performances with the team, reasons, written complaints, conduct both on and off the field while in City Park