

Southlake Baseball Association



GENERAL RULES AND EXCEPTIONS

Fall 2010/Spring 2011

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It is the intent of the Southlake Baseball Association to provide as much enjoyment to the players as possible and practical while maintaining an equitable and competitive level of play consistent with the Rules of Baseball; therefore, the rule exceptions below reflect that goal. A great deal of consideration has been given to overall skill levels of the players involved.

The following rules apply to all levels of play (Shetland, Pinto, Mustang, Bronco, Pony, and Colt) unless otherwise specified.

Major League baseball rules and PONY Baseball, Inc. rules and regulations must be followed, unless otherwise specified herein.

All rules have been approved by the SBA Board of Directors.

I CONDUCT

1. Any official, member or guest of the SBA using profane language, demonstrating unsportsmanlike conduct, and/or under the influence of intoxicating beverages/substances at the ball park (practice fields, playing field or in the stands) will be subject to immediate ejection and disciplinary action from the SBA Board. A SBA member must report this conduct in writing to the commissioner of the league within 24 hours.

2. Use of tobacco products is not permitted on the playing field or in the dugout by anyone during league games or practices.

II REGISTRATION

1. No individual will be allowed to register after registration closes with the exception being any division that is short of players.

2. In the event a team falls below the required number of players, the SBA Board will find an equitable and satisfactory solution if necessary.

3. At the time of registration and up until 48 hours before the draft, a parent or player may designate up to one manager to which the player does not wish to be assigned. Requests are to be given in writing to the commissioner. This option is not available if there are fewer than four (4) teams. This designation shall be applicable to head coaches only.

III SCOREKEEPING

The home team shall provide a responsible and qualified person to serve as the official scorekeeper for each game. The scorekeeper can come from the visiting team if the home team approves. The visiting team will provide an adult to operate the scoreboard and is responsible for keeping both teams' pitch count.

IV UMPIRES

SBA contracts with a qualified third party to provide umpires for SBA scheduled games. Games can begin with at least one umpire present. In the event no official umpire is available at the official starting time, an on-site league official should be located to determine the appropriate course of action.

During a game, an umpire's judgement decisions are final and cannot be argued by any coach or player. This includes, but is not limited to, the calling of ball and strikes, decisions of safe or out, decisions of fair or foul or any call that is at the discretion of the umpire's judgement. If in the opinion of the umpire or a league official this policy is violated, the offending party will not be allowed to continue participating in the game. In addition, no coach, player, parent or spectator can question or approach, in a negative manner, an umpire following the conclusion of a game. If in the opinion of the SBA Board of Directors this policy has been violated, the offending party will be suspended from attending and participating in games and/or practices. Concerns about an umpire's game performance can be discussed with the Board Member on duty at the conclusion of a game or by sending a letter or electronic mail to league officials. In addition, each manager is responsible for the conduct of his/her parents and coaches and can be disciplined for the conduct of his team's parents and coaches.

V EQUIPMENT

1. League approved batting helmets must be worn when a player steps into the batter's box, coach's box or on deck. This includes practices and games. Batting helmets are to be provided by each player and must be league approved. In the mustang division, the batting helmet must also be equipped with a protective face mask/cage.
2. For **Shetland, Pinto and Mustang** Divisions beginning **January 1, 2011** and **Bronco, Pony and Colt** Divisions beginning **January 1, 2012**, wooden, metal, graphite or ceramic bats manufactured for baseball play, which are round and **not more than two and five-eighths inches in diameter** at the thickest part and not more than 42 inches in length are acceptable for play. Bats manufactured specifically for use in tee-ball (i.e. Shetland Division) shall not be used when the ball is pitched by a player, coach or pitching machine. Coach pitch bats will only be used in coach pitch using a safety ball.
3. Metal cleats will only be allowed in the Pony and Colt divisions.
4. For all divisions, catchers are required to wear proper protective equipment including a chest protector, shin guards, a catcher's mask with throat guard and NOCSAE approved headgear which gives protection to the top of the head and both ears when catching behind the plate. In the **Mustang, Bronco, Pony and Colt** Divisions catchers must wear an **athletic supporter with cup** and use a **catcher's glove** (a fielder's glove will not be permitted for use). Players without proper equipment will not be allowed to catch. All equipment must be worn by a catcher during warm-up of the pitcher whether the pitcher is warming up from the mound, in the bullpen or elsewhere.
5. In addition to the cup requirement for catchers in 3 above, all players are strongly encouraged to use cup type supporters for all other positions at all times.
6. If the field of play warrants attention during the course of play, the umpire or coaches should secure the on-site league official that will determine the appropriate course of action.
7. Once a game is started, the umpires make judgments to stop play, although the official cancellation of games due to weather shall be the responsibility of league officials.

VI LEAGUES/DIVISIONS

1. Based on the number of registrants in Pinto, Mustang, Bronco and Pony divisions, leagues shall be designated as the Grapefruit, Cactus, and Texas Leagues. Based upon the number of registrants and the sole discretion of the Board, classic teams may also be formed. Rules covering these classic teams are found in Section XII.

2. Except for Classic teams, interlock leagues and summer tournament teams, all SBA participants will play scheduled league games in Southlake.

3. Pinto, Mustang, Bronco, and Pony Divisions shall have at least 10 teams before consideration is given to grouping participants based on skills. If a sufficient number of participants register to permit 10 teams, a minimum of 4 teams shall be designated in the Grapefruit League.

4. Participants may opt out of consideration or otherwise be ineligible for the Grapefruit League based on the following:

a. Players must commit prior to participating in coach look.

b. After the draft, players must stay in the division where drafted.

c. Players not participating in coach look are not eligible for Grapefruit League play with the following exceptions:

- PRIOR TO or AT Coach Look, the player, parent or guardian has notified an SBA Board Member of an illness, injury or family emergency that precludes that player from participating in Coach Look. If this occurs, the absent player may be eligible for the Grapefruit League draft based on known skill level as determined by a majority vote of the respective league commissioner and the Executive Committee to rate the skill level of prospective players; and/or

-Prior to Coach Look, the player, parent or guardian has notified an SBA Board member of an unavoidable and extenuating circumstance which prevents the player from participating in Coach Look. If this occurs, the absent player may be eligible for the Grapefruit League draft based on known skill level as determined by a unanimous vote of the respective league commissioner and the Executive Committee to rate the skill level of prospective players. This exception should be narrowly construed and judiciously applied.

The purpose of this rule is to ensure a fair and equitable draft and maintain appropriate skill levels within each league.

5. Teams are permitted to add players from other SBA teams for the purpose of fielding a full team (up to nine (9) players only) except during the spring end-of-season tournament play. Teams can add players from the same division to avoid a forfeit. However, added players must be registered with SBA for the current season and play on a team in the same age division as the team that is short players. In the Grapefruit league of any division, players can be added from other Grapefruit or Cactus/Texas teams. In the Cactus/Texas league of any division, only players from other Cactus/Texas teams can be added. Advanced Shetland teams can only add players from current Advanced Shetland teams and Introductory Shetland teams can only add players from current Introductory Shetland teams.

6. Added players must be placed at the bottom of the batting order and must be placed in outfield defensive positions in the following order: RF, LF, CF.

VII MANAGERS

1. CONDUCT - Any manager or coach ejected from a ball game will submit a written report explaining the ejection to the EXECUTIVE COMMITTEE within 48 hours or prior to the next scheduled game, whichever occurs first. Penalty for ejection will be the remainder of that game and the next game (scheduled or make - up). The next game suspension may be appealed to the EXECUTIVE COMMITTEE. If the offense is of a serious nature, the SBA Board may suspend the offender for one (1) year or longer. The SBA Board decision will be final.

2. Each manager shall agree to abide by the decisions of the SBA Board and shall cooperate with them in providing a wholesome recreational program for players. All managers shall agree to abide by SBA's Code of Ethics.
3. Each manager shall maintain a positive rapport between the SBA Board and his team.
4. Each manager will be responsible for selecting and utilizing his/her coaches, as well as their conduct. Each manager is accountable to the SBA Board. Each manager is responsible for the conduct of his/her parents and coaches and can be disciplined for the conduct of his team's parents and coaches. Likewise, the parents and assistant coaches shall also be held responsible for their respective actions/conduct and can be disciplined as well.
5. The Commissioner for each League will assign a panel of 6 to 10 coaches who shall be required to attend coach look and rate every player. This panel of coaches shall be made up of both prospective grapefruit and Texas/cactus coaches. All other prospective coaches are strongly encouraged to attend coach look.
6. Prospective managers must complete a form reflecting their interest in serving as the team's Head Coach. The SBA Board shall approve all managers. The SBA Board shall select a sole head coach (not assistants).
7. Each manager must notify his or her respective SBA Division commissioner or the SBA League Commissioner of his or her Primary Assistant Coach. This notification must occur the day of the draft (if known at that time) or no later than opening day. The Primary Assistant Coach will be responsible for the team in the absence of the Manager. All coaches and assistant coaches are required to fill out a background check, there shall be no exceptions. The Board reserves the right to deny any prospective coach or assistant coach the right to coach a team upon review of that individuals background check.
8. Grapefruit League team managers/coaches will be selected by the Board after coach look has been completed. The Board will also select potential coaches for the Cactus and Texas leagues after registration, coach look and the Grapefruit player draft.

VIII PLAYER SELECTION

1. The draft process will select all individuals who participate in Shetland, Pinto, Mustang, Bronco, Pony and Colt leagues.
2. All players (excluding Blast Ball) will participate in a scheduled Coach Look. Players in Pinto, Mustang, Bronco and Pony must attend coach look in order to be considered for the Grapefruit League. Players in Shetland must attend coach look in order to be considered for the Advanced League. For those who do not attend coach look and are not deemed eligible for the grapefruit or advanced draft pursuant Rule VI (4)(c), their names will be placed in a random draw for Texas/Cactus participation (Pinto, Mustang, Bronco and Pony) or Introductory participation (Shetland) as provided in Rule IX (B)(9).
3. In Pinto, Mustang, Bronco and Pony, all prospective managers who will be formally ranking players must participate in the entire coach look and shall rank on a scale of 1 to 10 in 1 point increments. The high and the low for each player will be thrown out and the remaining score sheets tallied. Players are to be assessed on this grading scale irrespective of age. In Shetland, all prospective managers who will be formally ranking players shall rank a player as either Advanced or Introductory.

4. As provided for in Section VII (5), a panel shall be designated to rank the skill level of prospective players at the coach look. Distribution of the panel's results will be made available to all selected coaches. Player ratings will be distributed at the player draft and collected following the draft. The purpose of the ratings is to help ensure a fair and equitable draft.
5. The specific content of coach look will be left to the discretion of the division commissioners and the executive committee but should generally include stations for hitting, running, fielding ground balls and fly balls and throwing to a base.
6. An optional "pitch look" station will be available for players in the Mustang, Bronco and Pony divisions. Any player who so desires may return at the end of coach look to throw 5 pitches from a mound. Players must be "warm" in advance of their turn in the pitch situations. Attendance by coaches is optional and there will be no formal scoring for this portion of coach look. It is for informational purposes only.

IX DRAFT RULES

A. SHETLAND DIVISION – Tee Ball (Introductory & Advanced)

1. At the official player draft, there will be a limit of two representatives for each team, of which only one will be the spokesperson.
2. Draft position will be based on a random draw. This position will be held the entire draft. Team name and practice field assignments will be chosen in reverse order of the draft position.
3. Each team will be allowed two freezes. This shall include the manager's child and his/her assistant's child. If a manager does not have an assistant, he/she may elect to freeze another player with written permission from his/her parent or guardian. This letter must be submitted to the commissioner before the draft. If a coach or assistant coach does not freeze his/her own child, that child will not be eligible to play on his/her respective team.
4. In each division, the first three rounds will consist of selections from the older of the two ages. Rounds 4 -5 will consist of selection of the younger of the two age groups. Rounds 6 through the last round will be open to draft from either age group.

Note: If the draft has an odd number of rounds, or if there aren't a sufficient number of players to complete the last round evenly, the players available in the last round will still be drafted in the order of the draft previously determined by the team domino draw. Similarly, any late additions will be added to the next team in the remaining draft order as assigned by the League Commissioner.

5. The draft will start with the first position in the draft order making the first selection in odd numbered rounds. The last position in the draft will make the first selection in even numbered rounds. A team will not participate in a draft round in which a player has already been chosen through freezing of the player or the sibling or through drafting of a sibling. This procedure will continue until all players are selected.
6. In the Shetland Division, any frozen player must be selected as the first choice available in that player's age group.
7. Where a frozen player has a sibling in the same age division, the older sibling must be designated the frozen player. A sibling of a drafted or frozen player will be the second available choice after the first sibling was drafted, within the structure of the draft.

8. If there are teams with incomplete rosters after the conclusion of the draft, teams will be filled as each new player registers in the order of the draft order previously determined by the domino draw.

B. CACTUS AND TEXAS LEAGUES (ALL DIVISIONS)

Including Leagues which do not have a Grapefruit Division

1. At the official player draft, there will be a limit of two representatives for each team, of which only one will be the spokesman.
2. Draft position will be based on a random draw. This position will be held the entire draft. Team name and practice field assignments will be chosen in reverse order of the draft position.
3. In each division, the first three rounds will consist of selections from the older of the two ages. Rounds 4 - 5 will consist of selection of the younger of the two age groups. Rounds 6 through the last round will be open to draft from either age group.

Note: If the draft has an odd number of rounds, or if there aren't a sufficient number of players to complete the last round evenly, the players available in the last round will still be drafted in the order of the draft previously determined by the team domino draw. Similarly, any late additions will be added to the next team in the remaining draft order as assigned by the League Commissioner.

4. The draft will start with the first position in the draft order making the first selection in the odd numbered rounds. The last position in the draft will make the first selection in the even numbered rounds. A team will not participate in a draft round in which a player has already been chosen through freezing of the player or the sibling or through drafting of a sibling. This procedure will continue until all players are selected. No team shall have more than eight (8) players from the older age group within its respective division.

5. Each team will be allowed two freezes. This shall include the manager's child and his/her assistant's child. If a manager does not have a child participating, he/she may elect to freeze another player with written permission from his/her parent or guardian. This letter must be submitted to the commissioner before the draft. If a coach does not freeze his/her own child, that child will not be eligible to play on his/her respective team.

6. Where a frozen player has a sibling in the same age division, the older sibling must be designated the frozen player. A sibling of a drafted or frozen player will be the second available choice after the first sibling was drafted, within the structure of the draft.

7. Based on the results of the coach look and the player ratings, league officials will establish three (3) logical groupings of those players that would qualify as first, second, and third round (or later) selections in each age group. The process for grouping the players will be grouped as follows: The first and second round groups will consist of the number of potential freezes per team times the number of teams. The third round group will consist of all players after the second round grouping. EXAMPLE: There are 10 teams, which have two potential freezes. Therefore, the first round grouping will be 20 players, the second round group will be the next 20 players and the third round all other players.

8. The frozen player (and sibling, if applicable) must be selected in the round that the player was classified. If a frozen player(s) is included in the first round grouping, the frozen player must be the first selection for that age group. If a frozen player is not included in the first round grouping, the frozen player must be selected in the second or third round for the applicable age group - in accordance with the player ratings and related groupings. All frozen players must be selected no

later than the third round for that player's age group. (If ratings for siblings are the same, selections of the siblings must be made in the next available round.) If the frozen player(s) or sibling did not attend Coach Look, the frozen player(s) or sibling must be selected as the first choice available in that player's age group.

9. Any first year player not attending Coach Look will have his/her name placed in a container. At any time after completion of the fifth round, a coach may choose to draw from the container as his selection.

10. The draw rules are the same as the draft rules except the players being selected will be drawn from the container.

11. If there are teams with incomplete rosters after the conclusion of the draft, teams will be filled as each new player registers in the order of the draft order previously determined by the domino draw.

C. GRAPEFRUIT LEAGUE (ALL DIVISIONS)

1. The Manager (head coach) will receive two freezes in all Divisions.

2. Each team will be allowed two freezes. This shall include the manager's child and his/her assistant's child. If a manager does not have a child participating, he/she may elect to freeze another player with written permission from his/her parent or guardian. This letter must be submitted to the commissioner before the draft. If a coach does not freeze his/her own child, that child will not be eligible to play on his/her respective team.

3. Based on the results of the coach look and the player ratings, league officials will establish three (3) logical groupings of those players that would qualify as first, second, and third round (or later) selections in each age group. In Grapefruit Leagues the process for grouping the players will be as follows: The first round group and the second round group will consist of the number of potential freezes per team times the number of teams. The third round group will consist of all players after the second round grouping. EXAMPLE: There are 6 teams, which have two potential freezes. Therefore, the first round grouping will be 12 players, the second round group will be the next 12 players and the third round all other players.

4. The frozen player (and sibling, if applicable) must be selected in the round that the player was classified. If a frozen player(s) is included in the first round grouping, the frozen player must be the first selection for that age group. If a frozen player is not included in the first round grouping, the frozen player must be selected in the second or third round for the applicable age group - in accordance with the player ratings and related groupings. All frozen players must be selected no later than the third round for that player's age group. (If ratings for siblings are the same, selections of the siblings must be made in the next available round.)

5. Draft position will be based on a random draw. This position will be held the entire draft. Team name and practice field assignment will be chosen in reverse order of the draft position.

6. In each division, the first three rounds will consist of selections from the older of the two ages. Rounds 4 & 5 will consist of selection of the younger of the two age groups. Round 6 through the final round will be open to selections from either age group.

7. The draft will start with the first position in the draft order making the first selection in odd numbered rounds. The last position in the draft will make the first selection in even numbered rounds. A team will not participate in a draft round in which a player has already been chosen through freezing of the player or the sibling or through drafting of a sibling. This procedure will

continue until all players are selected. No team shall have fewer than two (2) players from the younger age group within its respective division.

8. 12. The "Grapefruit consideration line" will be drawn to include 150% of the number of players who will actually be selected to grapefruit teams, plus ties, and to include players above a natural break point in the player ranking scores as determined by the respective division commissioners. Players above that grapefruit consideration line will be "eligible" for the grapefruit draft. At the conclusion of the grapefruit draft, those players who were not selected will be placed back into the rankings and will be drafted as part of the Texas/Cactus Draft.

9. Players must attend coach look in order to be eligible to participate in the Grapefruit League as described in Section VI, paragraph 4 c.

X GAME SCHEDULES AND TIMES

1. The length of games for each division will be the lesser of:

Division, Innings, Time Limit:

Pony, 7 Innings or 1 hour and 45 minutes.

Bronco, 6 Innings or 1 hour and 45 minutes.

Mustang, 6 Innings or 1 hour and 40 minutes.

Pinto, 6 Innings or 1 hour and 30 minutes.

Shetland Advanced, 1 hour and 15 minutes.

Shetland Beginner, 1 hour.

a. No new inning shall begin after time has expired. The bottom half of the inning will not be played if the home team is ahead after time has expired.

b. No new inning shall begin after 10:00 p.m. local time on Friday and Saturday nights. For games Sunday through Thursday, the game shall end promptly at 10:00 pm regardless of the status of the game. If the game ends in any portion of an inning due to the time curfew and the home team is ahead at the conclusion of play, the home team wins. If the home team is behind at the conclusion of play, then the score reverts to the previously completed full inning.

c. A new inning begins immediately after the third out is recorded in the bottom half of the current inning. If there is any time left on the game clock when the third out is recorded in the bottom half of the inning, the next inning will be played. This excludes games that have played the maximum number of innings or games that have ended because of the run rule.

d. No score shall be kept in Shetland Division league games.

2. In the event that a regular season game is tied after the completion of the maximum number of innings, extra innings will not be played - even if time remains on the game clock.

3. In the event of inclement weather and affected games are rained out, SBA officials are authorized to reduce the time limit of games to facilitate completion of the game schedule.

4. All games will start as scheduled. The game clock will start at the scheduled time or 5 minutes after the completion of the prior game, whichever is later. If games are behind schedule, no field warm-up is permitted prior to the start of the applicable scheduled game. The official scorekeeper shall start the game at the scheduled time, unless otherwise instructed by a league official.

League officials are the only personnel who may authorize start after the official scheduled game time or may reduce the length of the game in order to get games back on schedule. The decision to reduce the length of the game shall be made prior to the start of the game and the reduction shall not exceed 10 minutes

5. No player or coach shall intentionally slow play to run remaining time off clock. It shall be the coaches and umpire's responsibility to maintain the "normal" pace of the game.

6. Teams shall be allowed no more than 2 minutes between innings with the pitcher receiving no greater than eight (8) warm-up pitches. Coaches and umpires shall be responsible for maintaining the pace of play.

7. Rained out games may be rescheduled in the order in which they were rained out by the league scheduler at the earliest available time. The scheduler shall notify both involved managers when he/she determines the date and time of the game. Schedulers will consider the number of games per week played by each team in rescheduling the games.

XI GENERAL PLAYING RULES AND EXCEPTIONS

1. All playing rules will come from the SBA General Rules and Exceptions, Pony League, Inc. Rule Book and Major League Baseball Rule Book. This is also the order of authority. Divisions interlocking with other baseball associations in the area will use the USSSA Rule Book (www.ussa.com) as well as applicable local association rules which can include rules outlined by other sanctioned baseball entities.

2. For exceptions in each league, see the exception rules sheets for each league.

3. During regular scheduled games, the following line of authority shall be followed in all cases where an interpretation of SBA rules is necessary:

- a. Board Member on Duty
- b. League Commissioner
- c. League President

In no cases shall other Association officials or League officials be expected or allowed to interpret Association rules that may be questioned. No protests will be allowed.

4. Any division with more than ten teams shall be split into two or more leagues as further described in Section VI and as determined appropriate by SBA and in accordance with Pony rules.

5. An official line-up will be given to the official scorekeeper and opposing manager at least ten minutes before game time, listing all eligible players. All eligible players must bat and the batting order must remain the same for that entire game. Any player arriving late shall be added to the batting order in the last position (coaches are exempt from the minimum required playing time for any player arriving after the scheduled start time). Any player who is unable to continue play can be removed from the game without penalty to his/her team. If physically able, the player is entitled to re-enter the game in the same position in the batting order. For defensive purposes, the returning player cannot reenter the game in the middle of an inning.

6. Free substitution will be in effect for all regular season games. Any player may be removed and reenter the game at any time. However, once a player is removed from pitching, that player cannot return to the mound. All players must bat and the batting order must remain the same for the entire game, unless a player must leave the game because of injury or other authorized reason.

7. Defensive changes during the course of an inning can only be made as follows:

- a. beginning with the half inning the defensive team takes the field, or
- b. multiple position changes associated with a pitcher substitution, or
- c. associated with an injury

8. In Blast Ball, Shetland, Pinto, Mustang, Bronco and Pony a player with a minimum of 1 year of experience in the division may be allowed to play up one age division provided the following conditions are met:

- a. The player pays the registration fee for the upper age division in which he/she wishes to participate.
- b. The player attends the coach-look for both the upper age division requested and the age division in which the player currently has one year experience.
- c. Division commissioners approve placement of the player in the upper division.

Players that do not receive commissioner approval to play up one age division will be required to play in the division in which they have one year experience. In addition, the difference in fee to play in the upper division will not be refunded. Players that are approved for and participate in an upper division must remain in that division for summer league tournament play. If the player is not chosen for a summer league tournament team in the upper division in which they have participated, they cannot re-enter the lower division and thus will not be able to be placed on a summer tournament team.

A child may be permitted to play down in those very rare instances where it is shown that the player has developmental, medical or mental issues which could endanger the child if he were to play in his age appropriate league. To be eligible to play down, it requires unanimous approval of the Board's executive committee only after it is determined that the player will not pose a danger to anyone in the younger league by playing down.

9. As indicated in the applicable leagues below, by the end of the fourth inning, teams beginning a game with 10 players or fewer must allow all players to play two complete innings (six defensive outs) in the infield each game. Infield positions are defined as P, C, 1B, 2B, 3B, and SS. For teams beginning a game with 11 or more players, 10 players must be allowed to play two complete innings in the infield prior to the end of the fourth inning. The remaining players must be allowed to play two complete innings in the infield prior to the end of the fifth inning. As an exception to this rule, parents may request that the coach not play their child in the infield because the player has developmental, medical or mental issues which could endanger the child if he were to play in the infield. This exception must also be approved by the Commissioner for that respective league.

10. Warming up on the infield prior to a game is prohibited. All pre-game warm-up activity on game fields is restricted to the outfield.

11. The following rules shall be followed with regard to batting cage usage:

- a. Teams with scheduled games at Bicentennial Park have priority for batting cage usage over teams practicing or preparing for games at other parks.
- b. Batting cages cannot be used before 12 PM on Sundays.
- c. During league play, the visiting team has a 25 minute cage use period beginning 1 hour before game time. The home team has a 25 minute cage use period beginning 35 minutes before game time.

Shetland Exceptions

1. All players play defensively in every inning.
2. Emphasis is on participation, player development, and SAFETY of the athletes. No scoring or outs shall be kept during introductory league games. No scoring shall be kept during advanced league games, but outs shall be kept. Shetland games will not be officiated with umpires. The two head coaches shall serve as coordinators of play. Baseballs approved by SBA shall be used for Shetland Division during league play.
3. The Home team shall play defense first.

Defensive principles (Introductory and Advanced):

4. Defensive players shall play a different position each inning.
5. No player may play the same defensive position more than one inning in a game.
6. The pitcher must make a throw to first base on a fielded ball. All outfield players must throw the ball to an infield player to make an out in the infield.
7. Only one base is permitted on overthrows.
8. Each player must play at least one complete inning in an infield defensive position.
9. All infield players must play in normal defensive baseball positions. Outfield players shall be positioned a minimum of 10 feet beyond the base-paths.
10. The pitcher shall wear protective headgear (i.e. batting helmet with face guard) and chest guard.
11. Three defensive coaches will be permitted on the field of play. One may be positioned behind the pitcher and the two remaining may be positioned behind the outfielders.

Offensive principles:

12. Only players at bat, on deck, or on base will be permitted on the field of play.
13. On a batted ball, the play ceases and runners are required to stop advancing when the ball is returned to the infield and is in an infielder's possession. The head coach on defense shall serve as the lead official during play. At times, the defensive coach may direct all base runners to their appropriate bases and the game will proceed.
14. Tight bases will be maintained (no leading off). Runners may advance only on a hit ball.

Introductory Offensive Exceptions:

15. Each team shall develop a batting order at the beginning of the game. In Introductory, the batting order shall be reversed after each inning.
16. In Introductory, each player shall bat in each inning using the tee. Once a team has completed one round of batting, that team will assume their defensive positions.

17. At the end of one hour of play the last team batting will complete their turn at bat, and play stops.

18. In Introductory, when at bat, three adult coaches may be positioned with the hitting team as follows: One shall be positioned at the tee in foul territory and two additional coaches may be positioned in foul territory inside each respective coach's box, while their team is at bat.

Advanced Offensive Exceptions:

19. Each team shall develop a batting order at the beginning of the game. In Advanced, a normal batting order is used (e.g. 1-10).

20. In Advanced, each player shall bat in order until either 5 outs are registered in the inning or all players have batted once in the inning. All players must bat using the tee the first two times through the order. After each batter has hit using the tee twice, each hitter will have the option to receive up to three pitches per at bat. If the hitter has not put the ball in play after three pitches, he or she will then hit from the tee. Each team's coach or designated parent will serve as pitcher and must throw the ball overhand from a standing, kneeling or squatting position from the front of the pitcher's mound. The catcher is not permitted to be stationed behind the plate, but must be a sufficient distance away from the plate when the coach is throwing the ball to the batter.

21. At the end of one hour fifteen minutes of play, the last team batting will complete their turn at bat, and play stops.

22. In Advanced, when at bat, four adult coaches may be positioned with the hitting team as follows: One shall be positioned in front of the pitcher's mound to throw the live pitches, one shall be positioned in foul territory near home plate to serve as the catcher and to assist the hitter, and two additional coaches/parents may be positioned in foul territory inside each respective coaches box, while their team is at bat.

Pinto Exceptions (All Divisions)

1. All players play defensively in every inning.

2. When at bat, the offensive team may position two adult coaches on the field of play. One coach shall occupy the third base coach's box and the other shall occupy the first base coach's box.

3. A coach-pitcher must remain in contact with the pitching rubber while pitching. He/She must throw the ball overhand. No kneeling or pitching from the knee is allowed. The pitcher must leave the field once the ball is put in play and may not coach the batter or base runner until the play is over. If a coach does coach a base runner while the ball is in play, the coach will receive a warning by the umpire. The penalty for a second offense during the game will result in the removal of the pitching coach from pitching the remainder of the game.

4. In the Texas/Cactus league, the defensive team is allowed one coach on the field. This coach can position himself/herself down an outfield line or may stand behind home plate. If the coach positions himself/herself down the outfield lines he/she must remain inside their respective coach's box while the ball is in play. In the Grapefruit league, no defensive coach is allowed on the field during play.

5. Only five adults will be allowed in the dugout at one time. All others must be eligible players.

6. All infield players must play in normal defensive baseball positions. Outfield players shall be positioned a minimum of 20 feet beyond the base-paths.
7. All eligible players must play defensively in the 10 normal defensive positions and are not allowed to roam the field. A player is not allowed to take a play away from another player who is playing a normal position. If this occurs, the coaches and offending player will be warned by the umpire and the base runner will be called safe.
8. No player may play the same defensive position more than three innings in a game.
9. If a defensive team has 8 or fewer players and elects to play without a catcher, another player on the team (infielder, pitcher or outfielder) cannot make a play at home plate. Offensive runners attempting to score will be called safe at home if any defensive player attempts to make a play at home plate (there can be no put-outs at home since there is no official catcher). Teams with nine (9) or more players must field a catcher
10. The pitcher shall wear protective headgear (i.e. batting helmet with face guard) and must wear either a standard catcher's chest protector or a league approved heart guard.
11. Pinto games will end by the run rule when a team is ahead by 10 runs or more after four complete innings (3 1/2 innings if the home team is ahead after the visiting team has batted in the top half of the fourth inning). Even if the home team has been mathematically eliminated after the visiting team has batted in the top half of the fourth inning, the home team is entitled to bat in the bottom half of the fourth inning until the game time limit is reached.
12. After completing four full innings of play, game results are official at the time another team has been mathematically eliminated.
13. Tight bases will be enforced. The umpire shall call out any runner leaving the base before the ball is put in play. Runners may advance only on a hit ball.
14. Innings will end with 3 outs or the scoring of 5 runs in that inning, whichever occurs first.
15. In Texas/Cactus each hitter will receive only 5 pitches. If the hitter has not put the ball in play in five pitches, he or she will be called out. As an exception, if the final pitch is fouled, the player will receive an additional pitch(es) until the ball is put in play fairly or the player misses or does not swing at the pitch. In Grapefruit, each hitter will receive 6 pitches or 3 strikes. If the hitter receives three strikes and/or has not put the ball in play in six pitches, he or she will be called out. As an exception, if the final pitch is fouled, the player will receive an additional pitch(es) until the ball is put in play fairly or the player misses or does not swing at the pitch.
16. If a batted ball hits the pitcher coach, the ball is dead, the pitch counts and runners cannot advance.
17. If in the umpire's judgment, a pitcher coach interferes with a defensive player's ability to field a batted ball, the pitch to the batter counts, the ball is dead and runners cannot advance.
18. In the Texas/Cactus League, the play is ceased when, in the umpire's judgment, the ball is in an infielder's possession in the infield. The infielder does not have to hold the ball up to stop play. The umpire, based on the position of the runners at the time of the infielder's possession will direct base runners to the appropriate bases. Base runners that are more than half way to the base they are running towards will be awarded that base. Base runners that are less than half way to the base they are running towards will be awarded the base they last occupied. If a play is made in the infield to stop an advancing runner and the play is unsuccessful (e.g. the ball is overthrown), then the runner (as well as all other runners on base) can only advance one

additional base (one base on an overthrow). Similarly, if the infielder is attempting to stop an advancing runner and the play is unsuccessful but there is no overthrow, all other runners can only advance one base from the base occupied prior to the start of the play (for example, a runner on second cannot advance to home while the infielder is attempting to throw a runner out at first unless there is an overthrow). In the Grapefruit League, the play is ceased when the base runners stop advancing as in regular baseball rules.

19. During regular season league play, any team with as few as seven players may start a game without forfeit, although players from other Pinto teams can be added to teams with fewer than 10 players to avoid a forfeit - see Section VI. During the regular season, no additional outs shall be assessed to the team playing with less than 9 players. A player may be removed from the game without penalty to his/her team provided there are at least six remaining players. If there are at least six remaining players, the game will continue as an official game. If there are fewer than six players continuing the game, the game will be considered a forfeit. During spring end of season tournament play, players cannot be added from other Pinto teams. For teams playing with less than 9 players, an out will be assessed for each vacant spot in the batting order. For teams starting with 9 players, if a player leaves the game early due to injury or illness, their position is skipped in the batting order without penalty.

20. When a runner encounters a play at a base that, in the judgment of the umpire, would cause potential contact with a defensive player, the runner must "give up, get down or get out of the way". The runner must either avoid the potential tag by running out of the baseline (thus retired), stopping in the baseline to allow the tag or sliding into the base. Failure to avoid contact in this manner will be deemed to constitute excessive force and that player will be out and ejected from the game at the discretion of the umpire. The team manager of the ejected player must complete a report describing the incident to the EXECUTIVE COMMITTEE within 48 hours of the incident. Repeated offenses by the same player may result in suspensions from additional games, at the discretion of the EXECUTIVE COMMITTEE.

21. No infield fly rule or balk rule will be in effect.

22. Bunting is not allowed.

23. Slashing (i.e. a fake bunt followed by a swing at the pitch) is not allowed.

24. By the end of the fourth inning, teams beginning a game with 10 players or fewer must allow all players to play two complete innings (six defensive outs) in the infield each game. Infield positions are defined as P, C, 1B, 2B, 3B, and SS. For teams beginning a game with 11 or more players, 10 players must be allowed to play two complete innings in the infield prior to the end of the fourth inning. The remaining players must be allowed to play two complete innings in the infield prior to the end of the fifth inning. Any team failing to comply with these provisions during tournament play shall forfeit the game.

Mustang Exceptions - Cactus and Texas League

1. During the regular season, any team with as few as seven players may start a game without forfeit, although players from other Mustang Cactus/Texas teams can be added to teams with fewer than 9 players to avoid a forfeit - see Section VI. During the regular season, no additional outs shall be assessed to the team playing short. A player may be removed from the game without penalty to his/her team provided there are at least six remaining players. If there are at least six remaining players, the game will continue as an official game. If there are fewer than six players continuing the game, the game will be considered a forfeit. During spring end of season tournament play, players cannot be added from other Cactus/Texas teams. For teams playing

with less than 9 players, an out will be assessed for each vacant spot in the batting order. For teams starting with 9 players, if a player leaves the game early due to injury or illness, their position is skipped in the batting order without penalty.

2. Courtesy runners will not be allowed except for the following:

a. In the event of an injured player, the player who made the last out will run for the injured player.

b. When there are two outs, the player who made the last out can serve as a pinch runner for the catcher.

3. All teams will play under a free substitution rule. Any removed player may reenter the game at any time. A pitcher who is removed from the mound may reenter the game but not as a pitcher.

4. The batter may not advance on a dropped third strike.

5. Innings will end with 3 outs or the scoring of 5 runs in that inning, whichever occurs first.

6. Mustang games will end by the run rule when a team is ahead by 10 runs or more after four complete innings (3 1/2 innings if the home team is ahead after the visiting team has batted in the top half of the fourth inning). Even if the home team has been mathematically eliminated after the visiting team has batted in the top half of the fourth inning, the home team is entitled to bat in the bottom half of the fourth inning until the game time limit is reached.

7. After completing four full innings of play, game results are official at the time another team has been mathematically eliminated.

8. There will be no stealing of home allowed, except on a passed ball or if the catcher attempts to make a play on a runner. Once the catcher has possession of the ball, runners on third must either advance or return to third. A runner on third cannot advance to home on a throw back to the pitcher unless the pitcher misses the throw from the catcher. If the runner doesn't advance or return once the catcher has possession, the umpire shall call time and the ball is dead and the runner cannot advance. Any play made on a runner by the catcher shall be a live ball and runners can advance at their own risk.

9. When a runner encounters a legitimate play at a base that, in the judgment of the umpire, would cause potential contact with a defensive player, the runner must "give up, get down or get out of the way". The runner must either avoid the potential tag by running out of the baseline (thus retired), stopping in the baseline to allow the tag or sliding into the base. Failure to avoid contact in this manner will be deemed to constitute excessive force and that player will be out and ejected from the game at the discretion of the umpire. The team manager of the ejected player must complete a report describing the incident to the EXECUTIVE COMMITTEE within 48 hours of the incident. Repeated offenses by the same player may result in suspensions from additional games, at the discretion of the EXECUTIVE COMMITTEE.

10. By the end of the fourth inning, teams beginning a game with 10 players or fewer must allow all players to play two complete innings (six defensive outs) in the infield each game. Infield positions are defined as P, C, 1B, 2B, 3B, and SS. For teams beginning a game with 11 or more players, 10 players must be allowed to play two complete innings in the infield prior to the end of the fourth inning. The remaining players must be allowed to play two complete innings in the infield prior to the end of the fifth inning. Any team failing to comply with these provisions during tournament play shall forfeit the game.

11. No player shall sit out more than one full defensive innings in a game until after all players sit out one full defensive inning. No player shall sit out more than two full defensive innings in a game.

12. Players may not pass the ball around the infield following an out.

13. No balk rule will be in effect. It is recommended that all pitchers be taught to pitch from the stretch when runners are on base.

14. Tight bases will be enforced.

15. At the time the pitcher has released the pitch to home plate, if the runner is not in contact with the base he/she is occupying, that runner shall be called out. Also, any runner that leaves the base before the ball reaches or passes the catcher shall be called out, and the ball, including the pitch, will be considered a dead ball (the pitch offered by the pitcher will not count). Quick pitches, as determined by the umpire, will not cause the runner to be called out if the runner is not in contact with the base when the pitch is delivered.

16. If a player walks, he must stop at first base and cannot advance to second until another pitch has been thrown.

17. Pitching: Pitchers may pitch a maximum of 50 pitches in a 72 hour period. Once a pitcher reaches 50 pitches, he must rest a mandatory 40 hours before he can pitch again. If a pitcher reaches 50 pitches in the middle of a batter, then he can complete that batter and then a pitching change must occur.

18. Defensive changes during the course of an inning can only be made as follows:

- a. beginning with the half inning the defensive team takes the field;
- b. multiple position changes associated with a pitcher substitution; or
- c. associated with an injury

19. Batters must wear batting helmet with a face guard.

20. The infield fly rule is not in effect.

21. Bunting is not allowed. If the ball is bunted, then it is considered a dead ball and no players may advance. The batter must return to the plate to resume hitting with the same count as before the attempted bunt.

22. Slashing (i.e. a fake bunt followed by a swing at the pitch) is not allowed.

Mustang Exceptions—Grapefruit League

1. During regular season play, any team with as few as seven players may start a game without forfeit, although players from other Grapefruit or Cactus/Texas teams can be added to teams with fewer than 9 players to avoid a forfeit - see Section VI. During league play, no additional outs shall be assessed to the team playing short. A player may be removed from the game without penalty to his/her team provided there are at least six remaining players. If there are at least six remaining players, the game will continue as an official game. If there are fewer than six players continuing the game, the game will be considered a forfeit. During spring end of season tournament play, players cannot be added from other Mustang Division teams. For teams playing with less than 9 players, an out will be assessed for each vacant spot in the batting order. For teams starting with 9 players, if a player leaves the game early due to injury or illness, their position is skipped in the batting order without penalty.

2. Courtesy runners will not be allowed except for the following:
 - a. In the event of an injured player, the player who made the last out will run for the injured player.
 - b. When there are two outs, the player who made the last out can serve as a pinch runner for the catcher.
3. All teams will play under a free substitution rule. Any removed player may reenter the game at any time. A pitcher who is removed from the mound may reenter the game but not as a pitcher.
4. A batter may advance on a dropped third strike.
5. Innings will end with 3 outs or the scoring of 5 runs in that inning, whichever occurs first.
6. Mustang games will end by the run rule when a team is ahead by 10 runs or more after four complete innings (3 1/2 innings if the home team is ahead after the visiting team has batted in the top half of the fourth inning). Even if the home team has been mathematically eliminated after the visiting team has batted in the top half of the fourth inning, the home team is entitled to bat in the bottom half of the fourth inning until the game time limit is reached.
7. After completing four full innings of play, game results are official at the time another team has been mathematically eliminated.
8. Stealing of home is permitted, however any base runner attempting to steal home from third base on a swinging strike is automatically called out. The runner is out at the time the bat is swung and play is discontinued (i.e. the ball is considered dead). Runners at other bases must return to the base occupied prior to the play, the pitch does not count as a ball or strike, and the base runner attempting to steal home is out. For clarity, a bunt is not a swinging strike. The intent of the rule is to protect the base runner without taking away the opportunity to steal home.
9. When a runner encounters a play at a base that, in the judgment of the umpire, would cause potential contact with a defensive player, the runner must "give up, get down or get out of the way". The runner must either avoid the potential tag by running out of the baseline (thus retired), stopping in the baseline to allow the tag or sliding into the base. Failure to avoid contact in this manner will be deemed to constitute excessive force and that player is out and will be ejected from the game at the discretion of the umpire. The team manager of the ejected player must complete a report describing the incident to the EXECUTIVE COMMITTEE within 48 hours of the incident. Repeated offenses by the same player may result in suspensions from additional games, at the discretion of the EXECUTIVE COMMITTEE.
10. By the end of the fourth inning, all players shall play two complete innings (six defensive outs) in the infield each game. Infield positions are defined as P, C, 1B, 2B, 3B, and SS. Any team failing to comply with these provisions during tournament play shall forfeit the game.
11. No player shall sit out more than one full defensive innings in a game until after all players sit out one full defensive inning. No player shall sit out more than two full defensive innings in a game. No player may play the same defensive position more than 3 innings in a game.
12. Players may not pass the ball around the infield following an out.
13. Loose bases are permitted.
14. Batters must wear a helmet with a face guard (Mustang only).

15. Pitching: Mustang Pitchers may pitch a maximum of 50 pitches in a 72 hour period. Once a Mustang pitcher reaches 50 pitches, he must rest a mandatory 40 hours before he can pitch again. If a Mustang pitcher reaches 50 pitches in the middle of a batter, then he can complete that batter and then a pitching change must occur.

16. One balk warning per pitcher will be permitted in Grapefruit Division games.

17. Defensive changes during the course of an inning can only be made as follows:

- a. beginning with the half inning the defensive team takes the field or,
- b. multiple position changes associated with a pitcher substitution, or
- c. associated with an injury

18. Metal cleats are not permitted.

19. The Infield Fly Rule is in effect.

20. Bunting is permitted.

21. Slashing (i.e. a fake bunt followed by a swing at the pitch) is not allowed.

Bronco and Pony Exceptions

1. Metal cleats are not allowed in the Bronco division.

2. Stealing of home is permitted, however any base runner attempting to steal home from third base on a swinging strike is automatically called out. The runner is out at the time the bat is swung and play is discontinued (i.e. the ball is considered dead). Runners at other bases must return to the base occupied prior to the play, the pitch does not count as a ball or strike, and the base runner attempting to steal home is out. For clarity, a bunt is not a swinging strike. The intent of the rule is to protect the base runner without taking away the opportunity to steal home.

3. During regular season league play, any team with as few as seven players may start a game without forfeit, although players from other Bronco or Pony teams can be added to teams with fewer than 9 players to avoid a forfeit - see Section VI. During the regular season, no additional outs shall be assessed to the team playing short. A player may be removed from the game without penalty to his/her team provided there are at least six remaining players. If there are at least six remaining players, the game will continue as an official game. If there are fewer than six players continuing the game, the game will be considered a forfeit. Courtesy runners will not be allowed. In the event of an injured player, the player who made the last out will run for the injured player. During spring end of season tournament play, players cannot be added from other Bronco or Pony teams. For teams playing with less than 9 players, an out will be assessed for each vacant spot in the batting order. For teams starting with 9 players, if a player leaves the game early due to injury or illness, their position is skipped in the batting order without penalty.

4. All teams will play under a free substitution rule. Any removed player may reenter the game at any time. A pitcher who is removed from the mound may reenter the game but not as a pitcher.

5. When a runner encounters a play at a base that, in the judgment of the umpire, would cause potential contact with a defensive player, the runner must "give up, get down or get out of the way". The runner must either avoid the potential tag by running out of the baseline (thus retired), stopping in the baseline to allow the tag or sliding into the base. Failure to avoid contact in this manner will be deemed to constitute excessive force and that player will be out and is ejected

from the game at the discretion of the umpire. The team manager of the ejected player must complete a report describing the incident to the EXECUTIVE COMMITTEE within 48 hours of the incident. Repeated offenses by the same player may result in suspensions from additional games, at the discretion of the EXECUTIVE COMMITTEE.

6. Players may not pass the ball around the infield following an out.

7. By the end of the fourth inning, teams beginning a game with 10 players or fewer must allow all players to play two complete innings (six defensive outs) in the infield each game. Infield positions are defined as P, C, 1B, 2B, 3B, and SS. For teams beginning a game with 11 or more players, 10 players must be allowed to play two complete innings in the infield prior to the end of the fourth inning. The remaining players must be allowed to play two complete innings in the infield prior to the end of the fifth inning. Any team failing to comply with these provisions during tournament play shall forfeit the game.

8. No player shall sit out more than one full defensive innings in a game until after all players sit out one full defensive inning. No player shall sit out more than two full defensive innings in a game.

9. Pitching: Bronco Pitchers may pitch a maximum of 60 pitches in a 72 hour period. Once a Bronco pitcher reaches 60 pitches, he must rest a mandatory 40 hours before he can pitch again. If a Bronco pitcher reaches 60 pitches in the middle of a batter, then he can complete that batter and then a pitching change must occur.

Pony Pitchers may pitch a maximum of 70 pitches in a 72 hour period. Once a Pony pitcher reaches 70 pitches, he must rest a mandatory 40 hours before he can pitch again. If a Pony pitcher reaches 70 pitches in the middle of a batter, then he can complete that batter and then a pitching change must occur.

10. Bronco games will end by the run rule when a team is ahead by 10 runs or more after four complete innings (3 1/2 innings if the home team is ahead after the visiting team has batted in the top half of the fourth inning). Even if the home team has been mathematically eliminated after the visiting team has batted in the top half of the fourth inning, the home team is entitled to bat in the bottom half of the fourth inning until the game time limit is reached. Bronco games will also end by the run rule anytime after 5 complete innings have been played (4 1/2 if home team) and a team is ahead by 8 or more runs.

11. Pony games will end by run rule when a team is 10 runs ahead after five complete innings (4 1/2 innings if the home team is ahead after the visiting team has batted in the top half of the fifth inning).

12. Innings conclude with 3 outs or 6 runs, whichever occurs first, in all Bronco Division games.

13. Pitchers in the Bronco Division will be allowed one balk warning. No balk warnings will be permitted in Pony Division games.

14. Defensive changes during the course of an inning can only be made as follows:
a. beginning with the half inning the defensive team takes the field;
b. multiple position changes associated with a pitcher substitution; or
c. associated with an injury

15. The Infield Fly Rule is in effect.

16. Slashing (i.e. a fake bunt followed by a swing at the pitch) is not allowed.

XI CLASSIC RULES AND EXCEPTIONS

A. Classic Baseball – Definition

1. Classic baseball is a highly competitive level of competition designed for the most dedicated and serious baseball players.
2. SBA Classic teams will interlock with other Classic and Select teams in the DFW metroplex via the North Texas Interlock (NTI) and/or tournament play. For more information about the North Texas Interlock visit their website at www.ntibaseball.org.
3. The NTI and various other leagues are non-profit organizations whose objective is to provide competitive community-based baseball in North Texas. The NTI league offers the most competitive level of baseball in its "Elite" and "Classic" Divisions (equivalent to "Major and AAA") and also offers competitive baseball classified as "AA" or "All-Star" division of play. Our normal recreational league at Southlake Baseball is classified as "A" division of play.
4. Coaches, parents and players will be expected to have a very high commitment level to the classic team and will be required to sign a Spring/Summer "Player Agreement".
5. Classic baseball has a rigorous schedule of regular season games and post season tournaments. Travel is expected with classic teams; only a fraction of the regular season games will be played at Bicentennial Park. Away games will be played at various parks in the DFW metroplex. Tournaments could require travel to areas beyond the Metroplex and/or state.

B. Coach Selection

1. Potential Classic coaches will be required to submit a Coach Application to the SBA board by the date and time chosen by the Board.
2. All Classic coaches will be nominated by the SBA Coach Selection committee based on criteria such as coaching experience, baseball knowledge, and communication ability with the players, positive behavior on the field, etc. The Coach Selection Committee's nomination of coaches must be approved by a majority vote from the SBA Board of Directors.
3. Once a coach has been selected, the coach(s) will be required to host and attend a "Classic Try-out" and then complete the team's player roster.
4. The coach may have no more than 10 "Player Agreements" completed at the time of the Classic Try-out.
5. The coach will be held to a high level of sportsmanship, coaching ethics and honesty with his players and player parents.
6. SBA Classic Coaches will be required to attend the Coaches Clinic and Rules Clinic sponsored by the NTI and other baseball associations, should they participate in those leagues.
7. Classic coaches are subject to SBA code of ethics, review and background check.
8. The coach will be required to submit a team name and roster, all player agreements and registration fees to the SBA Classic Commissioner by the last SBA Spring or Fall registration dates. Rosters will be subject to the review and approval of the SBA Classic Commissioner, the executive committee of the SBA Board of Directors and/or the entire SBA Board of Directors at the beginning of each season. Coaches are not permitted to remove any player from a classic

team roster without the prior and express approval of the SBA Board of Directors. Coaches are encouraged to notify the SBA Classic Commissioner of any other roster changes made during the season; however, it is the responsibility of the coach to ensure that his team is fully compliant with the SBA General Rules and Exceptions and any other league or tournament rules in which the team chooses to play.

9. The Classic coaches are elected for 1 full year and must field a Spring and Summer team. The coach or assistant coach must attempt to make a "good faith" effort to field a fall Classic team.

C. Teams

1. The SBA Classic teams will consist of a minimum of 10 players per team.

2. Up to two NTI teams can be formed from each age group beginning at age 9U. No Classic teams will be formed from the 7U and 8U age divisions. Any deviations from this require the express approval of the SBA Board of Directors.

3. All SBA Classic Teams are governed by the SBA Rules and Regulations along with the Classic Rules provided by NTI or the sanctioning organizations of the tournaments played in by the team.

4. A maximum of 2 non-Southlake residents or non-CISD players can participate on each SBA Classic team.

5. Classic teams will be allowed to have a maximum of 2 players from the next lower age group on the roster.

6. All Classic teams will hold published "try outs" no later than November 15th of each calendar year.

7. Team names are subject to SBA board review and revision.

D. Players

1. Each player will sign a "Player Agreement" at the beginning of each calendar year terminating on July 31st of the same year.

2. The "Player Agreement" may be signed no earlier than the coach selection date and no later than the last day of the SBA Spring registration.

3. It is the sole discretion of the Coaching Staff to select players for their Classic roster based on the player's skill set, game experience/ knowledge, attitude, commitment and the team's need for positional players.

4. The fee for the SBA classic registration is \$225.00 per player in the Spring and \$200.00 in the Fall Seasons. Spring Fee breakdown: \$125.00 (NTI) and \$100.00 (SBA). Coaches are personally responsible for collecting additional funds to purchase their uniforms, fees for tournaments, other equipment, etc. No portion of the SBA classic registration fee shall be used for the purchase of uniforms.

5. Parents can expect to provide additional funding through personal or corporate sponsorship when team expenses go beyond the initial fees collected at registration. The average expenditure for each Classic player typically ranges between \$1,000 - \$3,000 during the Spring/Summer season.

6. If a player is selected by a "Classic" team and later decides not to play "classic" baseball

before the commencement of the SBA Spring Draft, he may then become eligible to play for a SBA non-classic team. This player may not enter the SBA Classic program until the next annual Classic Try-out date.

7. If a player quits a Classic team at any time in the season, he will not be eligible to join any SBA team until the upcoming coach-look or try-out is scheduled.

8. If a player on a classic team is injured, moves or otherwise cannot participate in the team's scheduled games for a significant period of time (to be determined by the Classic Commissioner, League Commissioner and League President on a case by case basis), the team will be allowed to add a substitute player. No refund of SBA registration fees will be returned to the departing player. At the end of the classic year, the player will be allowed to re-enter in the Fall of the same year. The substitute player will be required to provide a full entry fee to the SBA prior to being placed on the team roster. Note: The substitute player may not come from the current or original roster of any other SBA team, unless has completed their entire season.

9. Players understand they will be placed on their Classic teams official rosters with sanctioning organizations like the NTI, USSSA, Super Series, etc. As such, players are not permitted to play in an SBA league game, for any other Classic team sanctioned by the SBA or NTI, or in tournament play for a team other than the Classic team they are committed to without the prior approval of, and at the discretion of, their Classic team head coach.

As the rules vary greatly by league and sanctioning organizations, head coaches granting permission for their players to guest play or seeking guest players must be careful to insure their rosters are legal and that the use of guest players does not jeopardize the status of their teams for that particular league, tournament, or for qualification to future tournaments.

SBA Coaches seeking guest players from other teams should obtain the approval of the head coaches of those teams in advance of using these players.

E. Sponsorships, Uniforms, Equipment, and Tournament Fees

1. Sponsorship monies collected by the SBA Classic team will be designated directly to the team collecting the funds. All expenditures incurred by the Classic teams are subject to review by the SBA board of directors.

2. Classic teams will be required to purchase their own team uniforms. The SBA will not be responsible for sizing, ordering or purchasing any part of the uniforms for Classic teams.

3. Classic teams will receive 2 dozen game balls, 2 dozen practice balls and 1 scorebook. Upon request, a Classic team will be provided 1 standard equipment bag and set of equipment. Classic teams must make arrangements with the SBA Equipment Manager for balls and equipment.

4. Classic teams will be responsible to pay their own entry and gate fees for any tournaments entered, and any travel expenses if applicable. The SBA will not be responsible for any expenses associated with Classic team's participation in tournaments.

Southlake Baseball Association



www.southlakebaseball.org