

2009 Southwood League

Officers

President – David Bayes

Vice President – Brian Walter

Treasurer – P.J. Courtney

Secretary – P.J. Courtney

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INTRODUCTION

Organization

The Southwood Baseball and Softball League (hereby known as “*the League*”) is an organization of interested parents and individuals intending to provide an organized summer program for all children of all skills and abilities to learn; to play ball; and most importantly, to have fun. This includes ages through 16 years, living within the boundaries of *the League*.

Its officers who are elected by league members each year operate *the League*. The officers include a President, a Vice-President, and a Treasurer hereby known as “*the Officers*”.) The President appoints the following positions each year, an Umpire-in-Chief and a Secretary. Towns will appoint one Commissioner for each division for which they host a tournament.

The League receives its finances from entry fees. These fees are set by *the Officers* and are used for purchasing league supplies and to cover all other expenses incurred by *the League*. *The Officers* are volunteers and receive no compensation with the exception of the Secretary.

The League will continue to follow the rules set forth by USSSA and THE AMATEUR SOFTBALL ASSOCIATION (ASA), even though *the League* will not be sanctioned by these organizations.

The League has its own rules and regulations, which have been adopted over the years because of the particular needs of our members. THE RULES DEFINED IN THIS BOOKLET WILL DOMINATE. IF ANSWERS ARE NOT FOUND WITHIN THIS BOOKLET PROCEED TO THE ASA OR USSSA RULEBOOK.

We have found a couple of paragraphs in the Little League Rule Book, under the title of “**PURPOSE,**” which we believe bears repeating, and are appropriate for all divisions.

PURPOSE

Little League Baseball is a program of service to youth. It is geared to provide an outlet of healthful activity and training under good leadership in an atmosphere of wholesome community participation.

The movement is dedicated to helping children become good and decent citizens. It strives to inspire them with a goal and to enrich their lives toward the day then they must take their places in the world. It establishes for them regiment of team and fair play.

LEAGUE PHILOSOPHY

The League is organized to continue the tradition of being a great place for kids of all skills and abilities to learn; to play ball; and most importantly, to have fun.

Over the years, *the League* has evolved to include boys and girls through 16 years of age. These rules present a policy that all players living within our defined boundaries who want to play baseball or softball can sign-up and play. If their area doesn't have enough players in a particular age group to field a team, the player(s) may play in a neighboring area through the use of the waiver system. Players are **NOT** to be recruited, handpicked, cut, dropped or any other method of player selection that would give one regular season team an unfair advantage over any other team.

This document implements a comprehensive set of rules, a code of ethics, and a reporting system for member organizations, coaches, and umpires to follow, to ensure that we earn the trust that parents give us when they allow us to teach and work with their children. In addition, the rules, code of ethics and coaches reporting system are designed to ensure that all players on a team will, over the course of a season, have equal playing time (number of starts, innings played and turns at bat) based on the number of games that each player attends.

Teams

1. *The League* maintains a map of the separate boundaries for each organization within *the League*. *The League* consists of all or portions of the Anthony Wayne, Bowling Green, Eastwood, Elmwood, Fostoria, Otsego, Gibsonburg, Lakota, North Baltimore, Woodmore, Patrick Henry, Van Buren and school districts. Boundary Map can be found on the Southwood website.
2. *The League* shall, with the cooperation of the town organizations/leagues, determine the actual boundaries within those school districts, of the areas from within which each organization will select their players.
3. Each team reserves the right to continue as a player, any boy or girl whose residence changes after becoming a member of that team, for the remainder of that season.
4. The recommended number of players per team is a minimum of 12 and a maximum of 15. However, this recommendation must be balanced against the ability of each organization to accept every child who wants to participate.

5. The rules in the ASA rulebook(s) dealing with the number of players by age, do not apply in *the League*.

SIGN UPS AND WAIVERS

1. All players must sign up in their “home area,” regardless of whether their area has a team for their age level. A player may be released to play in a community outside his/her “home area” in accordance with #2 below. A written waiver must be obtained each year.
2. In order for a boy or girl to play from a team outside of his or her “home area,” the president of the organization in whose “home area” he or she resides must release a written waiver. The “waiver” form must be utilized, with a signed and dated copy of such form to be provided to each community president and the League President each season.
3. If a boy or girl moves into a team’s district from outside the League after the June 8 deadline and there is room on the team’s roster, they may be added, but only after *the Officers* examine each case.
4. To play in *the League*, every player MUST PROVIDE the town for which they play a copy of their birth certificate. The Coach should carry a copy of the birth certificates for all players with him/her to all games.

Player Eligibility

1. Players may be added to team rosters if just cause can be shown to *the League* with permission of *the Officers*.
2. Any player may play up so long as they do not displace any player in that age. If the player displaces an existing player, they must remain on that team for the remainder of the season and not be allowed to return to a lower age group. Players coach must notify the commissioner of both affected age groups in writing within 48 hours or before the next game. This player may not pitch.
3. Each town may allow up to three players to “play down” in all levels. These three players may not pitch or catch. The intent of the rule is to allow those players to play with players of their own ability levels AND to allow towns the flexibility to provide all players who sign up a position on a team. It is not intended as a way to stack a team. This does not apply to the 15U age groups. No 16-year-olds are allowed to play down.
4. Age eligibility is determined by the player’s age before May 1st for boys and on or before December 31st for Girls.
5. Players may “play up” in an older age group if their ability allows and/or needed by an organization to make up a team. Players of any age group MAY NOT play in a YOUNGER age group unless handicapped, and with prior approval of *the League* or as outlined in “The Team & Players #9.
6. Southwood players who may be playing down to either meet their individual skill level or to form a team, may not play up in their own age group at any time – they must play only within the age they originally are assigned to at the beginning of the season. These players would be disqualified from tournament play.
7. 15U, 12U, 10U, 8U and Coed Tee Ball League players may play (up) in an older age group if their ability allows and/or needed by an organization to make up a team

Schedule

1. The Secretary makes out the league schedules. Any changes to this schedule should be made at the May meeting. For the 8U and 10U divisions, the season will start on the first Monday after the first Saturday in May. This will allow these division tournaments to be completed before the end of June. The 12U and 15U divisions should not start before the third week of May, and end so that the tournaments can be concluded in early July.
2. SUNDAY Games - None are scheduled by *the League*, they are discouraged except for tournaments and even then are NOT to start prior to 1:00 PM
3. Days scheduled for leagues to play.
 - a. 8U Girls - Wednesday and Saturday
 - b. 10U Girls - Tuesday and Friday
 - c. 12U Girls - Tuesday and Friday
 - d. 15U and 16U Girls – Monday and Thursday
 - e. 8U Boys – Wednesday and Saturday
 - f. 10U Boys – Monday and Thursday
 - g. 12U Boys – Monday and Thursday
 - h. 15U and 16U Boys – Tuesday and Friday
 - i. NOTE: No U12, U10 or U8 league games are to begin no later than 6:00 PM prior to June 5th
4. In leagues in which there is a post season Southwood tournament, the tournaments are awarded/selected on a published, rotating basis. All tournament games are to start at the discretion of the league officers when each age group has completed their regular season.
5. If there are 14 or more teams in a league it will be divided into multiple divisions.
6. Deadlines for entering teams into the Southwood League: Each town must turn in the number of teams to be entered in each age group to the league secretary by the April League Meeting. No changes will be accepted after the April League Meeting. Any teams dropped after the 3rd Wednesday of April will still have to pay the entry fee.
7. All team rosters from each age group must be turned into *the appropriate Commissioner prior to the start of the tournament.*

Organization

LEAGUE OFFICERS

League President

The President of *the League* is responsible for the organization of *the League* each year and the scheduling of the monthly meetings: September and January through May. He or she is responsible for seeing that the schedules are completed and distributed and that tournaments are awarded to host towns. He or she must meet with commissioners to settle any problems that may occur during the year.

League Vice-President

Duties are to assist the president and take over the duties of the president if needed.

Secretary

Attends all meeting and takes minutes of the meetings. He or she will be responsible for completing *the Leagues'* schedules. He or she will be responsible for updating *the League's* rules document each year. He or she will be responsible for communicating via email and the web page, information to the membership.

Treasurer

Receives all league fees, pays all league bills at the direction of *the League* President, balances *the League* checkbook, maintains detailed records of all *the League's* financial activities and reports same at all regular Southwood meetings.

Commissioners

He or she must settle any problems that may arise in his or her division during the season. Each commissioner should be present when *the League* president calls a schedule and rules meeting (usually in mid-May). They will set up and run the tournament drawings and attend all tournament games or appoint a representative to attend in their place. They will also work with the tournament managers to ensure that a protest committee is appointed for each game and that all problems are resolved in a timely manner.

1. He or she must reside in the town that has accepted to take on a Tournament.
2. He or she cannot be an umpire, coach or assistant coach in the age group he or she is commissioner of. There are absolutely no exceptions.
3. He or she should provide a tentative schedule to *the League* Secretary for publication on the web site.

Business Meetings

Unless rescheduled by *the Officers*, meetings will be held in September, January, February, March, April and May. Additional meetings may be held at the discretion of the *Officers*. Meetings will start at 6:30 PM.

1. The meetings are called to order by *the League* President or Vice-President.
2. No Quorum is necessary to hold a meeting.
3. Motions are made and acted upon by the members. Each Town gets one vote.
4. There will be neither smoking nor consumption of alcoholic beverages during any meeting.
5. Meeting Agendas
 1. September- Officer Elections, formation of Rules Committee submission of rule changes to committee.
 2. January- Submission of rule changes from committee.
 3. February- Vote on rules
 4. March- Teams and Dues
 5. April- Tourney Draw and names of Commissioners
 6. April- Schedule questions and deliver rulebooks
 7. May- Commissioners meeting

Member Rules

1. No town will be allowed to become a voting member until a minimum of 4 teams are brought in for one season and one year of probation is completed. Once voting status is reached it cannot be taken away, unless (2) is applied.
2. Any town that has not been represented by a team on the roster for 3 consecutive years will be dropped from the roll.

Membership and Fees

1. There is a league membership fee of \$10.00 per town per meeting. Meetings missed by towns will be deducted from the end of year rebate if rebates are issued.
2. Entry fees for 2007, due at March meeting are \$200.00 per team.
3. Entry fees for 2007, due at the March meeting for TBall are \$150 per team.
4. Any balances due by any town to *the League* must be paid prior to June 8, along with any outstanding entry fees, or all the games will be forfeited until all fees are paid.
5. Rebates will be issued at the September meeting.
 1. Southwood account balance must be \$5000 or more for rebates to be issued.
 2. Rebates will be issued based on the number of teams per town.

Tournaments

Tourney	Host	Commissioner	Contact Info.
8U Boys East	Cygnets	Brian Strickland	
8U Boys West	Tontogany	Dan Sheperd	
10U Boys East	Luckey	Andy Spencer	
10U Boys West	Grand Rapids	Dave Baus	
12U Boys East	Luckey	Andy Spencer	
12U Boys West	Grand Rapids	W Rob Lutz	
15U Boys	North Baltimore	Rob Buchanan	
16U Boys	Haskins	Ed Jacobs	
8U Girls East	Bloomdale	Terry Hummel	
8U Girls West	Haskins	John Beach	
10U Girls East	Risingsun	Ted Drain	
10U Girls West	Rudolph	Tom Patton	
12U Girls	North Baltimore	Rob Buchanan	
15U Girls	Risingsun	Ted Drain	

Schedule of Tournament Games

All tournament games are to start at the discretion of *the League Officers* when each age group has completed their regular season.

Tournament Manager and Organizer

The Tournament Manager (appointed by the officers of the town hosting the tournament), in cooperation with the commissioner (appointed by the officers of the town hosting the tournament) of each league, will be responsible for setting up and running the individual tournaments.

Awarding Tournaments

A rotating tournament schedule is set by *the League* in order to give all towns an equal chance to host a tournament. In order to be eligible, the host town must attend three meetings beginning with the September meeting and through the March meeting. Towns may trade tournaments with one another, as long as they are within the same year. No town may host more than two tournaments in one year. If there are 14 or more teams in a division, it will be split into two tournaments.

Responsibilities of Tournament Host

1. To appoint a commissioner for the level of tournament.
2. The tournament manager from the town accepting the tournament will work with the commissioner in setting up the days and times that the games are to be played. The commissioner will make out tournament brackets.
3. The town having the tournament will supply two new balls for each game and appoint at least two umpires for each game.
4. *The League* will supply individual trophies for the 1st, 2nd, and 3rd place teams. If there are more than 10 teams in the tournament they will also include 4th place. They are to furnish 15 trophies for each place. If the team winning the trophy needs more than 15 trophies, that team must buy them.
5. A maximum of 2 games per day per team may be played during a tournament. This rule is for all age groups. *The Officers* will decide any exceptions to this rule.
6. Filling tournament brackets - The commissioner will have a meeting with all coaches in the division to have a blind drawing (regular season records are meaningless).
 - a. Before the tournament drawing, a coach must notify the commissioner and opposing coaches of being involved in a tournament outside of Southwood during *the League* tournament. A vote (on possible conflicts) will be held on whether the team should participate in *Southwood* tournament. Penalty for failure to notify will result in forfeiture of 1st, 2nd, 3rd, and 4th place games and awards. In this event, then next place team(s) would move up and play for the forfeited place(s). Any Southwood team may play in as many non-Southwood tournaments as they want; as long as they do not interfere with play in the Southwood tournaments and Southwood sanctioned play in ASA tournaments.
 - b. The tournament drawings will consist of a "blind" draw where the brackets will be numbered from top to bottom (1 through however many teams there are). The matching numbers will then be drawn at random from "the hat," and the teams will be placed on the bracket positions matching the number drawn. Brackets are available from *the League* Secretary.
7. Pre-game procedures
 - a. Before the start of any tournament game, the commissioner or his representative will appoint a three-person committee to settle all protests that may arise during that particular game.
 - b. Before the start of each tournament game, the home team will be decided by the flip of a coin.
 - c. Teams will turn in their scorebooks from the season prior to the first day of the tournament to the commissioner. Incomplete scorebooks not containing at minimum their batting orders with players name and numbers could deem the team ineligible for the tournament (This rule is to enforce rule #9 below).

8. Called games - In the event any tournament game is called before completion, it shall be completed (at a later date) from the exact point of discontinuance. There will be no time limits on any Championship game.
9. Players must play in 1/3 of their regular season games to be eligible for tournament play. This rule may be waived by *the Officers* if the missed games were due to an extended illness or injury, and are substantiated by a letter from a Doctor.

Protests

To be considered by *the League*, the following protest procedure must be followed:

1. Notice that the game is being played under protest must be filed with the umpire-in chief by the manager immediately at the time of the disputed decision and before the next pitch is made or a runner is retired.
2. A written report stating all the facts of the protest must be filed with the appropriate Commissioner and Umpire-In-Chief within 48 hours of the date of the protest (emailed, hand delivered or post marked).
3. **No protest shall ever be permitted on judgment decisions by the umpire.**
4. The protest boards are as follows:
 - a. 12U, 10U and 8U Boys leagues: 12U, 10U and 15U, 16U Boys commissioners will act as a protest board.
 - b. 15U, 16U Boys leagues: USSSA commissioners and a league officer will act as a protest board.

Disciplinary Actions

The Officers shall have the authority to suspend, discharge, or otherwise discipline any player, coach, umpire, organization officer, or other person whose conduct is in violation of the Southwood Rules and Regulations, USSSA BASEBALL, ASA SOFTBALL rules, and/or is considered detrimental to the best interests of *the League*.

1. Persons, youth or adult, who refuse to comply with the rules of Baseball, Softball, or *the League*, may be considered for disciplinary action.
2. Persons subject to such discipline shall have the right to appeal to *the Officers* before such discipline is imposed.
3. In the event these procedures involve a player or other person under the age of 18, that person's coach and/or parents shall be responsible for initiating any appeal in a timely manner.

Penalties

Recognizing the difficulty of establishing specific penalties for a variety of violations of unacceptable conduct, the following are some of the penalties available for *the Officers* to impose based upon their opinion of the severity of the offense.

1. **WARNING:** The offending person is to be advised, in writing, of the offense, and further advised that repetition of the offense will result in a more severe penalty.
2. **SUSPENSION:** The offending person is to be advised in writing that he or she has been suspended from all league activity for a specific number of games, or days.
3. **DISMISSAL:** The offending person is to be advised in writing that he or she has been dismissed from *the League* for the remainder of the current year.

Player/ Coach Ejection

Whenever a player or coach is ejected from a game, the acting head coach of both teams at the game MUST NOTIFY the Division Commissioner and the Umpire-in-Chief within 48 hours or before the next game, whichever comes first. This notification must be in writing (detailing all that occurred) and can be emailed, hand delivered or postmarked within the allowed time period. Failure to report will automatically make the coach and player ineligible to participate in any other Southwood games as an umpire, coach, or player. Participation in games as an ineligible coach or player will result in automatic forfeiture of those games. Participation in games as an ineligible umpire makes those games null and void, and the game must be replayed. An ejected player/coach shall not participate in any game until the Division Commissioner has handed down a ruling. All suspensions must be served before regaining game eligibility. Suspended players must be present with their team during the game while serving game suspensions.

1st Offense

1. Mandatory one (1) game suspension
2. The Division Commissioner can impose a two (2) game suspension if the action resulting in suspension, in the judgment of the Division Commissioner, caused or could cause injury to any player, coach, umpire, and/or spectator.

2nd Offense

1. Mandatory two (2) game suspension.
2. The Division Commissioner can recommend dismissal from *the League* for the remainder of the year. The Division Commissioner shall be considered if the action resulting in suspension, in the judgment of the Division Commissioner, caused or could cause injury to any player, coach, umpire, and/or spectator. If dismissed, the offending person shall be advised in writing that he or she has been dismissed from *the League* for the remainder of the current year.

3rd Offense

1. Mandatory dismissal from *the League* for the remainder of the year. The offending person shall be advised in writing that he or she has been dismissed from *the League* for the remainder of the current year.

Coaches Regulations

Basic details and instructions to coaches are contained within the individual rulebook(s) for Southwood and ASA OFFICIAL SOFTBALL OR THE USSSA RULEBOOK. **THIS SOUTHWOOD RULE BOOK DOMINATES; IF ANSWERS CANNOT BE FOUND IN THIS BOOKLET PROCEED TO THE ASA OR USSSA RULEBOOK.** All Coaches must be knowledgeable of these details and instructions. It is recommended that coaches attend both coaching clinics and *the League* umpire schools from time to time to refresh and fine-tune their coaching skills.

Additional League Coaches regulations follow:

1. All Southwood coaches must be of the highest moral and ethical character and be widely respected within the community.
2. Coaches will not use and not allow their team members to use ANY Tobacco Products, Alcoholic Beverages or Non-Prescription Drugs in the vicinity of the playing/practice fields and will not consume any alcoholic beverages during the day preceding any game/practice.
3. Coaches will not use, or allow anyone else to use foul, obscene, or abusive language around their players during games or practices.
4. Coaches, and their team members, will not display fits of anger, taunt or otherwise distract members of the opposing team and/or umpires.
5. Whenever anyone from the team (player or coach) is ejected from a game, the head coach at the game **MUST NOTIFY** the proper League Commissioner and Umpire-in-Chief within 48 hours or before the next game, whichever comes first. This notification must be in writing (detailing all that occurred) and can be emailed, hand delivered or postmarked within the allowed time period. Failure to report will automatically make the coach and player ineligible to participate in any other Southwood games as an umpire, coach, or player. Participation in games as ineligible coaches or players will result in automatic forfeiture of those games. Participation in games as ineligible umpires makes those games null and void, and must be replayed.

Violation of these regulations will be considered a serious offense and *the Officers* will take disciplinary action.

NOTE – All coaches are to follow the guidelines set forth by Green & Associates (current insurance provider) regarding Sexual Molestation. (All coaches and assistant coaches are required to sign the Safe Kids Form.)

Coaches- Roles, Responsibilities, and Code of Ethics

As a volunteer coach, you are committing your valuable time to help children improve their athletic skills. With a little extra effort, you can help them develop and improve critical life skills at the same time. Winning, losing, and being part of a TEAM are all important aspects in growing those life skills.

Roles and Responsibilities

1. Remember that you are a youth coach, and that the game is for children and not adults. This is a recreational league and the players are here to learn the sport and to have fun, **NOT TO WIN AT ALL COSTS.**
2. Be a positive influence. You are an important role model for your athletes. Be a positive example and let your own actions show your players what you believe.
3. Treat all your athletes fairly and respectfully.
4. Refrain from using alcohol, tobacco, and other drugs whenever you are with the players at a practice, game and any other team-related activity.
5. Encourage your team members and help them feel good about themselves and their contributions to the team.
6. Whenever possible, all players of the team should have an equal number of batting attempts, innings played, and game starts over the course of the regular season (these numbers should be based on the number of games each player actually attends).
7. Coaches have A SPECIAL RESPONSIBILITY during games to HELP young umpires maintain order and decorum, and NOT be an adversary. This includes, but is not limited to, helping them with rules interpretations and **not arguing close calls!**
8. Obscene or indecent language, fits of anger, taunting and other inappropriate behavior must NEVER be ALLOWED. This applies to everyone; coaches, players, umpires, spectators, etc.... Coaches are generally the one best able to control these situations.

Umpire Regulations

Basic details and instruction to umpires are contained within the individual rulebooks for ASA and in the section of these rules titled UMPIRES - Rules, Responsibilities and Code of Ethics. All Umpires must be knowledgeable of these details and instructions.

Whenever possible, official *the League* umpires should be used. These are people who have completed *the League* umpire training. When non-league umpires are being used, they should be aware of *the League* rules that override the official rulebooks and rules pertaining to our league only. Other umpire regulations are as follows:

1. To be an umpire in *the League*, the person must be a minimum of 12 years of age.
2. All umpires must be at least one age group older than the age group they are umpiring. We encourage you to try to obtain umpires at least two age groups above the one they are umpiring.
3. Tournament only - At least one of the two umpires in a game must be 16 years of older. This rule applies to 12U & 10U Boys.
4. The umpire shall report to the proper League Commissioner within 48 hours after the end of a game all violations of rules and other incidents worthy of comment, including but not limited to: obscene or indecent language, assault upon an umpire, coach, player, or spectator, ejection of any coach, player, or spectator, and the reasons therefore.
5. The chief umpire may suspend a game at any time, if in their opinion they are not able to properly handle any given situation and continue to perform their duties in a fair, unbiased,

and professional manner! It is recommended but not required, that before this drastic action occurs, it be discussed with all coaches from both teams for possible alternative solutions. If this suspension occurs, the game will be continued from the exact point of suspension at a later date. *The Officers* will determine when and where the game will be continued!

Umpire- Code of Ethics

1. I understand that the umpires are the only representatives of *the League* and of organized Baseball and Softball on the field, and are authorized and required to enforce all of these rules.
2. I understand that I am responsible for the conduct of the game in accordance with these rules and for maintaining discipline and order on the playing field during the game.
3. I will not allow criticism, taunting, or cheering to keep me from making the correct decisions during the game. I know that it is better to take the time to study the situation and consult the rules and/or coaches if necessary, than to make an incorrect decision.
4. I will diligently study the rules of the game, observe the work of other umpires and will, at all times, and attempt to improve myself.
5. I will remember that while my work, as an umpire is important, I must conduct myself in such a way that spectator attention is directed not to me, but to the players.
6. I will dress and maintain my appearance in a manner befitting the dignity and importance of the great games of Baseball and Softball.
7. I will conduct myself so as to be a worthy example to the players who play under my jurisdiction.
8. I will be fair and unbiased in my decisions, rendering them without regard to the score, who is playing, spectator/coach influence, etc.
9. I will cooperate and be professional in my associations with my fellow umpires, and will do nothing to cause them public embarrassment.
10. I will in my actions on the field; be firm, but not overbearing; courteous, but not ingratiating; positive, but never rude; dignified, but never "cocky"; friendly, but not companionable; calm, but always alert.
11. I will be prepared both physically and mentally to administer the game.
12. I will not use tobacco products on or in the vicinity of the playing field, and will not consume any alcoholic beverages during the day preceding the game.
13. I will not divulge information, which might be used by a team's future opponent.
14. I will keep in mind the game is more important than the wishes of any individual player, coach, or the ambitions of any individual umpire.

Common Rules for all Players and Coaches

1. NO RULE (S) CAN BE CHANGED WITHOUT MOTION AND VOTING DURING A SCHEDULED SOUTHWOOD LEAGUE MEETING.
2. THIS RULE BOOK DOMINATES; IF ANSWERS CANNOT BE FOUND IN THIS BOOKLET, PROCEED TO THE ASA OR USSSA RULEBOOK.
3. At the discretion of the umpire, throwing a bat by any batter can be an automatic out.
4. Any runner who intentionally removes their batting helmet while running bases will be called automatically out.
5. Only players listed on the team's roster, the team's coaches, umpires for the game, and in case of injury - medical personnel and/or parents are allowed in the dugouts and playing areas during warm-ups and games
6. Infield-Fly rule in effect for all ages except 8U and Teeball.

BASEBALL

1. The winning teams are responsible for reporting the games to the Sentinel-Tribune. By doing this, players, parents, grandparents, and other family members, can see the children's names in print when they have played well in a game.
 - a. Winning/losing and the final score are not to be reported for "8U" Boys, just report on the players that did well on both teams.
 - b. Lopsided scores (eg. 20-0, 40-6, etc.) are embarrassing to all involved in the sport. Work with the newspaper to not report these types of scores, whenever possible.

SOFTBALL

1. All girls' softball teams may play two games per day.
2. The winning teams are responsible for reporting the games to the Sentinel-Tribune. By doing this, players, parents, grandparents, and other family members, can see the children's names in print when they have played well in a game.
 - a. Winning/losing and the final score are not to be reported for Girls games, just report on the players that did well on both teams.
 - b. Lopsided scores (i.e. 20-0, 40-6, etc.) are embarrassing to all involved in the sport. Work with the newspaper to not report these types of scores, whenever possible.

Run Lead or Mercy Rules

1. A 12 run lead after the 4th inning for the 12U, 10U, 8U boys constitutes a game. For 15U and 16U leagues a 10 run lead after the fifth inning will constitute a game. The eight run limitation per inning at the 10U, 8U Ball division over-rides this, when applicable.
2. A 15 run lead after the 5th inning for all Girls leagues except 15U girls, which will be 10 after 5 innings, constitutes a game. The eight run limitation per inning at the U10, U8 and Coed Tee Ball division over-rides this, when applicable.
3. All games, once they are official, must be played to completion or until the "Runs in the lead" or "Time limit" rule come into effect.

Equipment

1. Each organization should provide all players with conventional uniforms, to the best of their financial ability.
2. Uniforms shall consist of a minimum of the following requirements:
 - i. Matching hat and shirt
 - ii. Non-repeating numbers
 - iii. Coaches and Managers not required to have matching uniforms
3. Metal cleats are allowed only in the 16U and 15U boys.
4. In all age groups, any player warming up the pitcher must wear a facemask. If they refuse, they will be ejected.
5. The catcher must wear all appropriate protective gear: Protective catcher's helmet with face mask and throat guard (Hockey style masks are allowable and should be fitted with a "dangling style" throat guard if it will attach to the mask, chest protector, shin guards, and protective cup (USSSA 8.02D).
6. In age divisions 12U & younger the catcher's protective helmet must fully cover both ears (USSSA 8.02.D.1).
7. No restrictions on bat size EXCEPT baseball bats must be used for baseball and softball bats must be used for softball.
8. Pitchers may not use or wear any equipment that is the same color as the ball.

Rain Delays and Rainouts

1. Games may not start or continued until ½ hour after last visible lightning strike.
2. Games called for rain should be rescheduled in agreement by both team head coaches.
3. Games called because of rain, darkness, or any other reason shall be official after 5 innings in all Girls leagues.
4. Games called because of rain, darkness, or any other reason shall be official after 5 innings in the 15U, 16U, and 4 innings in 12U, 10U or 8U boys.

Insurance

1. Southwood provides secondary insurance for all associated with Southwood Baseball and Softball and is determined yearly by the league.
2. Insurance is general liability and covers sexual abuse and molestation,
3. Accident medical coverage has a deductible which is the responsibility of the injured party.
4. All accidents and possible claims should be reported to their respective town presidents within 24 hours of the accident. The town President should then notify the Officers of Southwood in writing (or by email to the Southwood website) with the details of the occurrence.

COED TEEBALL RULES

League	Age	Length of Game	Bases	Pitching Distance	Post Season Tournament	TIME LIMIT
<i>Teeball</i> Coed	5-6	6 innings	55 ft	35 ft	No	1 Hour

Teeball Coed Teams

1. Boys and girls age 5 and 6 are to be included on the roster. There may be up to three 7 year olds on a Tee Ball Coed Team.
2. A team may set the batting order any way they wish, but must bat through the entire roster before the lead-off batter can bat again (continuous batting order).
3. The first half of the season the tee is to be used at all times. There will be no strikeouts. The second half of the season, the coach will pitch to the hitters. The maximum number of pitches will be three (3). If the batter does not hit after three pitches, the tee is to be used.
4. Games are six (6) innings in length or until such time that the time limit is reached.
5. Base length is 55 feet. Temporary bases without full pegs may be used by the host teams.
6. The pitcher's mound is 35 feet from home plate.
7. Time limits for games are provided for in the Southwood League Rules.
8. There will be an 8 run per inning limitation. No base runner or batter shall be credited with scoring a run after the 8th run in an inning has scored.
9. Two coaches may be in the field to provide direction for their defensive players.
10. Teams may play ten defensive players, four of which players must be outfielders positioned at least ten feet beyond each base/base path.
11. The pitcher must be on the pitching rubber before the hitter hits off the tee.
12. Infielders may not be positioned closer to home plate than the pitcher.
13. One coach for the offensive team shall serve as home plate umpire while his or her team is at bat. The home team will supply a base umpire.
14. If the hitter "nicks" the ball and it dribbles into fair territory, it is a live ball. If the hitter's bat makes contact with both the ball and the tee, the ball is live if the home plate umpire determines that more of the hitters bat struck the ball than struck the tee and the ball is in fair territory. If the home plate umpire determines that more of the hitters bat struck the tee than struck the ball, the home plate umpire should loudly and immediately announce that the ball is dead. Coaches should cover this issue with umpires before the game begins. The home plate umpire's decision is final.
15. The catcher shall wear a catcher's helmet and mask during play. Other catchers' gear is optional.
16. The home plate umpire shall position the catcher behind home plate a safe distance away from the hitter.

17. The home team shall have a tee available for use by both teams. However, the visiting team may bring and use its own tee if desired.
18. There is no base stealing.
19. Hitter runners are limited to one additional base after the point at which the ball is thrown to a base by a defensive player and an attempt to make an out is made. Coaches are strongly discouraged from promoting uncontrolled base running. **Interpretation of this rule is within the sole discretion of the base umpire.**
20. A team may play a game with less than ten players. A coach may request that the opposing team supply defensive players if desired.
21. The home plate umpire will give each hitter that throws his or her bat one warning. A second incident of throwing a bat in a game shall result in that player's removal from the game.

SOUTHWOOD/A.S.A. Softball Rules

The rules covering all four age groups are in the ASA Softball rulebook referred to as youth Fast Pitch or Junior Olympics. The exception or changes to the ASA rules follow.

LEAGUE	LENGTH OF GAME (Innings)	BASES	PITCHING DISTANCE	POST SEASON Tourney	TIME LIMITS
15U	7 Innings	60 ft.	40 ft	Yes	2 Hours
12U	7 Innings	60 ft.	40 ft	Yes	2 Hours
10U	7 Innings	60 ft	35 ft	Yes	2 Hours
8U	7 Innings	60 ft	35 ft	Yes	2 Hours

15U Girls Teams

1. 15U ASA with the following exceptions:
 - a. Run rule will be to High School standards 10 runs after 5 innings.
 - b. The rock back rule for pitchers will be allowed for this age group as in the OHSAA rules.

12U Girls Teams

1. 12 under (12U) ASA with the following exceptions.
 - a. There is a 2-hour time limit on all games. No new inning will start after the time limit has been reached. The only exception is the tournament championship game.
 - b. No pitcher is allowed to pitch more then four innings per game. (One pitch in an inning equals one inning).
 - c. An extra player (EP is optional, but if one is used, it must be made known prior to the game and be listed on the score sheet in the regular batting order. If the EP is used, the EP must be used the entire game. The EP must remain in the same position in the batting order the entire game. If an EP is used, all 10 on the starting

lineup must bat and any 9 of those 10 may play defense. Defensive positions may be changed, but the batting order must remain the same.

- d. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game.
- e. The starting EP may reenter.
- f. Each base runner may steal one base per pitch with liability to be put out.
- g. A runner, attempting to advance beyond the one base they are entitled to steal may be put out while between bases. A runner can't be put out while in sole contact with a base.
- h. After the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to, the runner will be returned to the correct base without liability to be put out
- i. The rock back rule for pitchers will be allowed for this age group as in the OHSAA rules.

10U Girls Teams

1. 10U ASA with the following exceptions
 - a. The courtesy runner for the pitcher and catcher can be any player that is not currently in the line up or did not play in the last half inning.
 - b. There is a 2-hour time limit on all games. No new inning will start after the time limit has been reached. The only exception will be the tournament championship game.
 - c. No pitcher is allowed to pitch more than four innings per game. (One pitch in an inning equals one inning).
 - d. There will be an 8 run per inning limitation. No base runner or batter shall be credited with scoring a run after the 8th run in an inning has scored.
 - e. Teams may play with 10 defensive players. A maximum of 6 may play within the base path. All others must play at least 10 ft beyond the bases and/or the base path.
 - f. No walks. After ball four (4) is call on the batter, the offensive coach may pitch up to three (3) pitches to their batter from the rubber. The batter will maintain their strike count. The batter may strike out or put the ball in play. A foul ball is not a third strike. Pitching continues until, the batter strikes out, the ball is put in play, or a legal out is made.
 - g. During coach pitch, no leading off or stealing is allowed. There is no penalty for leaving the base early. It is a dead ball and the runners will return to their base even on a hit ball.
 - h. A team may set the batting order any way is it wishes, but must bat through the entire roster before the leadoff batter can bat again. (Continuous batting order).
 - i. The rock back rule for pitchers will be allowed for this age group as in the OHSAA rules.
 - j. Runner may steal when once a pitched ball has been **released by the pitcher** **however, no stealing home is allowed.**

8U Girls Teams

1. 8U teams use ASA rules for 10U with the following exceptions:
 - a. PITCHING MACHINES WILL BE USED. The setting to be used throughout the season is "7". This is the setting that will be used at tournaments. NO EXCEPTIONS.
 - b. The coach will not act as a fielder, and will make a reasonable effort to move off the field and not interfere with the play. The coach may return when the ball is dead.
 - c. The batter will be out after 3 strikes or after 6 pitches, whichever occurs first. There will be NO WALKS.
 - d. Seven innings constitutes a normal game, however there is a two-hour time limit on all games. No new inning will start after the time limit has been reached. The only exception is the tournament championship game.
 - e. The player fielding from the pitchers position MUST be within three (3) feet of the machine.
 - f. If pitching machine is hit, the ball is dead and the hitter is awarded 1st base. All runners advance one base.
 - g. NO BUNTING is allowed.
 - h. Teams will be allowed to play ten defensive players on the field. If ten defensive players are used, four of these players must be outfielders positioned at least ten feet beyond each base and/or base path.
 - i. Runners may not leave bases until the ball is hit. A violation will result in the runner being returned to their base.
 - j. The defense may have up to two coaches on the field to advise and coach the defense between batters and pitches. Once the ball has been hit the coaches on the field cannot audible coach the defense. ***Penalty; all runners are awarded bases they would have reached and the coach shall do his or her coaching from the bench.**
 - k. A team may set the batting order any way it wishes, but must bat through the entire roster before the lead-off batter can bat again (continuous batting order).
 - l. There will an 8 run per inning limitation. No base runner or batter shall be credited with scoring a run after the 8th run in an inning has scored.
 - m. There is no base stealing and no extra bases on an over throw.

SOUTHWOOD/USSSA Baseball Rules

Rules for this league are in THE OFFICIAL USSSA Rulebook. The following rules supersede the USSSA Rulebook.

League	LENGTH OF GAME (Innings)	BASES	PITCHING DISTANCE	POST SEASON TOURNY	TIME LIMITS
16U	7 Innings	90 ft.	60 ft. 6 in.	Yes	2 Hours
15U	7 Innings	80 ft.	54 ft	Yes	2 Hours
12U	6 Innings	70 ft.	50 ft	Yes	2 Hours
10U	6 Innings	60 ft	46 ft	Yes	2 Hours
8U	6 Innings	60 ft	42 ft	Yes	2 Hours

16U, 15U Boys Teams

- 16U is for boys 15 and 16 year olds.
 - 15U is for 13, 14 and 15 year olds.
1. Re-Entry Rule - - any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position when he is in the lineup. The substitute must have completed one time at bat and played the field for a minimum of one inning or three outs.
 2. The Designated Hitter of “DH” is allowed in these age groups

12U Boys Teams

- 12U is for boys 11 and 12 years
1. Any 10U Boys player may be moved up to a 12U boys’ team roster for Southwood tournaments provided he has completed his “10U” Boys tournament play.
 2. For re-entry rule see the USSSA Rulebook
 3. For pitching restrictions see section “Pitchers” in this document.
 4. Runner may steal when a pitched ball has been **released by the pitcher.**
 5. Runners may steal home.
 6. Lead-Offs – No lead-offs
 7. Batters **may** run to 1st base on a dropped 3rd strike.
 8. Balk rules will not apply.

10U Boys Teams

- A minor league for boys 10 years old and under, it is for boys who have not yet reached the ability to play 12U boys' ball.

The 10U league plays by the following rules adopted by *the League*.

1. There may be up to three 11 year olds on a 10U Boys team, but the 11 year olds cannot pitch or catch. A list of all 11 year olds must be given to the opposing coach before the start of each game. Pitching an 11 year old will be an automatic forfeit.
2. There will be an 8 run per inning limitation. No base runner or batter shall be credited with scoring a run after the 8th run in an inning has scored.
3. Base Stealing - To ease the transition for 8U to 10U Ball and cut down on the number of slaughter rule games. The following rules limit stealing.
 - a. Only one steal attempt per player can be made on any non-batted pitch. For example: a runner on first attempts to steal second; the throw from the catcher is missed and the ball goes into the outfield; the runner cannot attempt to advance past second until the next non-batter pitch.
 - b. No stealing a base on balls. On ball four, the batter must stop at first base. Other runners may steal one base at their own risk.
 - c. Runner may steal when once a pitched ball has **passed home plate**.
 - d. Runners may steal home.
 - e. Batters may **not** run to 1st base on a dropped 3rd strike.
4. Lead-Offs – No lead-offs
5. Six innings constitute a normal game, however, there is a 2-hour time limit - no new inning shall start after the limit has occurred (but finish the current inning).
6. All other rules in the 10U Boys league are the same as the 12U Boys league.

8U Boys Teams

- It is for the beginning ball player who is 7 or 8 years old.

The 8U league plays by the following rules adopted by *the League*.

1. PITCHING MACHINES WILL BE USED. The setting to be used throughout the season is "7". This is the setting that will be used at tournaments. NO EXCEPTIONS.
2. The batter will be out after 3 strikes or after 6 pitches, whichever occurs first. There will be NO WALKS.
3. Player playing the pitchers position MUST be in the pitchers circle or 3 ft. close to the machine.
4. If the pitching machine is hit, the ball is dead and the hitter is awarded 1st base. All runners advance 1 base.
5. NO BUNTING
6. Six innings constitutes a normal game, however there is a 2 hour time limit - no new inning shall start after that limit has occurred (but finish the current inning).
7. 8U Boys will be allowed to play ten defensive players on the field. If ten defensive players are used, four of such players must be outfielders positioned at least ten feet beyond each base and/or base path.

8. Runners may not leave bases until the ball is hit. A violation will be treated the same as in 12U and 10U Boys leagues. There is no base stealing allowed and no extra bases on an over throw.
9. The defense may have up to two coaches on the field to advise and coach the defense between batters and pitches. Once the ball has been hit the coaches on the field cannot audible coach the defense. Penalty; all runners are awarded bases they would have reached and the coach shall do his or her coaching from the bench.
10. A team may set the batting order any way it wishes, but must bat through the entire roster before the lead-off batter can bat again (continuous batting order).
11. There will an 8 run per inning limitation. No base runner or batter shall be credited with scoring a run after the 8th run in an inning has scored.
12. It will be umpires discretion whether to send the runner back to the base they came from.

PITCHERS - PITCHING RULES

15U, 16U Boys Teams

1. THIS RULEBOOK DOMINATES, IF ANSWERS CANNOT BE FOUND IN THIS BOOKLET PROCEED TO THE OFFICIAL USSSA Rulebook
2. The League rules are the same as those stated in their respective rulebooks.
3. Southwood tournaments will use USSSA Tournament rules for baseball games in these groups.
4. See pitching chart for age appropriate distance.
5. Pitching Restrictions
 - a. The league will follow the pitching regulations for 15U boys set forth in the USSSA rulebook.

12U Boys Teams

1. THIS RULEBOOK DOMINATES, IF ANSWERS CANNOT BE FOUND IN THIS BOOKLET PROCEED TO THE OFFICIAL USSSA RULEBOOK
2. Pitchers are limited to 3 innings per game.
3. Before any game shall begin the coach of each team shall submit, in writing to the opposing coach, a list of all players that have pitched in the League within the last days. Any attempt to gain an advantage by submitting a false report shall be grounds for forfeit and possible disciplinary action.
4. Balk rules will not apply.
5. USSSA Rules are in effect for Southwood Tournaments in addition to item 1.

10U Boys Team

1. THIS RULEBOOK DOMINATES, IF ANSWERS CANNOT BE FOUND IN THIS BOOKLET PROCEED TO THE OFFICIAL USSSA RULEBOOK
2. Pitchers are limited to 3 innings per game
3. Balk rules will not apply.
4. Before any game shall begin the coach of each team shall submit, in writing to the opposing coach, a list of all players that have pitched in the League within the last days. Any attempt to gain an advantage by submitting a false report shall be grounds for forfeit and possible disciplinary action.

8U Boys Team

1. THIS RULEBOOK DOMINATES, IF ANSWERS CANNOT BE FOUND IN THE BOOKLET PROCEED TO THE OFFICIAL USSSA RULEBOOK
2. PITCHING MACHINES WILL BE USE.