

*John L. Sullivan*  
*Sandlot Leagues, Inc.*

*Official*  
*Rules*  
*and*  
*Procedures*  
*for*  
*2014*

*[www.eteamz.com/jls/](http://www.eteamz.com/jls/)*

*John L. Sullivan Sandlot Leagues,  
Inc.  
Official website @*

[www.eteamz.com/jls/](http://www.eteamz.com/jls/)

**JOHN L. SULLIVAN**  
**SANDLOT LEAGUES INC.**

To: Coordinators, Team Sponsors, League Officials, Coaches, Parents and Players

This booklet is for you to read, thus providing a common understanding of the 2014 Rules for the John L. Sullivan Sandlot Leagues Inc. as well as certain organizational procedures and dates.

The Material has been prepared by your Board of Directors to provide you with procedures and rules applicable to the 2014 season. At the second Team Registration Meeting for each Division a copy of this booklet will be distributed to each Manager / Coach.

There are many changes in the rules and procedures for the 2014 season. It is incumbent upon every Manager and Coach to read this booklet and familiarize themselves with these, as well as the Sporting News Edition of Official Baseball Rules.

Again we ask for your cooperation in making the 2014 John L. Sullivan Baseball season an enjoyable and rewarding experience for all the participants.

John L. Sullivan Sandlot Leagues Inc.  
Board of Directors

<b>Pete Brown, President</b>	<b>335-2702</b>	<b>Julio Vazquez</b>	<b>374-0758</b>
<b>Rick Roy, Vice President</b>	<b>364-3443</b>	<b>Bob Duval</b>	<b>519-4103</b>
<b>Charlie Redmond, Treasurer</b>	<b>788-9489</b>	<b>Todd Fairman</b>	<b>262-9112</b>
<b>Al DeMaio, Clerk</b>	<b>530-7992</b>	<b>Dave Jarvis</b>	<b>530-4755</b>
<b>Steve Athas</b>	<b>426-8935</b>	<b>Joe Mazeika</b>	<b>552-9412</b>
<b>Tom Dean</b>	<b>454-8686</b>	<b>Chris Meffen</b>	<b>374-4617</b>

**DIVISION HEAD / UMPIRE IN CHIEFS**

**HANK AARON**  
T-Ball / Instructional  
(6 & Under)

Pete Brown  
126 Elmore Ave.  
Springfield, MA 01119  
(413) 335--2702  
email: brwnshelly@comcast.net

**ROBERTO CLEMENTE**  
(8 & Under)

Dave Jarvis  
(413) 530-4755  
e-mail: BBruins@Comcast.net

**WILLIE MAYS**  
(10 & Under)

Todd Fairman  
22 Chipmunk Rd.  
Springfield, MA 01108  
(413) 262-9112  
e-mail: jlswilliemays@yahoo.com

**PEE WEE REESE**  
(12 & Under)

Tom Dean  
1 Linwood Dr.  
Wilbraham, MA 01095  
(413) 454-8686  
e-mail: tomedean@hotmail.com

**SANDY KOUFAX**  
(14 & Under)

Chris Meffen  
281 Parkerview St.  
Springfield, MA 01129  
(413) 374-4617  
email cmeffen8017@gmail.com

Al DeMaio  
4 Sequoia Dr.  
Holyoke, MA 01040  
(413) 530-7992  
aldemaio@comcast.net

Chris Kane-Umpire in Chief  
16 McGertie Ave.  
Chicopee, MA 01020  
(413) 348-2367  
e-mail: cmkane07@gmail.com

**MICKEY MANTLE**  
(16 & Under)

Chris Meffen  
281 Parkerview St.  
Springfield, MA 01129  
(413) 374-4617  
email: cmeffen8017@gmail.com

Al DeMaio  
4 Sequoia Dr.  
Holyoke, MA 01040  
(413) 530-7992  
aldemaio@comcast.net

Chris Kane-Umpire in Chief  
16 McGertie Ave.  
Chicopee, MA 01020  
(413) 348-2367  
e-mail: cmkane07@gmail.com

### Team Registration Fees

The registration fee for each team consists of league operating expenses and a premium for accident insurance. This registration fee must be paid in full by the second organizational meeting. Any team not paying in full at this meeting will not be included in the schedule.

Fees per team for 2014:

<b>HANK AARON</b>	* \$150.
<b>ROBERTO CLEMENTE</b>	* \$200./ plus \$30. for WMABC Roberto Clemente Affiliation
<b>WILLIE MAYS</b>	* \$200./ plus \$30. for WMABC Willie Mays Affiliation
<b>PEE WEE REESE</b>	* \$200./ plus \$30. for WMABC Pee Wee Reese Affiliation
<b>SANDY KOUFAX</b>	* \$240./ plus \$30. for WMABC Sandy Koufax Affiliation
<b>MICKEY MANTLE</b>	* \$270. Includes WMABC Mickey Mantle Affiliation

**The WMABC or Western Mass Baseball Congress offers post-season competition at the State level. The WMABC \$30.00 fee collected by JLS, is sent to the Secretary/Treasurer of WMABC.**

\*(2009) A fee of \$200.00 will be charged to any organization that requires us to rewrite schedule, because of adding or removing a team.

## UMPIRE FEES

### UMPIRE FEES FOR 2014

CLEMENTE - \$42.00

KOUFAX - \$55.00 each umpire

MAYS - \$42.00

MANTLE - \$55.00 each umpire

REESE - \$42.00 each umpire - Two umpires will be assigned to Reese "A" Division Games

### PROCEDURES FOR PAYING

Each team must pay one-half the umpire fees to the Umpire at the start of the game.  
Umpires must be paid in cash.

Rain outs - If game starts and is called by the Umpire before it is an official game, the game will be replayed at the expense of the teams involved. If both teams appear for game but rain forces postponement before the first pitch, Umpires showing for the game will be paid a half fee by the teams involved.

In Reese "A" Division games, if only one umpire appears, a fee of \$63.00 must be paid to that umpire. The game must be played if only one umpire appears. (\$31.50 each team).

In Koufax and Mantle if only one league umpire appears, a fee of \$80.00 must be paid to that umpire. The game must be played if only one umpire appears. (\$40.00 each team).

(2006) Any team forfeiting a game will be required to pay all of the umpire fees due for that game.

(2012) Any team that will be forfeiting on the day of the game will have to send someone to field to pay both umpires. Failure to be at field and pay umpires will result in Head Coach will be suspended for 2 games.

## **APPEALS PROCEDURE**

Any decisions, except those of the Protest Committee, by the John L. Sullivan Board of Directors or its agents can be appealed to the Protest Committee of the John L. Sullivan Sandlot Leagues Inc. by following the appeals procedures listed below:

A written report of the incident must be in the hands of the Chairman of the Protest Committee not later than 48 hours after you were made aware of the decision, along with the reasons for your appeal.

To appeal the ejection of a player, manager or coach, a \$50. check or money order made payable to JLS Sandlot Leagues Inc. must accompany the appeal. If the appeal is upheld the check will be returned, if the original decision is upheld the check will be turned over to the Treasurer of the Corporation for Deposit.

A player, manager or coach that appeals a game ejection can participate until the appeal is heard and is informed of the decision of the Protest Committee provided the proper appeal along with the check is in the hands of a member of the JLS Board of Directors or Division Head before the next scheduled game.

An appeal cannot be withdrawn once it is in the hands of the Protest Committee of the John L. Sullivan Sandlot Leagues Inc.

A decision will be reached within five days from the receipt of any proper appeal to the Protest Committee.

In reviewing proper appeals the Protest Committee of the John L. Sullivan Sandlot Leagues Inc. will use the Bylaws of the Corporation, The John L. Sullivan Sandlot Leagues Inc. Official Rules & Procedures, The Sporting News Official Baseball Rules and common sense as a guide.

## INSURANCE PROCEDURE

Each player, manager, coach, umpire, scorekeeper and bat person is covered under an accident policy provided by the John L. Sullivan Leagues Inc. The policy covers any injury incurred at scheduled practices and league games including playoffs and tournaments previously approved by the John L. Sullivan Sandlot Leagues Inc.

Insurer: All-American Life Insurance Company

Coverage: Accident including Dental - maximum of \$10,000. only on an excess basis over and above any benefits or services provided by any other health insurance plan under which the participant is insured. Benefits under this policy shall be reduced to the extent necessary so that the sum of the reduced benefits and all other benefits provided for by any other plan shall not exceed the total of the expenses incurred by the insured person.

Procedure:

1. If the injury requires medical attention, the insured should be taken to his/her own physician or the emergency room of a hospital.
2. The Manager/Coach should obtain the address and telephone number of the Parent/Guardian.
3. The Manager/Coach should contact Pete Brown at 335-2702 immediately. All injuries must be reported to Pete Brown within 10 days. The insurance company is not legally liable for any injury not reported within 10 days and for which there is a subsequent claim.

To insure proper handling of the claim and to expedite payment, all questions should be directed to Pete Brown – 335-2702.



## PLAYER PASSES PROCEDURE

All 2013 player passes are valid for 2014. Any player without a 2013 player's pass or new participants for 2014 must obtain a player's pass. **Each Player must appear in person to get their pass and must have their birth certificate, certified school record or other official document as determined by the JLS Board of Directors as proof of age.** The fee is \$8.00 in cash, and the pass is good for two years. All players must have a current player's pass to participate in any regular season or tournament game sponsored by the John L. Sullivan Sandlot Leagues Inc.

It is the responsibility of each Manager / Coach to make certain each player's pass contains accurate information and is available at each game. Again we are asking the Umpires to check these passes prior to each game. In those instances where the player's pass is not available, that individual will not be allowed to play.

Each player must have with him/her a copy of age and the \$8.00 fee in cash only. All player passes issued other than those at the scheduled picture taking sessions, must be arranged with Pete Brown and will cost \$25.00 each.

If a manager or Coach loses or misplaces these passes, he/she must call Pete Brown to obtain a waiver and arrange for replacement.

### **SCHEDULE FOR PICTURE TAKING SESSIONS**

**Saturday, March 22 - 10:00 am to 2 pm**

**Saturday, April 5 - 10:00 am to 2 pm**

**Saturday, April 12 - 10:00 am to 12 pm**

**Saturday, May 3 - 10:00 am to 12 pm**

**ALL SESSIONS TO BE HELD AT**

**Greenleaf Community Center  
1188 1/2 Parker St.  
Springfield, MA 01129**

## **PROTEST PROCEDURES**

The Chairman of the Protest Committee (3 members JLS Board of Directors) for the 2014 season will be Al DeMaio 4 Sequoia Drive, Holyoke, MA 01040 (413) 530-7992. When an official protest is received, Al will either meet in person or telephone members of the protest committee to reach a decision. All decisions made by the Protest Committee of the John L. Sullivan Sandlot Leagues Inc. are final.

In the case of a protested game, the Manager/Coach must notify the plate umpire at the time the decision was made (in accordance with MLB Rule 4.19 comments). No protests will be allowed that are not in compliance with JLS General Organizational Rules (7.0).

All protests, in order to be official must be accompanied by the following and be in the hands of the Chairman of the Protest Committee or member of the JLS Board of Directors in his/her absence, within the prescribed time limits:

Name, address, phone of protesting Manager/Coach

Name, phone of opposing Manager/Coach

Written report of incident, with specific reasons or rule violations noted

Check or Money Order for \$50. made payable to JLS Sandlot Leagues Inc. If protest is upheld the check will be returned, if not check will be turned over to the Treasurer of the Corporation for deposit.

Any protest other than the eligibility of a player, with all the accompanying requirements must be in the hands of the protest committee or member of the JLS Board of Directors within 48 hours of the on field protest to be considered. For the purposes of definition, in the hands, means it must be physically in the possession of a member of the JLS Board of Directors, not in the mail.

Failure to provide the Protest Committee with any of the above information will invalidate the protest and the accompanying check will be forfeited.

Protests on the eligibility of a player: The person protesting the eligibility of a player must furnish the Protest Committee with proof of ineligibility, at the time of he/she becomes aware of the infraction. It is not necessary to provide a check for \$50. with this protest.

## UMPIRE PROCEDURES

The Following procedures and requirements are expected of all Umpires working for JLS games. All Participants are expected to cooperate with the Umpires and we ask for consistency throughout the league and that you notify the Umpire in chief if any Umpire fails to adhere to these rules.

1. Arrive at game at least 15 minutes prior to game time.
2. Dress in proper attire. Proper attire includes Navy blue shirt, gray or dark slacks, chest protector and mask. No shorts or cutoffs are allowed. Alternate color shirts will be allowed if both umpires are dressed the same.
3. Check all player passes prior to start of game. If any player is ejected, umpire must give Player's Pass to Division Head. See JLS General Organizational Rule 4.9.
4. Report to the Division Head any protested games as well as the names of players caught using illegal bats and ejected players, managers and coaches within twelve hours of said game.
5. Report to the Division Head any tie or suspended ball games within twelve hours of said game.
6. If unable to attend the assigned game, the Umpire must contact the Umpire in Chief as soon as possible or arrange for a replacement from the approved list of JLS Certified Umpires.
7. Receive full payment of the Umpire fees prior to the start of each game.
8. No Umpire, after ejecting a coach or player from a game, can change his decision at a later date. Any Player or coach ejected must sit out the next two games. If a formal appeal is made to the Protest Committee within the required 48 hours of the incident, the player or coach may continue to participate until the Protest Committee hears the appeal,
9. Umpire(s) retain jurisdiction until they have left the parking lot.
10. Whenever lightning appears, play shall be suspended and all participants told to leave the playing field until the lightning has passed. The umpire(s) shall call a lightning delay. This delay should not be less than 10 minutes or longer than 30 minutes, until the umpire(s) decision whether to resume play. Umpires must wait a minimum of 20 minutes from the start of the delay before calling the game due to dangerous lightning.

**MANAGERS / COACHES / PLAYERS**  
**RULES OF CONDUCT**

The purpose of the John L. Sullivan Sandlot Leagues Inc. is to provide an opportunity for the youth of Greater Springfield to participate in organized baseball games played within the spirit and degree of competitiveness as determined by the members of the Board of Directors.

Any participant who feels they cannot promote this degree of sportsmanship by accepting these rules of conduct should resign immediately since failure to comply on the part of any Manager, Coach or Player will result in immediate disciplinary action by the Board of Directors.

The John L. Sullivan Sandlot League reserves the right to not allow any coach or player to participate in this League. The John L. Sullivan Sandlot League will not discriminate against any individual for any reason, but will reserve the right to deny participation if the League feels the individual involved has shown him or herself to not be in the best interests of the League.

1. The first objective of any Manager or Coach is to teach good sportsmanship by setting the example for the Players, Parents and Fans. Unsportsmanlike or unethical conduct on the part of any participant during any function involving the organization will not be tolerated and will result in disciplinary action, including forfeiture of the game.
2. No Manager / Coach / Player is allowed to direct any unsportsmanlike remark i.e. talking trash or gesture to any umpire or any member of the opposing team before, during or after any game or event. JLS Umpires retain jurisdiction until they have left the parking lot.
3. Any Manager / Coach / Player ejected from the game shall promptly remove him/herself from the playing area as directed by the Umpire. Failure to do so will result in a forfeit as well as disciplinary action, pending Board of Director's review.
4. Any fighting by any of the participants will result in immediate ejection and indefinite suspension pending Board of Directors review.
5. The use of all tobacco products whether smoked or chewed is not permitted by any participants on the player's benches, playing field or coaches boxes during any game or practice. Any participant who fails to adhere to this will be ejected immediately and suspended for two games. No warnings will be issued.
6. Drinking of any alcoholic beverages or drug use on Park or School Property before, during or after any practice or game is illegal and will result in indefinite suspension pending Board of Directors review.
7. Any Player / Coach / Manager or other participant ejected from a JLS game by the Umpire will be automatically suspended from appearing in the playing area or participating in the next two JLS games played by the team he/she was associated with at the time of the ejection.
8. If a Manager / Coach / Player is ejected twice in a season, he/she is automatically suspended from any participation in future games including playoffs and tournaments sponsored by JLS for the balance of the season. This person can then be reinstated at the discretion of the John L. Sullivan Sandlot Leagues Inc. Board of Directors on a probationary basis.

**MANAGERS / COACHES / PLAYERS**  
**RULES OF CONDUCT continued**

8. If a Manager / Coach / Player is ejected twice in a season, he/she is automatically suspended from any participation in future games including playoffs and tournaments sponsored by JLS for the balance of the season. This person can then be reinstated at the discretion of the John L. Sullivan Sandlot Leagues Inc. Board of Directors on a probationary basis.

9. Any decision of the Umpire based on judgment vs. rule interpretation is final. If any participant elects to argue this decision the umpire can eject the participant from the game. This will result in automatic suspension for the next two games.

10. Any Player / Coach / Manager who is ejected from the game and wants to appeal, must get all required information along with a check or money order for \$50.00 to the Protest Committee Chairperson (in accordance with JLS Protest Procedures) within 48 hours of the incident.

11. Any attempt, in the judgment of the umpire(s), to inflict injury on an opposing player will result in automatic expulsion from that game and Indefinite suspension, pending Board of Directors review.

12. The Conduct of players, parents and fans is the responsibility of every Manager / Coach. If a Manager / Coach cannot or will not control their conduct the umpire can eject the Manager / Coach, and if the problem persists, forfeit the game.

13. Each Head coach will present at the start of ground rules their two (2) assistant coaches and one (1) score keeper to the umpire(s) for that game. During the course of the game should a need arise for a coach to talk to the umpire(s) **ONLY** the head coach is permitted to do so. Under no circumstances will the umpires allow assistant coaches or score keepers to speak with them about on field issues.

*Approved Ruling: Should a question or infraction arise regarding batting order or substitutions the umpire(s) may at their discretion consult with the scorekeepers.*

14. The only people allowed on the bench or in the bench area are players, one (1) head coach, two (2) assistant coaches and one (1) score keeper. No other children or adults are allowed to be in this area once ground rules have been started until the time the game is complete. The bench area is defined as ten (10) feet from each side, including the back. Any adult found in this area that is not one of the 4 listed above will be immediately ejected from the game. Failure to promptly leave this area will result in immediate forfeiture of the game and result in a suspension of the offender for the rest of the season. It will be the responsibility of the head coach to insure that this area is off limits to all others.

*Approved Ruling: If the area defined as the bench area is not marked with lines at 10 feet on three sides, the distance shall be deemed a judgment of the umpire and not subject to appeal or protest. If spectators have any doubt as to if they are far enough away than they should "get further away" so there is not a problem.*

### **Rule Changes for 2014**

Umpire fees for 14 & Under (Kofax) and 16 & Under (Mantle) will increase from \$52.00 to \$55.00 per umpire.

The mercy rule in both Kofax & Mantle will change to 12 after three innings and 8 after five innings.

Rule 31.3 (Mantle) will be suspended as a trial for the 2014 season. This rule will be reviewed at the 2015 annual meeting to determine if it will be permanently removed. Rule 31.3 currently reads:

***31.3** The catcher is required to wear full equipment including full catcher's helmet. The helmet must have earflaps and the mask must have a throat guard. Hockey style masks will be allowed. Catcher must use a regulation catcher's mitt. This rule will be strictly enforced.*

**13.** Each Head coach will present at the start of ground rules their two (2) assistant coaches and one (1) score keeper to the umpire(s) for that game. During the course of the game should a need arise for a coach to talk to the umpire(s) **ONLY** the head coach is permitted to do so. Under no circumstances will the umpires allow assistant coaches or score keepers to speak with them about on field issues.

*Approved Ruling: Should a question or infraction arise regarding batting order or substitutions the umpire(s) may at their discretion consult with the scorekeepers.*

**14.** The only people allowed on the bench or in the bench area are players, one (1) head coach, two (2) assistant coaches and one (1) score keeper. No other children or adults are allowed to be in this area once ground rules have been started until the time the game is complete. The bench area is defined as ten (10) feet from each side, including the back. Any adult found in this area that is not one of the 4 listed above will be immediately ejected from the game. Failure to promptly leave this area will result in immediate forfeiture of the game and result in a suspension of the offender for the rest of the season. It will be the responsibility of the head coach to insure that this area is off limits to all others.

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## GENERAL ORGANIZATIONAL RULES

**Any organization, team or individual participating in the leagues sponsored by the John L. Sullivan Sandlot Leagues Inc., must agree and adhere to the following rules of the organization.**

### ELIGIBILITY - PLAYERS (1.0)

**1.1** The first time a player appears in a JLS sanctioned game that player must remain with that team for the entire season including playoffs and post season tournaments.

Exception: (2003) In certain cases, players end up on the wrong team. John L. Sullivan is sympathetic to the problem and will try to help relieve this situation. Anyone wishing to be considered for moving from one team to another must meet the following criteria.

- a. The coach of the team the player is currently on must agree to the player moving.
- b. The coach of the team the player wants to move to must apply to the Board of Directors to get the move approved.
- c. The Board of Directors will first and foremost consider what is in the best interest of the player involved.
- d. Decision of the Board of Directors will be on an individual, case by case situation. All decisions by the Board of Directors will be final.

**1.2** No player will be allowed to play for another team, unless he has been designated on roster as available to play on another team. Players can play on two JLS teams if one is a fall baseball team or if the player is added as an extra player for a tournament approved by their JLS division head. Any player that is found to be playing for another team, will render him/herself ineligible for the remainder of the John L. Sullivan season. Penalty: Forfeiture of all games from the point at which any player plays for another team.

**1.3** An ineligible player is one that is over the age limit, a player playing for two teams, two age groups, player participating under an assumed name, or who does not have a validated player's pass.

**1.4** Players must play in at least five regular season games to be eligible for post-season play.

**1.5** To reduce the potential for transmission of blood-borne infectious diseases, no participant can compete with open wounds, bleeding or uncovered oozing skin conditions. The bleeding must be stopped, open wounds must be covered and if there is an excessive amount of blood the clothing must be changed.

### ELIGIBILITY - TEAMS (2.0)

**2.1** All Rosters cannot exceed a maximum of eighteen players. No exceptions.

**2.2** No team can participate in an official league game without submitting a roster on the official form provided by John L. Sullivan Sandlot Leagues Inc., and approved by a league official or member of the Board of Directors.

## **GENERAL ORGANIZATIONAL RULES**

**2.3** All players' rosters approved by the Division Head are Final for the first game. Changes can be made after the first game and the player is eligible 72 hours after the Division Head has given his approval. After the first round is completed, the roster is frozen except: if a player is injured and is unable to participate for the balance of the season. In this instance, the manager must request the roster change along with a Doctor's certificate before July 1, and within 1 week of the date the injury occurred. The Division Head must approve the change.

**2.4** John L. Sullivan teams can participate in any outside baseball tournament after the first official league game providing:

The tournament games do not conflict with a regular season game or playoff game in the John L. Sullivan Leagues.

JLS Division Head is notified in writing prior to the start that the team is playing in an outside tournament (Union News is an exception).

**2.5** Any league fees due the John L. Sullivan Sandlot Leagues Inc., from prior years must be paid in full prior to the first registration meeting.

**2.6** JLS Board of Directors has the authority to change team from one division to another if, in their judgment, the league, team and players would benefit. Changes must be made prior to the start of the second round.

**2.7** Total fees, including insurance must be paid by the second sign up session. Any team withdrawing after this session will not be eligible for a refund of the fees paid or any league reimbursements.

**2.8** No teams will be allowed to sign-up after the second sign up session.

**2.9** No team will be allowed to play in another League during the John L. Sullivan season. Teams found to be playing in another League, will be disqualified from that point on.

### **GAME REQUIREMENTS (3.0)**

**3.1** A team must have nine eligible players to start a game. A fifteen-minute waiting period will be allowed. After this time has expired, the game will be forfeited.

**3.2** Home team must take first base side benches or dugout, and must relinquish the field at least fifteen minutes before game time to allow the visiting team time for an infield practice.

**3.3** Both teams must keep a scorebook. Home team's scorebook is official.

**3.4** The manager / coach of the winning team must notify the Division Head within 24 hours after the completion of a game.

**3.5** Base coaches must stay in the coach's boxes as designated by the umpire unless time is called. All other coaches and players except the batter, on deck batter, base runners and the defensive team in the field must remain on or directly behind their respective benches.

**3.6** Any team will be charged with a forfeit if they cannot play a make-up game when rescheduled. This does not apply if date was a requested closed date. Any team that will be forfeiting on the day of the game will have to send someone to field to pay both umpires. Failure to be at field and pay umpires will result in fees being taken from bond and Head Coach will be suspended for 2 games.

**3.7** Any team that forfeits two or more games may be removed from the schedule by the Board of Directors.



**GENERAL ORGANIZATIONAL RULES**  
**GENERAL RULES (4.0)**

**4.1** No collections are allowed.

**4.2** A player that has played two consecutive innings can re-enter the game after sitting out two full innings (6 offensive outs by his/her team) and can only return on defense. If a pitcher is removed from the mound to another position, he/she can return to pitch only one time. The new pitcher must pitch to at least one batter. If a pitcher leaves the game, he/she can return on defense after six offensive outs by his/her team to any position but pitcher, provided he/she has been previously in the game for two consecutive innings.

**4.3** No hidden ball, or version thereof, shall be allowed.

**4.4** Only players, with a mask, will be allowed to warm up pitchers between innings

**4.5** Players shall not throw their bats when at bat.

Penalties:

-first offense - Team warning

-second offense - Batter is automatically out

-Third offense - Batter is out and expelled from remainder of game

This is not intended to cover a player throwing his/her bat in disgust or anger, in those instances the player can be ejected immediately for unsportsmanlike conduct.

**4.6** If all players have used their game eligibility and an injury occurs, preventing the player from further participation, the last player substituted for shall return to the game. In the event that the last substitution was multiple, the player involved in the multiple substitutions who occupied the lowest position in the batting order shall return to the game.

**4.7** Any game for which an Umpire does not show can be umpired by a person or persons mutually agreed to by both managers. No one can umpire from behind the catcher without wearing both a mask and chest protector.

**4.8** Each team will supply one **new** official baseball to the umpire prior to the start of each game. As needed the umpire will get additional balls from each team.

**4.9** All players must have a validated player's pass before he/she is allowed to participate in the game. Passes must be in the hands of the Umpire no later than the end of the game. Failure to present the umpire with validated player's passes before the end of the game will result in a forfeiture of the game.

**4.10** All Managers / Coaches are required to carry a copy of their team's player roster at all games. Any request by an opposing Coach, Umpire or League Official to see the roster must be honored or risk forfeiture of the game.

**4.11** If the opposing coach notifies the Umpire, during the course of the game, that an illegal player has entered the game (i.e., a player who has not sat out two complete innings), the player must be removed and replaced with a legal player and the game will resume from that point. The illegal player removed from the game is unable to participate for the remainder of that game.

## GENERAL ORGANIZATIONAL RULES

**4.12** A regulation game consists of seven innings (six in Aaron, Clemente and Mays Divisions) unless extended because of a tie score (not applicable in Aaron) or shortened (1) because the home team needs none of its half of the seventh inning (sixth in Clemente and Mays) or only a fraction of it, or (2) because the umpire calls the game or a time limit is reached.

(a) (2009) All games will be subject to a two hour time limit. (No new inning after 2 hours). In Koufax and Mantle, weekday games will have no new inning begin after 8:00 pm.

(b) If the score is tied after seven completed innings (6 in Clemente and Mays) play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning or, (2) the home team scores the winning run in an uncompleted inning or, (3) a time or inning limit is imposed or,

(4) darkness or weather considerations prohibit further play. Note: see umpire procedure # 10 for information on lightning delays.

(c) If a game is called, it is a regulation game: (1) if four innings have been completed three innings in Clemente and Mays), (2) if the home team has scored more runs in four or three and a fraction innings (home team 3 or 3 and a fraction innings in Clemente and Mays) than the visiting team has scored in four (three in Clemente and Mays) completed half innings. (3) if the home team scores one or more runs in it's half of the fourth (third in Clemente and Mays) inning to tie the score.

(d) If either team has the same number of runs when the game ends, the umpire shall declare it "Tie" and each team will be awarded one point during the regular season. There are no suspended games during the regular season.

(e) If a game is called before it has become a regulation game during the regular season, the umpire shall declare it "No Game" and the game will be replayed from the beginning at the team's expense

(f) During JLS tournaments and post season play, any game that is called for darkness or weather conditions before becoming official (MLB 4.10 (c), (d).) will be suspended at that point and completed at a future date.

**4.13** Teams will be awarded " 2 points " for a win and " 1 point " for a tie. Point totals will determine league standings and seedings for all JLS post-season tournaments. There will be no exceptions to this rule.

**4.14** The batter must keep at least one foot in the batter's box throughout the time at bat.

Exceptions: A batter may leave the batter's box but not the dirt area surrounding home plate when:

- (a) the batter swings at a pitch
- (b) the batter is forced out of the box by the pitch
- (c) the pitcher calls time-out
- (d) the pitcher leaves the dirt area of the pitcher's mound after receiving the ball
- (e) the pitcher throws to a base during a pick off attempt
- (f) an appeal is made at any base
- (g) the batter requests and is granted time

**Penalty:**

If the batter intentionally leaves the batter's box, and none of these exceptions applies the plate umpire may award a strike. The pitcher shall not pitch but the ball is alive (e.i., a pick off attempt).

## GENERAL ORGANIZATIONAL RULES

**4.15** There will be a maximum of three offensive meetings allowed per team per game. An offensive meeting shall be charged anytime a coach or player delays the game or calls time out to talk to an offensive player whether a hitter, base runner, or on deck batter going to the plate or to another coach. If the game goes into extra innings, one additional offensive meeting shall be permitted for every extra three innings played.

Note 1 - Umpires shall record offensive meetings and notify the coach each meeting is charged.

Note 2 - After the maximum offensive meetings have been used, the umpire shall warn the coach prior to violation of this rule.

Note 3 - Offensive meetings not previously used may be used in extra innings

Note 4 - Offensive meetings shall not be charged if time is called for a conference by the defensive team.

Note 5 - An offensive trip shall not be charged if time is called for the purpose of making an offensive substitution.

**Penalty:** The player involved in the meeting shall be removed from the game and is ineligible to participate for the remainder of that game.

**4.16** Umpire(s) retain jurisdiction until they have left parking lot.

**4.17** Collision Rule - The JLS Board of Directors is concerned about unnecessary and violent collisions with the catcher at home plate and with infielders at all bases. The intent of this is to encourage base runners and defensive players to avoid such collisions whenever possible.

A runner is out when:

(a) There is a clear collision between a runner and a fielder who is clearly in possession of the ball the umpire shall judge:

1) Whether the collision by the runner was avoidable (could the runner have reached the base without colliding) or unavoidable (the runner's path to the base was blocked) or

2) Whether the runner actually was attempting to reach the base(plate) or attempting to dislodge the ball from the fielder.

**Penalty** - If in the umpire's judgment, the runner a) could have avoided the collision and reached the base, or b) was attempting to dislodge the ball, the runner shall be called out even if the fielder loses possession of the ball. The ball shall be declared dead and all other base runners shall return to the last base touched at the time of the interference.

Note - If a fielder blocks the path of the base runner, without possession of the ball to the base (plate), the runner may make contact, slide into, or collide with the fielder as long as the runner is making a legitimate attempt to reach the base or plate.

*Approved Ruling 1): If, in the umpire's judgment, the collision by the runner was flagrant, the runner shall be declared out and also ejected from the game. The ball shall be declared dead.*

## GENERAL ORGANIZATIONAL RULES

*Approved Ruling 2): If the defensive player blocks the base (plate) or base line clearly without possession of the ball or is not in the immediate act of catching the ball, obstruction shall be called. If the runner makes a flagrant collision, he/she shall be declared safe on the obstruction call, but will be ejected from the contest. The ball shall be declared dead.*

**4.18** Any player that, in the judgment of the umpire(s), intentionally removes his/her helmet while running the bases will be called out. The ball is dead, and base runners must return to the last base occupied at the time of the infraction.

**4.19** A player that starts a game or first enters a game must play a minimum of two consecutive innings to be eligible for re-entry.

**4.20** All JLS Board Member / Division Head / Umpire in Chief in attendance at any game has the authority to enforce any rule at any time when applicable.

**4.21** The “ Force Play Slide Rule “ will be used in all divisions. The intent of the force-play-slide-rule is to insure the safety of the defensive player. This is a safety as well as an interference rule. This rule pertains to a force play situation regardless of the number of outs.

**(a)** On a force play at any base, including home plate, the runner must slide on ground and in a direct line between the two bases. This is a legal slide even if contact is made with the fielder.

- 1) On the ground either can be a head first slide or a slide with one leg and one buttock on the ground.
- 2) Directly into the base means the runner’s entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

*Approved ruling: A runner need not slide directly into a base as long as the individual slides or runs in a direction away from the fielder to avoid making contact or altering the play of the defensive player.*

**(b)** Contact is allowed if the runner:  
1) Makes a legal slide directly to the base, or  
2) Is on the ground at the time of contact and the fielder moves directly down the line between the bases to attempt a play. Interference shall not be called.

**(c)** It is an illegal side if:  
1) The runner slides or runs out of the base line in a direction of the fielder.  
2) The runner uses a rolling, cross body or pop-up slide into a fielder

*Approved ruling: A pop up slide is a legal slide as long as the runner does not make contact with or alter the play of a fielder.*

- 3) The runner’s raised leg is higher than the fielder’s knee when in the standing position.
- 4) The runner goes beyond the base and makes contact with or alters the play of the fielder.

*Approved ruling: Beyond the base refers to any part of the offensive players body that makes contact with or alters the play of the fielder beyond the base.*

## GENERAL ORGANIZATIONAL RULES

5) The runner slashes or kicks the fielder with either leg or

6) The slide is flagrant.

Note: If the runner's slide is flagrant, the individual shall be ejected from the game.

**(d)** If the runner on a force play, makes an illegal slide at any base including home plate, interference shall be called.

**PENALTY** - With less than two outs, the batter runner, as well as the interfering runner, shall be declared out and no other runners(s) shall advance. With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.

*Approved ruling: Interference also is considered to have occurred if the runner:*

*1) Makes illegal contact with the fielder.*

*2) Forces the fielder to alter his/her pattern of play by running or sliding at or into him/her in an illegal manner to disrupt the fielder's attempt to complete a play, or*

*3) Illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.*

Note - If interference is called, other runner(s) shall not be allowed to advance.

### UNIFORMS / EQUIPMENT (5.0)

**5.1** Each team is required to have a first aid kit, including ice packs and non-sterile gloves available at all games and practices.

**5.2** The pitcher is not allowed to wear a plain white shirt. The umpire's decision regarding the shirt is final for that game. The Protest Committee will rule on the uniform for any future games.

**5.3** All Players must wear an identifying number and cap. All shirts and caps are not required to match. T-shirt style or baseball uniform style shirts are required, no tank top or sleeveless shirts can be worn. Only baseball style caps are allowed. Pitchers are not allowed to wear plain white shirts or hats.

**5.4** Hitters, base runners and players coaching on bases must wear full helmets. Other style or cracked helmets will not be allowed. Umpires are asked to remove any cracked or broken helmets from the game and destroy them.

**5.5** No player can participate in any game wearing shorts or cutoffs.

**5.6** Aluminum or wooden bats are allowed. In Koufax, no aluminum bat may have a minus factor greater than -5 and a diameter greater than 2 3/4 inches. In Mantle, all bats must be marked "BBCOR". Penalty: The bat will be confiscated by JLS and returned to the team at the end of the season. Any player caught using the bat shall be declared "out" by the umpire. All base runners will be required to return to the base last occupied before the at bat. Any player that commits 2 or more infractions of this rule will be suspended, pending a hearing with the Board of Directors.

## **GENERAL ORGANIZATIONAL RULES**

**5.7** Bases must be supplied and spiked or fastened into the ground at the proper distance by the home team, prior to the scheduled game time.

**5.8** If the scheduled home team cannot provide bases that can be spiked or fastened to the ground, the visiting team has the option of becoming the home team and providing the bases. If neither team can provide suitable bases and the game is not played for that reason, both teams will be charged with a loss. This rule does not apply to State Tournaments involving teams from other Leagues.

### **LEAGUE CHAMPIONSHIPS/TOURNAMENT/ALL-STAR GAMES (6.0)**

**6.1** No collections are allowed

**6.2** League playoffs / tournaments and playing fields are determined by league officials

**6.3** All League / inter-league all-star games must be coordinated through the JLS Board of Directors.

**6.4** All League trophies will be made available through John L. Sullivan Sandlot Leagues Inc

**6.5** All teams in JLS playoffs are required to pay umpire fees for the first game only.

**6.6** All playoff games will be 2 hour time limit, i.e., no new inning will begin after 2 hours of play. Playoff games that are tied after 2 hours of play must continue until there is a winner. This rule will not apply in a game where a tournament winner will be determined. In Koufax and Mantle, weekday playoff games will have no new inning begin after 8:00 pm.

**6.7** Teams finishing in a tie for first or any playoff position at the end of the regular season will resolve the tie as follows:

- (a) Head to head competition
- (b) Runs allowed in head to head competition
- (c) Runs scored in head to head competition (maximum of 8)
- (d) Coin toss.

**6.8** Any JLS playoff that is used in determining berths in state or regional tournaments shall be called a qualifying tournament. Only teams that will be representing the John L. Sullivan Sandlot Leagues in these state or regional tournaments will be allowed to compete in the JLS playoffs / qualifying tournaments

### **PROTESTS (7.0)**

**7.1** The umpires decision is final if the call is based on judgment. If the Manager / Coach challenges the interpretation of the rule and wishes to protest the game, he/she must notify the plate Umpire at the time the decision is made. The umpire must notify the opposing Coach/Manager and sign the scorebook.

**7.2** Protests on the eligibility of any player can be filed with the Chairman of the Protest Committee at any time during the season. A team shall forfeit all games the ineligible player participated in. The Protesting Manager must furnish proof of the ineligibility.

**7.3** All decisions made by the Protest Committee of the John L. Sullivan Sandlot Leagues Inc. are final.

*John L. Sullivan Sandlot Leagues,  
Inc.  
Official website @*

[www.eteamz.com/jls/](http://www.eteamz.com/jls/)

**HANK AARON DIVISION RULES**  
(6 & UNDER - T-BALL / INSTRUCTIONAL)

**ELIGIBILITY (8.0)**

**8.1** Players must meet the following age requirements:

Minimum - Age 5 on or before July 31, of the current year

Maximum - Age 7 on or after May 1, of the current year

*“Approved Ruling: If the player is 7 on or before April 30<sup>th</sup> of the current year, that player would be too old to play in 6 & Under and would have to compete in the 8 & Under age group”*

**PLAYERS BORN BEFORE MAY 1, 2007 MUST PLAY IN THE  
ROBERTO CLEMENTE DIVISION.**

**8.2** Additions may be made to the original roster (18 max.) anytime during the season, as long as the Division Head is notified prior to the game.

**8.3** If a team is unable to field a minimum of nine players, an attempt should be made by the Coaches to play the game utilizing all players present.

**PLAYING FIELD (9.0)**

**9.1** The bases will be 60 feet apart. Same dimensions as an official softball diamond.

**9.2** The batting tee shall be placed on home plate or up to one foot in front and in line with the plate.

**PLAYING RULES (10.0)**

The primary purpose of tee baseball is to provide an instructional league with maximum participation. All managers, coaches, players and parents should understand that the objective is to have fun while learning the game of baseball. Whenever possible, a volunteer umpire(s) should be used to call plays and to maintain order on the field. Should there be no umpire, the managers must resolve any questionable decisions. There will be no league standings or playoffs. Remember, the most important product of this league is for each participant to learn the basic fundamentals of the game, good sportsmanship and fair play with maximum enjoyment - not which team won or lost.

**10.1** Games are limited to two hours or six innings. No inning can begin two (2) hours after the start time of the game. However, any inning started prior to time limits must be completed.

**10.2** Regulation games will be six innings.

**10.3** The ball is not pitched, but batted off a tee located at home plate. Batters must take a full swing. No bunting or easy swing is allowed. A strike will be called if the batter bunts or fails to make a full swing.

**10.4** The batter must hit the ball cleanly to be in play. Should the ball be in foul territory, the batter hits again unless the foul ball was caught or was the third swing in which case the batter is out.

**10.5** A strike is called if the batter swings and misses the ball or hits the batting tee.



## **HANK AARON DIVISION RULES**

**10.6** Any play is dead once the ball is under control by a player in the infield. Base runners must stop at the base they were advancing to when the ball came under control.

**10.7** Base runners may not advance on overthrows into foul territory.

**10.8** Base runners may not steal or lead off bases. A base runner may not advance until the batter hits a fair ball

**10.9** The infield fly rule is discarded.

**10.10** The defensive team shall consist of nine players positioned in their normal positions. The pitcher must be in the pitching position 40 feet from the point of home plate. The catcher must be far enough behind the batting tee to eliminate the possibility of injury.

**10.11** The batting order will consist of all players appearing for the game. Each player will bat in the order in which his/her name appears in the batting order. The half inning will end when one of the following occurs: three outs have been made, six runs have been scored or all players who are listed in the batting order have come to bat.

**10.12** Each player must play at least two innings of each game on defense, except if a player is ill, injured or is being disciplined by his manager in which case the opposing manager should be notified before the start of the game. Unlimited substitution is allowed. No players may play more than three innings at the same position in a game.

**10.13** All players will hit from the batting tee during the first half of the season and all players will face live pitching from their respective coaches during the second half of the season. It will be up to the discretion of the coach whether he/she pitches underhand or overhand. Note: There will be a Coaches Pitch Division. In the Tee Division, if both coaches agree before the game all players can face live pitching from the start.

**10.14** To prevent injury, no player other than the catcher shall be positioned closer to the batter than the pitchers rubber.

## **UNIFORMS / EQUIPMENT (11.0)**

**11.1** Players must wear sneakers or athletic shoes with rubber soles. No shoes with metal spikes or cleats can be worn by any player.

**11.2** The bats used shall not be more than 29 inches in length and can be either wood or aluminum.

**11.3** A cap and shirt with identifying number are recommended.

**11.4** A mitt or glove must be used in any position.

**11.5** The catcher is required to wear full equipment including full catcher's helmet. The helmet must have earflaps and the mask must have a throat guard. Hockey style masks will be allowed. This rule will be strictly enforced.

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**ROBERTO CLEMENTE DIVISION**  
(8 & UNDER)

**ELIGIBILITY (12.0)**

**12.1** Players must meet the following age requirements:

Age 9 on or after May 1 of the current year.

*“Approved Ruling: If the player is 9 on or before April 30<sup>th</sup> of the current year, that player would be too old to play in 8 & Under and would have to compete in the 10 & Under age group”*

**PLAYING FIELD 13.0**

**13.1** The bases will be 60 feet apart. Same dimensions as an official softball diamond.

**13.2** The pitching distance will be 40 feet from the point of home plate to the front edge of the pitching rubber.

**PLAYING RULES (14.0)**

Play in the Roberto Clemente Division of the John L. Sullivan Sandlot Leagues Inc. shall be governed by the Sporting News Edition of Official Baseball Rules, and the JLS general organization rules, along with these additions that pertain only to this division.

**14.1** Games are limited to 2 hours or 6 innings. No inning can begin 2 hours after the starting time of the game. However, any inning started prior to the time limit must be completed.

*Approved Ruling-Time limit begins at completion of ground rules.*

**14.2** A regulation game is either 2 1/2 innings if the Home Team is leading or 3 innings if the Visiting Team is ahead or the two-hour time limit is imposed.

**14.3** Teams will be allowed to designate up to three (3) players that will be allowed to play on other teams with these exceptions:

- a. Teams must have at least eleven (11) single roster players on that team.
- b. Players involved are not playing on two (2) JLS teams in the same division, i.e., Mays, Reese, Koufax, etc.

*Approved Ruling. A player may play on a JLS Clemente team and a JLS Mays team. No players will be allowed to play on two (2) Clemente teams as an example.*

Designated players playing on two (2) JLS teams must have player pass for each team.

**14.4** Game is automatically over anytime a team is 20 or more runs ahead. Exception: If a Team scores 20 or more runs in the top of the first inning, the opposing team must be allowed to bat

**14.5** If in the judgment of the umpire a pitcher's lack of control makes him a danger to the opposing batters, the umpire can, after two warnings, and upon a third incident, order the pitcher removed from the mound.

**14.6** Game is automatically over if either team is leading by 15 runs or more after 4 innings (3 1/2 Home Team). Mercy rule for playoffs will be 8 runs after 4 innings (3 1/2 for home team).

**14.7** Bunting is allowed.

## **ROBERTO CLEMENTE DIVISION**

**14.8** Regulation strike zone is used.

**14.9** Runner can steal second and third base, but not home. Runners attempting to steal 2nd base, cannot advance to third on an overthrow by the catcher. If the runner attempts to steal home and is put out, the out stands. If the runner is safe, he must return to third base.

**14.10** Runner cannot leave the base until the ball reaches home plate. During the first round, the Umpire shall call time and issue a warning and runner(s) must return to the base they previously occupied. During the second round, violations result in a dead ball and an automatic strike on the batter. Runner(s) must return to the base(s) they previously occupied.

**14.11** Pitcher may pitch nine outs or three innings. If a pitcher has not reached either of these maximums and is removed from the position but remains in the game, he/she may return to pitch only until either of these maximums is attained. Player may return to the pitching position only once during the game but may participate in another position.

**14.12** Pitcher is required to pitch from the stretch position if the base runner can steal, coming to a complete stop before releasing the ball. If the pitcher violates this rule during the first round, one warning will be issued with each subsequent infractions being an automatic ball to the hitter. During the second round there is no warning issued. If the batter swings at the pitch, the ball is in play and there is no penalty.

**14.13** Overthrows are ruled by Sporting News Official Baseball Rules. Exceptions: Base runners cannot advance on an errant throw between the catcher and the pitcher. Base runner cannot advance past third base on an errant throw to third base by the catcher attempting to throw out a runner attempting to steal third.

**14.14** Ball is dead when in the possession of the pitcher who is standing within the pitching area, otherwise time must be called.

**14.15** All players on a team roster and appearing for the game will be listed in the official lineup regardless of the number of players appearing for the opposing team. The batting order will follow the lineup and all players will bat in that order regardless of their defensive status until three outs have been made. In other words, the first player will not bat for the second time until all players listed have batted.

**14.16** Regardless of how many players each team has, each player must play two consecutive innings on defense. All substitutions must be made prior to the start of the third inning. Any player who arrives after the start of the third inning must be immediately inserted into the defensive or offensive lineup. Failure to adhere to this rule will result in the coach's immediate ejection from the game and suspension from the next two.

**14.17** Batter is out on third strike regardless of whether the ball is held by the catcher.

**14.18** No balk can be called.

**14.19** On a passed ball base runner(s) can advance one base at their own risk. No base runner(s) can score on a passed ball.

**14.20** A Manager / Coach can make two visits to the mound in one inning through the third inning. After the third inning only one visit to the mound per inning is allowed. The third or second visit requires the removal of the pitcher from that position.

## ROBERTO CLEMENTE DIVISION

**14.21** No player can pitch more than 12 innings in a calendar week. The calendar week starts on Monday and ends on Sunday.

**14.22** Limitations on pitching, no player may pitch more than 3 innings per game, six innings in one day or six innings in consecutive days.

Note: Three outs shall constitute an inning; two outs - two-thirds of an inning; one out - one-third of an inning. However, when a pitcher throws one pitch to a batter beyond the pitching limitation, he/she is guilty of a violation and the penalty shall be forfeiture of the game, provided each team has been officially notified of the pitching records (JLS OFFICIAL RECORD OF PLAYER'S PITCHING STATUS FORM, should be exchanged between coaches during the ground rules of each pitcher, prior to the start of each game.)

(b) If a pitcher's allowance expires (a) above - or he/she pitches any number of innings in two consecutive days, he/she may not pitch at all the next day. (Note: the throwing of one pitch constitutes an appearance.)

(c) Penalty shall be forfeiture of game in which violations occur. (Penalty will not be imposed if a pitcher's allowance is exceeded because on a double or triple play.)

**14.23** Infield fly rule will be used.

**14.24** Teams with 50 % or more of their players 7 years old or younger on August 1, can elect to play in a Coaches Pitch Division in Roberto Clemente. Final determination as to which teams will participate in this division will be the responsibility of the Division Head / Umpire in Chief of Roberto Clemente Division.

## **ROBERTO CLEMENTE DIVISION**

### **Coaches Pitch Division (14.25)**

Play in this division is governed by the same rules that apply to Roberto Clemente Division with the following exceptions. Note: These Rules apply only to the first round of the season or half of the season if only one round is played. All playoff games will be by standard Roberto Clemente Division Rules.

- (a) At the start of each game a coach will pitch one at bat to every person in his/her team's batting order regardless of the number of players on each team. After all players have batted, a player will assume the role of pitcher.
- (b) The pitching coach must follow the rule 14.10 when pitching to his/her players. All pitches must be from a regular pitching motion, no soft toss is allowed. Failure to follow these rules will result in the pitch being called a dead ball. Base runner(s) will be returned to the last base legally occupied and a strike will be awarded to the batter.
- (c) No runner(s) may advance by stealing or on a passed ball while the coach pitches. The only way base runners can advance is by a batted ball.
- (d) Batters cannot walk while being pitched to by their coach.
- (e) All players are required to play in their regular positions except the pitcher who can elect to stand on either side of the pitching coach, but no closer to home plate than the pitching rubber (40 feet).
- (f) If a batted ball touches the pitching coach the batter is automatically out and base runner(s) returned to the base(s) occupied at the time of the pitch.
- (g) If, in the umpires judgment the pitching coach interfered in any way with the defensive team attempting to field the ball or make a play the batter shall be called out and base runner(s) returned to the base(s) they occupied at the time of the pitch.
- (h) Only innings in which a pitcher actually pitches are applied toward pitching limitations. Innings or portions of innings where a coach was pitching do not apply and cannot be counted as innings pitched.
- (i) Only those people whose name appears on a JLS Official Roster as a member of a teams coaching staff can pitch to that team during any JLS sponsored game or event.

### **UNIFORMS / EQUIPMENT (15.0)**

**15.1** Players must wear sneakers or athletic shoes with rubber soles. No shoes with metal spikes or cleats can be worn by any player.

**15.2** The catcher is required to wear full equipment including full catcher's helmet. The helmet must have earflaps and the mask must have a throat guard. Hockey style masks will be allowed. Catcher must use a regulation catcher's mitt. This rule will be strictly enforced.

**15.3** RIF - Low Impact reduced injury factor baseballs must be used at all practices and games.

**15.4** All bats must be marked "BPF 1.15".

**WILLIE MAYS DIVISION RULES**  
(10 & UNDER)

**ELIGIBILITY (16.0)**

**16.1** Players must meet the following age requirements:

Age 11 on or after May 1 of the current year.

*“Approved Ruling: If the player is 11 on or before April 30<sup>th</sup> of the current year, that player would be too old to play in 10 & Under and would have to compete in the 12 & Under age group”*

**PLAYING FIELD (17.0)**

**17.1** The bases will be 65 feet apart.

**17.2** The pitching distance will be 46 feet from the point of home plate to the front edge of the pitching rubber.

**PLAYING RULES (18.0)**

Play in the Willie Mays Division of the John L. Sullivan Sandlot Leagues Inc. shall be governed by the Sporting News Edition of Official Baseball Rules, and the JLS general organization rules, along with these additions that pertain only to this division.

**18.1** Games are limited to 2 hours or 6 innings. No inning can begin 2 hours after the starting time of the game. However, any inning started prior to the time limit must be completed.

*Approved Ruling-Time limit begins at completion of ground rules.*

**18.2** A regulation game is either 2 1/2 innings if the Home Team is leading or 3 innings if the Visiting Team is ahead or the two-hour time limit is imposed.

**18.3** Teams will be allowed to designate up to three (3) players that will be allowed to play on other teams with these exceptions

a. Teams must have at least eleven (11) single roster players on that team.

b. Players involved are not playing on two (2) JLS teams in the same division, i.e., Mays, Reese, Koufax, etc.

*Approved Ruling. A player may play on a JLS Mays team and a JLS Reese team. No players will be allowed to play on two (2) Mays teams as an example.*

Designated players playing on two (2) JLS teams must have player pass for each team.

**18.4** Teams competing in the “A” division may elect to use an extra hitter (EH). The team must notify the opposing team and umpire prior to the start of each game. Once the game has been started a team using an EH must maintain a player in the extra hitters position in the batting order for the entire game. The original EH must occupy the 10th (last) position in the batting order. That player MUST enter the game defensively in the third inning and maintain the same position (10th) in the batting order. One of the remaining starters (original nine defensive players) will now become the EH. All starting players, including the EH, must maintain their original spot in the batting order. The starting EH must play two consecutive defensive innings before he/she can be removed from the game. After the completion of the 4th inning substitution rules are the standard JLS rules. If for some reason an injury or ejection should occur that would prevent a team from filling the 10 spots in the batting order, the injured or ejected players spot in the order would become an automatic out.

## WILLIE MAYS DIVISION RULES

**18.5** Teams in the B and C divisions will bat all players who show up for a game.

**18.6** Game is automatically over anytime a team is 20 or more runs ahead. Exception: If a Team scores 20 or more runs in the top of the first inning, the opposing team must be allowed to bat.

**18.7** Game is automatically over if either team is leading by 12 runs or more after 4 innings (3 1/2 Home Team). Mercy rule for playoffs will be 8 runs after 4 innings (3 1/2 for home team).

**18.8** After a 10 run lead, no runner will be allowed to score from 3rd base on a passed ball or steal of home. Penalty will be, if runner is out, he/she will remain out. If runner is safe, he/she will be returned to 3rd base.

**18.9** Batter is out on third strike regardless of whether the ball is held by the catcher.

**18.10** Regardless of how many players each team has, each player must play two consecutive innings. Substitutions must be made no later than the start of the third inning for both teams. Failure to adhere to this rule will result in the coach's immediate ejection from the game and suspension from the next two. Any player who arrives after the start of the third inning, must be immediately inserted into the defensive or offensive lineup.

**18.11** Pitcher may pitch eighteen outs or six innings. If a pitcher has not reached either of these maximums and is removed from the position but remains in the game, he/she may return to pitch only until either of these maximums is attained. Player may return to the pitching position only once during the game but may participate in another position.

**18.12** No player can pitch more than 12 innings in a calendar week. The calendar week starts on Monday and ends on Sunday.

**18.13** Limitations on pitching, no player may pitch more than six innings in one day or six innings in consecutive days.

**Note:** Three outs shall constitute an inning; two outs - two-thirds of an inning; one out - one-third of an inning. However, when a pitcher throws one pitch to a batter beyond the pitching limitation, he/she is guilty of a violation and the penalty shall be forfeiture of the game, provided each team has been officially notified of the pitching records (JLS OFFICIAL RECORD OF PLAYER'S PITCHING STATUS FORM, should be exchanged between coaches during the ground rules) of each pitcher, prior to the start of each game.

(b) If a pitcher's allowance expires (a) above - or he/she pitches any number of innings in two consecutive days, he/she may not pitch at all the next day. (Note: the throwing of one pitch constitutes an appearance.)

(c) Penalty shall be forfeiture of game in which violations occur. (Penalty will not be imposed if a pitcher's allowance is exceeded because on a double or triple play.)

**18.14** If in the judgment of the umpire a pitcher's lack of control makes him a danger to the opposing batters, the umpire can, after two warnings, and upon a third incident, order the pitcher removed from the mound.

**18.15** C division only-Runners from 3rd base can score only when batted in. Runners will not be allowed to score on a passed ball. There will be no leading from 3rd base. Stealing of home will not be allowed. The penalty will be that the base runner will be called out.



## **WILLIE MAYS DIVISION RULES**

### **UNIFORMS / EQUIPMENT (19.0)**

**19.1** Players must wear sneakers or athletic shoes with rubber soles. No shoes with metal spikes or cleats can be worn.

**19.2** The catcher is required to wear full equipment including full catcher's helmet. The helmet must have ear flaps and the mask must have a throat guard. Hockey style masks will be allowed. Catcher must use a regulation catcher's mitt. This rule will be strictly enforced.

**19.3** RIF - Low Impact reduced injury factor baseballs must be used at all practices and games.

**19.4** All bats must be marked "BPF 1.15".

**PEE WEE REESE DIVISION RULES**  
(12 & UNDER)

**ELIGIBILITY (20.0)**

**20.1** Players must meet the following age requirement:

Age 13 on or after May 1, of the current year.

*“Approved Ruling: If the player is 13 on or before April 30<sup>th</sup> of the current year, that player would be too old to play in 12 & Under and would have to compete in the 14 & Under age group”*

**PLAYING FIELD (21.0)**

**21.1** The bases will be 75 feet apart.

**21.2** The pitching distance will be 52 feet from the point of home plate to the front edge of the pitching rubber.

**PLAYING RULES (22.0)**

Play in the Pee Wee Reese Division of the John L. Sullivan Sandlot Leagues Inc. shall be governed by the Sporting News Edition of Official Baseball Rules, The JLS general organization rules, along with these additions that pertain only to this division.

**22.1** The League will make every attempt to assign two umpires for each “ A “ Division game. If for any reason, only one umpire appears, the game must be played.

**22.2** Game is automatically over anytime a team is twenty or more runs ahead. Exception: If a team scores 20 or more runs in the top of the first inning, the opposing team must be allowed to bat.

**22.3** Game is automatically over if either team is leading by twelve or more runs after five innings (4 1/2 home team). Mercy rule for playoffs will be 8 runs after 5 innings (4 1/2 for home team).

**22.4** Teams will be allowed to designate up to three (3) players that will be allowed to play on other teams with these exceptions

a. Teams must have at least eleven (11) single roster players on that team.

b. Players involved are not playing on two (2) JLS teams in the same division, i.e., Mays, Reese, Koufax, etc.

*Approved Ruling..A player may play on a JLS Reese team and a JLS Koufax team. No players will be allowed to play on two (2) Reese teams as an example. Designated players playing on two (2) JLS teams must have player pass for each team.*

**22.5** After a 10 run lead, no runner will be allowed to score from 3rd base on a passed ball or steal of home. Penalty will be, if runner is out, he/she will remain out. If runner is safe, he/she be returned to 3rd base.

## PEE WEE REESE DIVISION RULES

**22.6** Teams may elect to use an extra hitter (EH). The team must notify the opposing team and umpire prior to the start of each game. Once the game has been started, a team using an EH must maintain a player in the extra hitters position in the batting order for the entire game. The original EH must occupy the 10th (last) position in the batting order. That player **MUST** enter the game defensively in the third inning and maintain the same position (10th) in the batting order. One of the remaining starters (original nine defensive players) will now become the EH. All starting players, including the EH, must maintain their original spot in the batting order. The starting EH must play two (2) consecutive defensive innings before he/she can be removed from the game. After the completion of the 4th inning substitution rules are the standard JLS rules. If for some reason an injury or ejection should occur that would prevent a team from filling the 10 spots in the batting order, the injured or ejected players spot in the order would become an automatic out.

**22.7** Regardless of how many players each team has, each player must play two consecutive innings. Substitutions must be made no later than the start of the third inning for both teams. Failure to adhere to this rule will result in the coach's immediate ejection from the game and suspension from the next two. Any player who arrives after the start of the third inning, must be immediately inserted into the defensive or offensive lineup.

**22.8** Pitcher may pitch twenty-one outs or seven innings. If a pitcher has not reached either of these maximums and is removed from the position but remains in the game, he/she may return to pitch only until either of these maximums is attained. Player may return to the pitching position only once during the game but may participate in another position.

**22.9** Limitations on pitching, no player may pitch more than seven innings in one day or seven innings in consecutive days. Note: Three outs shall constitute an inning; two outs - two-thirds of an inning; one out – onethird of an inning. However, when a pitcher throws one pitch to a batter beyond the pitching limitation, he/she is guilty of a violation and the penalty shall be forfeiture of the game. provided each team has been officially notified of the pitching records of each pitcher, prior to the start of each game. (JLS OFFICIAL RECORD OF PLAYER'S PITCHING STATUS FORM, must be exchanged between coaches during the ground rules)

(b) If a pitcher's allowance expires (a) above - or he/she pitches any number of innings in two consecutive days, he/she may not pitch at all the next day. (Note: the throwing of one pitch constitutes an appearance.)  
(c) Penalty shall be forfeiture of game in which violations occur. (Penalty will not be imposed if a pitcher's allowance is exceeded because on a double or triple play.)

**22.10** A pinch hitter is someone who has not played in the game and is used to hit for someone who has played two consecutive innings. This is to be used by the visiting team when changes are made in the top of the third inning. All other changes must be made on defense.

**22.11** No player can pitch more than 14 innings in a calendar week. The calendar week starts on Monday and ends on Sunday.

**22.12** If in the judgment of the umpire a pitcher's lack of control makes him a danger to the opposing batters, the umpire can, after two warnings, and upon a third incident, order the pitcher removed from the mound.

**22.13** All games will be 2 hour time limit, i.e., no new inning will begin after 2 hours of play.

*Approved Ruling. Time limit begins at completion of ground rules.*

## **PEE WEE REESE DIVISION RULES**

### **UNIFORMS / EQUIPMENT (23.0)**

**23.1** Players must wear sneakers or athletic shoes with rubber soles. No shoes with metal spikes or cleats can be worn.

**23.2** The catcher is required to wear full equipment including full catcher's helmet. The helmet must have earflaps and the mask must have a throat guard. Hockey style masks will be allowed. Catcher must use a regulation catcher's mitt. This rule will be strictly enforced.

**23.3** RIF level 10 baseballs must be used at all practices and games.

**23.4** All bats must be marked "BPF 1.15".

### **PICKNELLY FIELD RULES**

Home team must supply an adult to work score board and announce game. If home team cannot or will not supply adult, visiting team has option of supplying adult and assuming role of home team. If neither team can or will supply adult, score board will be turned off. Home team for first game will put out bases, and home team for last game will bring bases back into building.

**SANDY KOUFAX DIVISION RULES**  
**(14 & UNDER)**

**ELIGIBILITY (24.0)**

**24.1** Players must meet the following age requirement:

Age 15 on or after May 1, of the current year.

*“Approved Ruling: If the player is 15 on or before April 30<sup>th</sup> of the current year, that player would be too old to play in 14 & Under and would have to compete in the 16 & Under age group”*

**PLAYING FIELD (25.0)**

**25.1** The bases will be 90 feet apart (regulation diamond).

**25.2** The pitching distance will be 60' 6" from the point of home plate to the front edge of the pitching rubber.

**PLAYING RULES (26.0)**

Play in the Sandy Koufax Division of the John L. Sullivan Sandlot Leagues Inc. shall be governed by the Sporting News Edition of Official Baseball Rules, The JLS general organization rules, along with these additions that pertain only to this division.

**26.1** The League will make every attempt to assign two umpires for each game. If for any reason, only one umpire appears, the game must be played.

**26.2** Game is automatically over anytime a team is twenty or more runs ahead. Exception: If a team scores 20 or more runs in the top of the first inning, the opposing team must be allowed to bat.

**26.3** Game is automatically over if either team is leading by twelve or more runs after 3 innings (2 1/2 home team) or 8 or more runs after 5 innings (4 1/2 for home team). Mercy rule for playoffs will be 8 runs after 5 innings (4 1/2 for home team).

**26.4** Teams will be allowed to designate up to six (6) players that will be allowed to play on other teams with these exceptions

a. Teams must have at least nine (9) single roster players on that team.

b. Players involved are not playing on two (2) JLS teams in the same division, i.e., Mays, Reese, Koufax, etc.

*Approved Ruling A player may play on a JLS Koufax team and a JLS Mantle team. No players will be allowed to play on two (2) Koufax teams as an example. Designated players playing on two (2) JLS teams must have player pass for each team.*

**26.5** If a pitcher is removed from the pitching position due to a 2nd trip by the coach, he may assume another defensive position, but may not return as a pitcher.

**26.6** A pinch hitter is someone who has not played in the game. A person used as a pinch hitter cannot participate in the game unless he/she plays on defense in the inning following his/her appearance as a pinch hitter. If this person is subsequently removed from the game, he/she cannot participate again in that game.

## SANDY KOUFAX DIVISION RULES

**26.7** An Extra Hitter may be used in this division, there will be no DH. This would provide a 10 man batting order. The Extra Hitter must be declared before start of game. The original Extra Hitter (10th batter in the batting order) may enter the field on defense only for a defensive player that has played 6 consecutive outs on defense during the game. At that point, the previous defensive player becomes the Extra Hitter, but the batting order remains the same. The original Extra Hitter always remains as the 10th batter in the batting order. If for any reason, the number of players is reduced to 9, the original Extra Hitter or his substitute will play defense, but will remain as the last batter in the batting order. An out will be recorded each time the injured player's spot in the batting order comes up. Substitution for the original Extra Hitter (the 10th batter) in the batting order can only be made after the original Extra Hitter has batted at least once in the game.

**26.8** All games in this division will be 2 hour time limit on weekends. On weekday games, no new inning will begin after 8:00 pm.

*Approved Ruling - The time limit will begin at conclusion of ground rules.*

*Approved Ruling - If the beginning of the game is delayed while waiting for the 9th player, this rule still applies.*

**26.9** No player can pitch more than 14 innings in a calendar week. The calendar week starts on Monday and ends on Sunday.

**26.10** Limitations on pitching, no player may pitch more than seven innings in one day or seven innings in consecutive days.

**Note:** Three outs shall constitute an inning; two outs - two-thirds of an inning; one out - one-third of an inning. However, when a pitcher throws one pitch to a batter beyond the pitching limitation, he/she is guilty of a violation and the penalty shall be forfeiture of the game. (JLS OFFICIAL RECORD OF PLAYER'S PITCHING STATUS FORM, must be exchanged between coaches during the ground rules.)

(b) If a pitcher's allowance expires (a) above - or he/she pitches any number of innings in two consecutive days, he/she may not pitch at all the next day. (Note: the throwing of one pitch constitutes an appearance.)

(c) Penalty shall be forfeiture of game in which violations occur. (Penalty will not be imposed if a pitcher's allowance is exceeded because on a double or triple play.)

## UNIFORMS / EQUIPMENT (27.0)

**27.1** Metal cleats are allowed.

**27.2** Baseballs provided by both teams must be the ball(s) suggested by the JLS Board of Directors and approved at the annual meeting of the coordinators. This rule can be waived if both coaches agree and indicate this to the umpire prior to the start of the game.

**27.3** The catcher is required to wear full equipment including full catcher's helmet. The helmet must have earflaps and the mask must have a throat guard. Hockey style masks will be allowed. Catcher must use a regulation catcher's mitt. This rule will be strictly enforced.

**27.4** Bats for use in Sandy Koufax will not have a minus factor greater than -5, and a bat diameter greater than 2 3/4 inches. Bats that have a minus factor of -6, -7, etc., are illegal. Any bat that is labeled as having a pressure chamber, or is pressurized or powerized will be illegal. Any bat that has any part of the labeling sanded off will be considered illegal.

**MICKEY MANTLE DIVISION RULES**  
**(16 & UNDER)**

**ELIGIBILITY (28.0)**

**28.1** Players must meet the following age requirement:

Age 17 on or after May 1, of the current year.

*“Approved Ruling: If the player is 17 on or before April 30<sup>th</sup> of the current year, that player would be too old to play in 16 & Under.”*

**PLAYING FIELD (29.0)**

**29.1** The bases will be 90 feet apart (regulation diamond).

**29.2** The pitching distance will be 60' 6" from the point of home plate to the front edge of the pitching rubber.

**PLAYING RULES (30.0)**

Play in the Mickey Mantle Division of the John L. Sullivan Sandlot Leagues Inc. shall be governed by the Sporting News Edition of Official Baseball Rules, The JLS general organization rules, along with these additions that pertain only to this division.

**30.1** The League will make every attempt to assign two umpires for each game. If for any reason, only one umpire appears, the game must be played.

**30.2** Game is automatically over anytime a team is twenty or more runs ahead. Exception: If a team scores 20 or more runs in the top of the first inning, the opposing team must be allowed to bat.

**30.3** Game is automatically over if either team is leading by twelve or more runs after 3 innings (2 1/2 home team) or 8 or more runs after 5 innings (4 1/2 for home team). Mercy rule for playoffs will be 8 runs after 5 innings (4 1/2 for home team).

**30.4** Teams will be allowed to designate up to six (6) players that will be allowed to play on other teams with these exceptions

a. Teams must have at least nine (9) single roster players on that team.

b. Players involved are not playing on two (2) JLS teams in the same division, i.e., Mays, Reese, Koufax, etc.

*Approved Ruling A player may play on a JLS Reese team and a JLS Koufax team. No players will be allowed to play on two (2) Reese teams as an example. Designated players playing on two (2) JLS teams must have player pass for each team.*

**30.5** If a pitcher is removed from the pitching position due to a 2nd trip by the coach, he may assume another defensive position, but may not return as a pitcher.

**30.6** A pinch hitter is someone who has not played in the game. A person used as a pinch hitter cannot participate in the game unless he/she plays on defense in the inning following his/her appearance as a pinch hitter. If this person is subsequently removed from the game, he/she cannot participate again in that game.

## MICKEY MANTLE DIVISION RULES

**30.7** An Extra Hitter may be used in this division, there will be no DH. This would provide a 10 man batting order. The Extra Hitter must be declared before start of game. The original Extra Hitter (10th batter in the batting order) may enter the field on defense only for a defensive player that has played 6 consecutive outs on defense during the game. At that point, the previous defensive player becomes the Extra Hitter, but the batting order remains the same. The original Extra Hitter always remains as the 10th batter in the batting order. If for any reason, the number of players is reduced to 9, the original Extra Hitter or his substitute will play defense, but will remain as the last batter in the batting order. An out will be recorded each time the injured player's spot in the batting order comes up. Substitution for the original Extra Hitter (the 10th batter) in the batting order can only be made after the original Extra Hitter has batted at least once in the game.

**30.8** All games in this division will be 2 hour time limit on weekends. Weekday games will not begin a new inning after 8:00 pm.

*Approved Ruling - The time limit will begin at conclusion of ground rules.*

*Approved Ruling - If the beginning of the game is delayed while waiting for the 9th player, this rule still applies.*

**30.9** No player can pitch more than 14 innings in a calendar week. The calendar week starts on Monday and ends on Sunday.

**30.10** Limitations on pitching, no player may pitch more than seven innings in one day or seven innings in consecutive days.

Note: Three outs shall constitute an inning; two outs - two-thirds of an inning; one out - one-third of an inning. However, when a pitcher throws one pitch to a batter beyond the pitching limitation, he/she is guilty of a violation and the penalty shall be forfeiture of the game. (JLS OFFICIAL RECORD OF PLAYER'S PITCHING STATUS FORM, must be exchanged between coaches during the ground rules of each pitcher, prior to the start of each game. )

(b) If a pitcher's allowance expires (a) above - or he/she pitches any number of innings in two consecutive days, he/she may not pitch at all the next day. (Note: the throwing of one pitch constitutes an appearance.)

(c) Penalty shall be forfeiture of game in which violations occur. (Penalty will not be imposed if a pitcher's allowance is exceeded because on a double or triple play.)

## UNIFORMS / EQUIPMENT (31.0)

**31.1** Metal cleats are allowed.

**31.2** Baseballs provided by both teams must be the ball(s) suggested by the JLS Board of Directors and approved at the annual meeting of the coordinators. This rule can be waived if both coaches agree and indicate this to the umpire prior to the start of the game.

**31.3** THIS RULE HAS BEEN SUSPENDED FOR THE 2014 SEASON

**31.4** Bats for Mickey Mantle must be marked "BBCOR". Any bat without this marking will be considered illegal.



**INFORMATION ON HOW YOUTH SPORT COACHES CAN  
REDUCE THE RISK FOR TRANSMISSION OF  
COMMUNICABLE DISEASES**

Suggested procedures for reducing the potential for transmission of blood borne infectious diseases should include these universal precautions for you coaches.

1. Using barrier precautions - wear rubber gloves whenever touching open skin, blood, body fluids or mucous membranes. You may wear a mask or protective eyewear if the care you are giving is likely to produce droplets of blood or body fluid.
2. Washing hands - wash your hands with soap and water immediately after exposure to blood or body fluids even if you used gloves.
3. Cleaning surfaces - any surface (counter, floor, pool deck, wrestling mat) must be thoroughly washed after blood has come in contact with it. Use household bleach solution of 1 part bleach to 10 parts water as a cleaner.
4. Dispose of sharp objects - you will not be involved with the use of hypodermic needles. However, you may need to dispose of scissors. Place all sharp implements being discarded into a red container specifically designed for disposal of the implements.
5. Avoid contamination - do not allow athletes to share towels contaminated with blood or body fluids. Isolate contaminated washable items before laundering.
6. Dispose of soiled linens - discard towels and clothing contaminated with blood or body fluids.
7. The bleeding must be stopped - open wounds must be covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate. Be sure that all athletes' wounds are well covered before practice or competition. Not only will the bandage protect the injured site, but it decreases the probability of others coming in contact with the athletes' blood.
8. Although saliva has not been implicated in HIV transmission - to minimize the exposure during emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags or other ventilation devices should be available for use.
9. Coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition is resolved.

## **LIST OF APPROVED BASEBALLS FOR 2014**

The following baseballs are approved by the John L. Sullivan Sandlot Leagues Inc. Board of Directors for all JLS practice, regular season and tournament games.

### **Hank Aaron Division**

Worth RIF - Level 1, Rawlings TVB, Rawlings Scor-A Rawlings Scor1, MacGregor # 56 T-Ball

### **Roberto Clemente Division**

Worth RIF - Level 5, Rawlings Scor-AA, Rawlings Scor-AAAPRO, Rawlings Scor5, Diamond DFX-LC50L-5

### **Willie Mays Division**

Worth RIF - Level 10, Rawlings Scor-AAAPRO, Rawlings Scor10, Diamond DOL1MC-10

### **Pee Wee Reese Division**

Worth RIF - Level 10, Rawlings Scor-AAAPRO, Rawlings Scor10, Diamond DOL1MC-10

### **Sandy Koufax & Mickey Mantle Divisions**

Rawlings RCC, RO - Diamond HS, D1 - MacGregor 97HS, 97PRO-Anaconda Pro-Anaconda Babe Ruth

IMPORTANT REMINDER

**ONLY R.I.F. - REDUCED INJURY FACTOR BASEBALLS ARE TO BE USED  
IN AARON, CLEMENTE, MAYS AND REESE DIVISIONS FOR ALL PRACTICES AND GAMES.**

*John L. Sullivan Sandlot Leagues,  
Inc.  
Official website @*

[www.eteamz.com/jls/](http://www.eteamz.com/jls/)

**JOHN L. SULLIVAN SANDLOT LEAGUES INC.  
2014 SEASON BASEBALL REGISTRATION DATES**

<b>Hank Aaron</b> (T-Ball) (6 & Under)	Thursday, March 6	6:00 pm	Greenleaf
	**Thursday, March 27	6:00 pm	Greenleaf
	Thursday, April 17	6:00 pm	Greenleaf
	Tentative Opening Day.....		Monday, April 28
<b>Roberto Clemente</b> (8 & Under)	Thursday, March 6	7:00 pm	Greenleaf
	**Thursday, March 27	7:00 pm	Greenleaf
	Tuesday, April 22	6:00 pm	Greenleaf
	Tentative Opening Day.....		Monday, April 28
<b>Willie Mays</b> (10 & Under)	Wednesday, March 5	6:00 pm	Greenleaf
	**Tuesday, March 25	6:00 pm	Greenleaf
	Tuesday, April 22	7:00 pm	Greenleaf
	Tentative Opening Day.....		Monday, April 28
<b>Pee Wee Reese</b> (12 & Under)	Wednesday, March 5	7:00 pm	Greenleaf
	**Tuesday, March 25	7:00 pm	Greenleaf
	Thursday, April 17	7:00 pm	Greenleaf
	Tentative Opening Day.....		Monday, April 28
<b>Sandy Koufax</b> (14 & Under)	Thursday, March 13	6:00 pm	Greenleaf
	** Tuesday, April 8	6:00 pm	Greenleaf
	Tuesday, May 6	6:00 pm	Greenleaf
	Tentative Opening Day.....		Saturday, May 31
<b>Mickey Mantle</b> (16 & Under)	Thursday, March 13	7:00 pm	Greenleaf
	** Tuesday, April 8	7:00 pm	Greenleaf
	Tuesday, May 6	7:00 pm	Greenleaf
	Tentative Opening Day.....		Saturday, May 31

*The first listed meeting is for team sign-up, the second meeting is for sign-up, and new rules for 2014 will be discussed.*

*\*\*Any team that has not signed-up with their league fees paid in full, by the end of the second scheduled meeting will not be included in the schedule, and will not be able to compete in JLS for 2014.*

*At the third scheduled meeting each team must send a representative with 5 copies of the teams Official JLS Roster completely and accurately filled out, and signed by each WMABC player, along with a valid player pass for each player appearing on the roster, to receive a game schedule.*

**Picture-Taking Sessions**

*Each player must appear in person, with a **copy of their birth certificate** and pay \$8.00 in **CASH** to get a player pass.*

**Saturday, March 22 - 10:00 am to 2 pm**  
**Saturday, April 5 - 10:00 am to 2 pm**  
**Saturday, April 12 - 10:00 am to 12 pm**  
**Saturday, May 3 - 10:00 am to 12 pm**

**Greenleaf Community Center**  
**1188 ½ Parker St.**  
**Springfield, MA 01129**