



SOUTH LEXINGTON YOUTH BASEBALL
RULES OF OPERATION
(Revised January, 2006)



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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.

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.

ARTICLE 3. - SCHEDULES

3.01 - Games and Dates

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

3.02 - Home Teams

The team listed second will be the home team. The visiting team will take infield practice first. Ten (10) minutes per team will be allowed for this warm up. The home team shall occupy the third base dugout.

3.03 - 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 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 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.

3.04 - Protest Games

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

ARTICLE 3.5 - MAJOR LEAGUE

3.51 - League Divisions

Each team will play the other team in their division three (3) times in a season, and the teams in the other division twice, for a total of twenty-two (22) games. Ordinarily, no games will be scheduled on holidays. For purposes of scheduling the American Division will draw numbers 1-5 and the National Division will draw numbers 6-10, to be alternated every year.

ARTICLE 4. - JUNIOR MAJOR LEAGUE

4.01 - 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.

4.02 - Teams

There will be (5) Junior Major teams comprised of Players from the ten (10) Major League teams as follows: 1 and 3 (Bandits), 2 and 8 (Blue Claws); 4 and 6 (Legends); and 5 and 7 (Lookouts); 9 and 10 (Mud Hens). (Numbers indicate the number drawn for schedule positions for the current year as stated in Article 3.51 of the Adopted Rules of Operation).

4.03 - Schedule and Tournament

The regular season schedule will be a minimum of 10 games for each team with each team scheduled to play two (2) teams three (3) times, and the remaining two (2) teams on two (2) occasions. The number of games per season can be increased by a majority vote of the Board of Directors. The Player Agent will make every effort to reschedule rained out or preempted games. The schedule will be included with the Major League Schedule. Play will begin on Monday of the first week of the Major League season and will 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 10 game 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 a blind draw. 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.

4.04 - 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 period 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 proceeding 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

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could have scored on the final play. There will be no time limit for tournament games.

4.05 - Organizational Details

A Scorekeeper will be assigned to each game. The Scorekeeper will generally be the substitute for the regular Major League Scorekeeper at a particular field. The Scorekeeper will be responsible for all normal scorekeeper duties with the exception of the flag ceremony. No one, other than Officials of the League will be permitted at the Scorekeeper's location. 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.

4.06 - Eligible Players

Ordinarily to be eligible to play in the Junior Major League, a Player must be one of the five Players on his team who played the least during the previous playing week (generally the fewest at bats).

If for some reason, one or more of the five eligible Players are unavailable; a substitute may be used. Substitutes must be Players having the least amount of playing time (generally the fewest at bats) during the season.

No Major League team should supply more than five (5) players from its team. If a Major League team has two (2) players who generally share playing time in Major League games, only one of these players should be brought to Junior Major games. These players who share the Major League playing time can be alternated in which one comes to Junior Major games.

4.07 - Pitchers

No twelve-year-old shall pitch.

An eleven-year-old will be allowed to pitch only with prior agreement of the opposing Manager. Under some limited circumstances, a 9 or 10-year-old player that does not meet the eligibility rule 4.06 above, may appear as a "pitcher only" in Junior Major Games.

All pitching rules regarding rest, innings pitched per week, etc. apply and will therefore, limit eligibility to pitch in both the Major League and Junior Major games. On occasions, players younger than 12 who are usually position players can be brought to Junior Major games for pitching experience only. These players are limited to two (2) inning of pitching only and are not to take a position in the batting order or play any field position other than pitcher.

4.08 - Umpires

Home Plate Umpire

The home plate Umpire will be scheduled from the regular staff of Umpires, but will generally be an Umpire Trainee.

Base Umpire

The base Umpire will be one of the Coaches or Managers of the participating teams, or an agreed upon voluntary adult.

ARTICLE 5 - MINOR LEAGUE

5.01 - Players

- (A) Players ages 9 through 12.
- (B) 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.
- (C) 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.

5.02 - 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. The primary purpose of the assessment is to have parity among the teams. The Minor League Committee will plan and coordinate the assessment. The Player Agent or his designee will assign players to a team based on their skills assessment score. The Player Agent or his designee may consider "ride sharing" requests made by a parent due to transportation issues.

5.03 - 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.

5.04 - League Champion

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

5.05 - All Stars

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

5.06 - Rules

- (A) Playing rules will be same as the Major League except as noted in the following sections.
- (B) 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.

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- (C) All Players present will play a minimum of two (2) full innings (six outs), on defense in each game.
- (D) 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.
- (E) Ordinarily there will be no forfeitures, games will be rescheduled after consulting with both managers when possible

5.07 - Umpires

The league will supply 2 umpires for each game.

5.08 - Scorekeeping

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

5.09 - 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.

5.10 - 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.

ARTICLE 5.5 - ROOKIE LEAGUE

5.51 - Players

(A) All 7 and 8 years old.

5.52 - Skills Assessment

All potential Rookie League players shall participate in the Skills Assessment. The primary purpose of the clinic is to have parity among the teams. The Rookie League Committee will plan and coordinate the assessment. The Player Agent or his designee will assign players to a team based on their skills assessment scores. The Player Agent or his designee may consider "ride sharing" requests made by a parent due to transportation issues.

5.53 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.

5.54 - League Champion

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

5.55 - All Stars

One (1) 8-year-old All Star team will represent the Rookie League. The selection process will follow the Major League rules outlined in Article 16 of the Bylaws.

5.56 - Finances

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

5.57 - Rules

- (A) Playing rules will be the same as the Major League except as noted in the following sections.
- (B) Games will be five (5) innings within 90 minutes. However, if 5 innings have not been completed within the 90-minute time limit, the following rule applies: No inning, including the 5th, will begin after 90 minutes has elapsed, except in the case of tie games. For the purposes of this rule, a new inning begins when the final out is made in the proceeding inning. The inning that will be completed after the 90-minute time limit will be considered the last inning.
- (C) Each team will be limited to 5 runs during each inning, except the fifth inning. There is no run limit for the fifth inning. When the run limit applies, no runs will be counted after the fifth run is reached in an inning regardless of how many runners could have scored on the final play.
- (D) There shall be no slaughter rule in Rookie League.
- (E) All five innings will be coach pitch. The following rules apply when the coach is pitching. The coach will pitch in an overhand manner and have at least one foot on the normal baseball pitching rubber. The coach must attempt to get out of the way of the infield play after the ball is hit, moving to foul territory in front of the dugout. A batted ball hitting the coach will be ruled a dead ball, which requires the batter to hit again. This does not count as a pitch.
- (F) A maximum of 6 pitches will be made to each batter. The last pitch can continue to be fouled off without an out being called.
- (G) An official game will be any game that 3 innings have been completed or 90 minutes, whichever comes first.
- (H) Base stealing is not allowed. Stealing home is not allowed; players may only score on a hit ball or when a walk or hit batsman scores the base runner. If the ball is overthrown when a player is stealing third base, the base runner must remain on third and the ball is considered dead.
- (I) Bunting is not allowed.
- (J) Leading off is not allowed.
- (K) 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.
- (L) Play ends when the player playing the pitcher position has control of the ball and has one foot on the pitching rubber.
- (M) The following rules apply to player positions:
 - (a) Ten defensive players will be on the field with 4 in the outfield
 - (b) All players on the team will bat.
 - (c) 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.
 - (d) Players may play the same position no more than 3 innings with a maximum of 2 consecutive innings at the same position. It is the responsibility of each coach to enforce this rule.

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- (e) If a game goes into extra innings, players may play more innings at a previous played position.
- (O) All batters and base runners must wear protective helmets (facemasks are optional).
- (P) Bats shall follow the Cal Ripken rules.
- (Q) 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.
- (R) The following rules apply to coaches during the games:
 - (a) No more than 4 coaches are allowed in the dugout.
 - (b) A coach will be restricted to the base coach's box or the mound when pitching. Having delivered the pitch, the pitching coach must vacate the playing field in a manner not to disrupt or impede a fielder or runner (if the ball is put in play).
 - (c) An umpire may declare interference or obstruction at their discretion.
- (S) It is the intent of the league to play all games with all roster players. No team may play a game with less than 9 players without the approval of the Rookie League Vice President or his/her appointed assistant. No game will be played with less than 8 players.
- (T) Ordinarily there will be no forfeitures; games will be rescheduled after consulting with both managers when possible.

5.58 - Umpires

The league will supply 1 umpire for each game. The umpire will call the game from behind the mound.

5.59 - Scorekeeping

Each team shall appoint a responsible person to maintain appropriate statistics on the game (balls, strikes, outs, etc.). Both of these people should position themselves together and 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.

5.60 - 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 done to make the fields ready for play prior to their team's game.

5.61 - 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.

ARTICLE 5.7 - TEE-BALL LEAGUE

5.71 - Players

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

5.72 End of Season Tournament

A tournament, composition as determined by the T-Ball 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.

5.73 - League Champion

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

5.74 - Rules

(A) Batting

1. 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 should be no longer than 28 inches.
2. 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.
3. 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.
4. Each player will be allowed 7 swings. The batter may swing 7 times, if no contact with the ball during these swings, the batter is out.
5. An inning is over when three (3) outs have been made or the at bat 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 five (5) 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 proceeding inning. If there is a tie after five (5) 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 Umpire will call the game complete.
6. All batters, on deck batters, base runners and catchers (if used as the sixth infield player) must wear a batting helmet.
7. 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.
8. 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 and the batter is called out, the runner must return to the original base and may not advance until the next batter hits.
9. Base runners may advance only one base on an overthrow. However, no base runner's can advance on an overthrow to first base. The base runner advances at his/her own risk. The base is not awarded automatically.
10. 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 the play is to be made at home plate.

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11. 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.
12. 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 will not advance.

(B) Fielding

1. 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. 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. The catcher must stand in the designated safety circle until the ball is struck from the Tee.
2. 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 than the edge of the grass.
3. Infielders must stay in the infield. They cannot go to the outfield unless the outfielders have attempted to throw the ball to the infield. An outfielder cannot make a play in the infield.
4. Up to two (2) coaches may be stationed in the outfield to provide instruction to all defensive players as the head coach sees fit. A manager may stand outside of the dugout area in foul territory and behind the designated dugout marker to provide instruction to his infield.
5. A play ends either with an out or an infielder establishing control of the ball in the infield. Base runners shall not advance if the infielder has the ball raised in the air. Throwing the ball into the infield or to the umpire does not end the play. Play ends with the ball in the control of an infielder with his arm and ball raised in the air. The umpire will signal the end of the play and direct runners back to bases if necessary.
6. Base runners may advance as long as the batted ball remains in the outfield. A ball returning to the infield has to be controlled to stop play (control to be determined by the Umpire). If an outfielder makes an overthrow, the runner may advance to the next base, subject to being thrown out. If a second overthrow is made, it is considered a dead ball and no runners advance.
7. 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. There are no tag-ups on fly balls.
8. All infielders will remain in position until the batter makes contact with 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 makes contact with the ball. The pitcher must keep one foot on the rubber until contact is made at the plate with the ball.
9. One coach/assistant should remain in the dugout at all times to maintain decorum as well as keep track of all equipment location and usage.

(C) The Game

1. A regulation game consists of five (5) innings.
2. Time limit of the game is 60 minutes (1 hour).

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3. If the home team is ahead after 4 1/2 innings, the game is concluded (refer to # 5 under Batting).
4. Under no circumstances shall a new inning begin after the one-hour time limit. 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 when the final out is made in the proceeding inning.
5. 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 line up. Players will be batted in order of the line up card as recorded in the scorebook by the official scorekeeper. The Umpire shall see that this action takes place.
6. 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.
7. A called game is considered to be complete if 3 1/2 or 4 innings have been completed or the one-hour time limit has expired.

(D) Field Decorum

1. Except for the batter, on deck batter and base runners, all players should remain in the team dugout while their team is batting.
2. Defensive coaches should stay near the entrance to the dugout except for the coaches that are positioned in the outfield for instruction.
3. Bat Boys are not permitted in Tee-Ball because of the liability and safety issue. This is to be enforced for the safety and well being of the children.
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 anytime during the game.
5. In addition to the defensive coaches in the outfield, a defensive coach may stand in the designated area outside of the dugout in foul territory to offer instruction and coordination to the infield players.

5.75 - 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.

5.76 - Scorekeeping

Each team shall appoint a responsible person to maintain appropriate statistics on the game (scores, outs, etc.). Both of these people should position themselves together and 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.

5.77 - Team Groundskeeper

Each team shall elect/appoint a team groundskeeper. The team groundskeeper will be responsible for working with and being available to the T-Ball League Vice President in the event any work needs to be done to make the fields playable.

5.78 - 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.

ARTICLE 6 - AWARDS

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

- (A) Trophies or similar awards for all 12 year old Players and players moving up to the next league.
- (B) Individual trophies for League Champion and Runners-up team members and coaching staff.
- (C) Baseball pins to all Players.
- (D) **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 as a result 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).
- (E) **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.
- (F) **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.
- (G) **Todd Carter Sportsmanship Award** - At the end of each year the SLYB will present the Todd Carter Sportsmanship Award to the Player, chosen by

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secret ballot by all of 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.

- (H) **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.
- (I) **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.
- (J) **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.
- (K) **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.
- (L) **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.
- (M) **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.
- (N) **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.

ARTICLE 7 - DISCIPLINARY ACTION and Performance Review

7.01 - Non-managerial Officers

- (A) 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.
- (B) 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.
- (C) 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.

7.02 - Managers

- (A) The disciplinary procedure outlined in Sec. 7.01 may be applied to Managers who are suspected of the offenses listed in 7.01. In addition, the following "violations" maybe considered in evaluation of charges:
 - (1) Attempting to coerce or otherwise influence a second Manager to lose games.
 - (2) Evidence that a Manager did not go "all out" to win a game.
 - (3) Evidence that games were lost deliberately in order to gain a higher draft position for the following year. Reports of such action must be submitted to the Board in writing.
 - (4) Practicing or holding a "private try-out" with a prospective Player in the SLYB before official try-out period.
 - (5) Failure to adhere to all Babe Ruth rules and regulations regarding Players' activities such as pitching limitations, player substitutions, etc.
- (B) 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.

7.03 - Suspension Rule

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.

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

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.

On the third (or more) ejection, the appeal must go before the Board within ten (10) days.

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.

Junior Major and Majors will be counted separate as to the Suspension Rule.

ARTICLE 8 - ROSTER REPLACEMENT

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 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 15th Major League game.
- (D) If a Manager fails to pick a replacement within fourteen (14) days from the date a Player is officially dropped (Paragraph C) then a Player will be chosen by a committee consisting of the President, Player Agent and Minor League Vice President.

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- (E) 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.
- (F) If for any reason a Manager delays notifying the President or Player Agent of a player who is not longer active, he will be subject to action approved by the Board.

ARTICLE 9 - ALL STAR TOURNAMENT TEAMS

Five (5) Tournament teams are authorized to represent the SLYB in post-season play, these being the Major League 12-year-old, 11-year-old, 10-year-old and 9-year old team and the Rookie League 8-year old team. SLYB will pay for all Babe Ruth sanctioned tournaments and up to two (2) non-sanctioned tournaments for the 12, 11, 10 and 8 year old teams. SLYB will pay for three (3) tournaments for both the Minor League team and the 9-year-old All Stars. No All-Star teams shall participate in more than four (4) tournaments.

Nothing in these rules shall endorse or prohibit the formation of post season "select teams" after All Star teams have been formed.

9.01 - 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 two-button t-shirt. The league will provide pants and belts, which must be returned at the conclusion of All-Star tournaments. Players are responsible for providing socks.

9.02 - Reimbursable Coach Expenses

SLYB will pay for three (3) hotel rooms per team per tournament for State or Regional sanctioned tournaments only. At the World Series, Babe Ruth will pay for two (2) rooms; therefore, SLYB will only pay for one room. All transportation and meal expenses are the responsibility of the coaching staff.

ARTICLE 10 - SLAUGHTER RULE FOR MAJOR LEAGUE GAMES.

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

APPENDIX

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| Exhibit 1 | Player Sign Up Application |
| Exhibit 2 | Manager Application |
| Exhibit 3 | Player Release Form |
| Exhibit 4 | League Brochure |