



Youth Baseball Bylaws

Tee Ball – Ages 6 & first year 7's
Coach Pitch – second year 7's & 8
Dixie Youth Minors – Ages 9-10
Dixie Youth O-Zone – Ages 11-12
Dixie Boys – Ages 13-14
Dixie Majors – Ages 15-18

City of Salem Parks and Recreation
Sports Office – Division
925 Union Street
Salem, Virginia 24153
www.salemva.gov



Table of Contents

➤ Table of Contents	1
➤ Kiwanis Field Batting Cage Rules and Regulations	2
➤ Player Substitution Pool Regulations	3
➤ Dixie All-Stars Guidelines	4-5
➤ Dixie All-Stars Coaches Selection Criteria	6
➤ Practice Field Assignments	7
➤ Bylaws – Tee Ball	8-9
➤ Bylaws – Coach Pitch	10-11
➤ Bylaws – Dixie Minor/O-Zone	12-13
➤ Bylaws – Dixie Boys/Majors	14-15

ALL LEAGUES

Coaches Background Screenings

Each team's head coach and one assistant coach must complete the **Volunteer In Youth Sports Consent Form** and be approved according to the guidelines listed therein. Teams shall have at least one (1) approved coach at all practices and games. Any coach who willfully fails to comply with this background screening policy shall be automatically disqualified. **This is mandatory in order to Coach!**

Rained-Out Games Policy

Any weekday that school is cancelled because of bad weather, practices and games will be called off for that night. You may also call the Youth Sports Office Cancellation Line (375-4094 x.6) for updated cancellation information.

Game Schedules, League Standings and Rescheduled Games

Game schedules, league standings, rescheduled games and other information will be available by logging onto the City of Salem website, www.salemva.gov, click on "Departments", "Parks and Recreation" and finally "Youth Sports." Coaches will be responsible for checking the status of postponed games through this website on a daily basis. We will not mail out any reschedules.



Kiwanis Field Batting Cage Rules and Regulations

- Batting Cages are available Monday – Friday after 6:30p and all day on Saturday and Sunday. Please note that on days when Roanoke College and Salem High School has a game scheduled, the cages will not be available for use until after that game has begun.
- Do not allow anyone to stand any closer than six (6) feet from the outside edge of the net. Allow only one (1) batter and one (1) machine operator in the cage at a time.
- Operator must use a protective screen and batter must wear a helmet at all times.
- Park vehicles in designated areas only. Do not park in the Florida Street Center parking lot.
- No alcoholic beverages or weapons of any kind allowed.
- No skates, skateboards, bikes or pets are allowed on City property.
- Anyone under eighteen (18) years old must be accompanied by a responsible adult.
- The City of Salem is not responsible for any accidents or injuries while using the batting cages or other facilities.
- No food, beverages or coolers will be allowed in the batting cages.
- Warm-up in designated areas only. (Players warming up must do so outside the cage.)
- Only shoes with rubber or molded soles can be worn inside the cages. No spikes allowed.

Batting Cage Combination: 1-1-1-9



Player Substitution Pool Rules and Regulations

- When a coach determines in advance that he/she cannot field a minimum of nine (9) players for a specific game, a player from the appropriate player substitution pool will be available to him/her for that game.
- A substitution pool comprised of players from official Minor League rosters will be established for the use of Major League team coaches. Major League coaches must select Minor League players from his/her perspective booster club.
- A substitution pool comprised of players from official Coach Pitch rosters players will be established for the use of all Minor League team coaches. Minor League coaches must select Coach Pitch players from his/her perspective booster club.
- The players in this pool will be made available for game substitutions on a rotating basis. The pool will be maintained so that there is no conflict with a substitution player's original game schedule.
- Details of the Player Substitution Pool are as follows:
 1. All regular players of the team must start the game. The only time a player pool substitute shall start a game is if that team has less than nine (9) players present at game time.
 2. All players present for the game (regular or player pool substitute), if listed on the official game roster must abide by the player participation requirements as stated in the local league rules.
 3. Regular players on the team must play more innings than the player substitute pool players.
 4. Player substitution pool players must be outfitted in an Official Dixie League uniform. They are allowed to wear their current team uniform if the team in the need of a substitute pool player does not have an extra uniform.
 5. Players brought up from the player substitution pool must abide by all Dixie pitching requirements. No extra pitching innings will be allotted for substitution pool players.
 6. The use of the player substitution pool does not affect a player's eligibility for Dixie Youth Baseball tournament competition. (Refer to Official Rules & Regulations, Tournament Rules, Section IV).



Dixie All-Star Play Guidelines

Age Divisions

- Minor - 9 & 10 year olds
- O-Zone - 11 & 12 year olds
- Junior Boys - 13 Year Olds
- Boys - 13 & 14 Year Olds
- Pre-Majors - 15 & 16 Year Olds
- Majors - 17 & 18 Year Olds

Coaches Responsibilities

- ✓ Once a head coach is selected, that coach along with all other head coaches in that league shall meet to select the All-Star team participants. A representative from the Salem Dixie Coaches Selection Committee will be present to oversee and administer the selection of team members.
- ✓ The All-Star Coach must take at least one player from each team. The head coach will then pick the remaining players from any team in the league not to exceed 5 players from any team.
- ✓ The head coach needs to be made aware of any vacations or conflicts with players taken on the All-Star team. Coach should check with other coaches or parents of players taken to find out this information before he makes his/her final selections.
- ✓ Coach will name two assistants of his/her choice. Coaches must be on a regular season Dixie roster (Head or Assistant coach). Each area must be represented on the coaching staff.
- ✓ Coach shall be responsible for collecting the following information:
 - Copy of Birth Certificate for each player on team
 - Proof of Insurance by Dixie League (obtain through local president)
 - Medical release form (signed by parents)
 - Fully completed roster form (Signed by local Dixie Youth President)
 - Coach will need all of this information for credentials meeting (date, time and place to be announced)
 - Coach is responsible for setting up a time the Salem Parks and Recreation Department to have players fitted for All-Star uniforms

Uniforms

Uniforms will be provided by the Salem Department of Parks and Recreation. Coaches will be notified with a time for his/her team to be fitted for uniforms. Uniforms shall be returned clean

to the Salem Sports Office within one (1) week of the last game played. Uniforms consist of pants, shirt, hat, belt and socks. Only pants, shirts and belts must be returned.

Equipment

The equipment for each All-Star team shall be provided by the booster club of the All-Star Coach. The Salem Parks and Recreation Department will provide new baseballs for home All-Star play. It is up to the All-Star Coach to make sure that all equipment is in good working order and all bats and helmets meet Dixie Youth guidelines. Pitching machines will be made available during All-Star play. See coordinator for time schedule.

Umpires for Scrimmages

The City will pay for umpires for no more than 2 scrimmages per team. Every effort will be made to schedule umpires for scrimmages but we may not be able to accommodate every request due to availability of umpires.

CITY OF SALEM ALL-STARS

The All-Star season provides a “post season” experience at a higher level of competition than that of local league play for those qualified and selected through an objective process. This experience is an earned one that encompasses not just advanced skills for the age group, but a well-rounded ability to play the game. Additionally, all participants whether a coach or player must embody and exhibit a level of character and sportsmanship during All-Star play that parallels the opportunity of representing the City of Salem in other communities throughout the State.

MANAGER/COACH SELECTION PROCESS

Each All-Star team manager shall be appointed annually by the Salem Department of Parks and Recreation. Once selected, the All-Star coach must choose two (2) assistant coaches of his or her choice from any team within their league of play. Assistant coaches are subject to approval by the Parks and Recreation Department and will not be authorized to participate in team practices or games until such time. All coaches must be listed on an official Dixie Baseball or RAYSA team roster during the current year to be eligible.

The All-Star team manager may be selected prior to the conclusion of league play; however the City of Salem Department of Parks and Recreation reserves the right to at anytime remove a coach who exhibits behavior or decorum not in accordance with league and department guidelines. These guidelines include but are not limited to behavior on and off the field while in the community during his or her role as coach. Outbursts of anger, demeaning comments, or a lack of perspective regarding the most important thing, our children, will be cause for immediate dismissal. This process, should it be warranted, will commence with repeated complaints from parents, opposing coaches, or direct observations from staff of the City of Salem Department of Parks and Recreation. Should a coach be removed, the Salem Department of Parks and Recreation Department will act quickly to appoint his/her replacement from those coaches who sent in initial letters of intent. If no other candidates are available to fill the head coaching vacancy, one will be appointed by the Recreation Department. All decisions made by the Salem Department of Parks and Recreation Department are final and not subject to appeal.

CRITERIA FOR SELECTION

The All-Star team manager needs to have demonstrated good baseball knowledge in order to put forth a best effort approach on strategy within the expectations of tournament play, i.e. understand substitutions, player strengths, pitching rules and rotations, and basic concepts of the game. This person must be organized and communicate expectations to both parents and players clearly and consistently throughout the All-Star experience. Additionally, this coach should have established a proven ability to work with youth participants, parents, and game officials as well as department and staff personnel in a manner that is in accordance with department guidelines. This coach, most of all, needs to demonstrate leadership, poise and a demeanor worthy to guide young boys and girls during their time participating. Coaches will be approved based on the above criteria and on their commitment to coach the All-Star team until the conclusion of all tournament play, no matter how long that may last.

In addition to the above, the following criteria will be used when selecting the All-Star team manager:

- Sportsmanship exhibited throughout league play
- Previous coaching and playing experience
- Rapport with players and parents
- History with Department
- “Spirit of the Game” Coaching Philosophy (*A spirit of sportsmanship that places the responsibility for fair play on the player. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the agreed upon rules, or the basic joy of play*)

The All-Star season is fun, intense at times, and a huge commitment on all those involved whether you’re a player, coach or parent. It is our goal to select coaches through an objective and fair process who will best represent the City of Salem, and most importantly the kids that participate.



Practice Field Assignments

Practice Notes:

- The City of Salem Sports Office will determine when team practices may begin.
- Teams are not allowed more than 3 scheduled meetings per week Monday-Saturday not to exceed 6 hours per week. Scheduled meetings include practices once games start and all batting cage sessions.
- Practice Fields are assigned until games begin.
- Once games begin practices, teams wishing to schedule practices should call the Sports Office to reserve a field.



City of Salem Tee Ball League

The purpose of Youth Recreational Athletic Leagues is to provide an enjoyable experience for each youth participant, while developing character, skills, sportsmanship, and promoting good will among all teams and individuals. Although sports are competitive by nature; the City of Salem Parks and Recreation Department's intentions are to place less emphasis on winning, while promoting the building of lifetime physical activity and health for each participant.

TEE BALL BY-LAWS

The City of Salem's Youth Baseball Tee Ball league is governed by the "**National Federation of State High School Associations**" rules unless otherwise stated in these bylaws.

League	Ages	Game Length	Playing Field	Ball Used
Tee Ball (no score kept)	6 & first year 7's	4 innings or 1 hour 15 minutes	Bases – 60 feet	Level 5 RIF (reduced injury factor)

- **Age Classification:** Age determined on or before April 30th of the current season.

All-Play Rule

- Every player in attendance must play a minimum of six (6) defensive outs and bat at least once.
- If any player is benched for disciplinary reasons, the opposing coach and the official scorer must be notified prior to the start of the game.
- No game shall end until all players have fulfilled the All-Play Rule.
- Consequences for non-compliance: 1st offense – 1 game suspension, 2nd offense – 2 game suspension and meeting with P&R, 3rd offense – season suspension

Playing Up

- Every player must play one (1) year in each age division before they are eligible to move up to the next age division unless denied by sanctioning league (Dixie).
- In the event that an area has low numbers in an age division, players will be allowed to play up in order to field a team with approval from Parks and Recreation.
- No participant will be allowed to "play down" in any age division unless otherwise approved by the recreation department (i.e. medical condition, etc.).

Regulation Game

- A regulation game for Tee Ball will be 4 innings or 1 hour and fifteen (15) minutes. No new inning will start after 1 hour and 15 minutes from the scheduled start of the game.
- Any Tee Ball game that is called because of inclement weather will be considered a complete game if 2 complete innings have been played.

Special Equipment

- A helmet and mask must be worn by the catcher while playing defense. No catchers equipment is required.
- The catcher must stand to the opposite side of the batter.
- The pitcher must wear a helmet with a face protector.

Umpires

- Coaches will be used as umpires for all games.

Batting Lineup & Defensive Positioning

- All players present from the official team roster will bat in a continuous batting order.
- When ten (10) players have had an at-bat the inning is over. The 3 out rule does not apply. REMOVED: Coach Pitch halfway through season.
- The ball is in play when the batter hits the ball in fair territory beyond a 30 foot radius from home plate. Any ball that does not go 30 feet is a foul.
- Each team will field the normal nine defensive positions, with all remaining rosters players placed in the outfield.
- On offense, coaches may only coach from the first and third base coaching boxes.
- On defense, two coaches may coach behind the outfielders but cannot interfere with play.
- A coach must request "time" from the umpire to correct a fielder, runner or batter during the game. A coach may only call "time" twice during one inning.

Base Running

- Runners must stay in contact with the base until the ball is hit. When the ball is in the possession of an infielder in the infield and has stopped the lead runner, the umpire shall stop play. When all defensive players are in their proper position the umpire shall call "Play Ball" and the next batter takes his place at bat.

Throwing & Overthrows

- All balls must be thrown to the base when attempting to throw a runner out. The runner will be safe if the ball is rolled on the ground.
- There will be no extra bases taken on overthrows.

Tenth Batter

- If the 10th batter gets a hit, play will stop when any player, with the ball in his/her possession, tags home plate.

Coach/Spectator/Player Ejection

- Any coach, spectator or player ejected from a game will be automatically suspended for the team's next two (2) games and practices during that time.
- Any player or coach ejected from two (2) games in one season will be suspended for the remainder of the season.
- During the suspension, which starts immediately after the altercation, the coach, player or spectator must leave the City of Salem property immediately and will not be allowed to be present at the games or the practices until the suspension has expired. If they refuse to leave or attempt to come back before the suspension is over they will be suspended for the remainder of the season. This includes any altercation before or after a game.
- Additional penalties may be added at the discretion of the City of Salem Department of Parks and Recreation.
- All decisions made by the Parks and Recreation Department are final.

Home/Visitor Benches

- The home team will occupy the third base bench.
- The visiting team will occupy the first base bench.



City of Salem Machine Pitch League

The purpose of Youth Recreational Athletic Leagues is to provide an enjoyable experience for each youth participant, while developing character, skills, sportsmanship, and promoting good will among all teams and individuals. Although sports are competitive by nature; the City of Salem Parks and Recreation Department's intentions are to place less emphasis on winning, while promoting the building of lifetime physical activity and health for each participant.

MACHINE PITCH BY-LAWS

The City of Salem's Youth Baseball Coach Pitch league is governed by the "**National Federation of State High School Associations**" rules unless otherwise stated in these bylaws.

League	Ages	Game Length	Playing Field	Ball Used
Coach Pitch (no score kept)	Second year 7's & 8	4 innings or 1 hr 15 minutes	Bases – 60 feet (Pitching machine used @ 30 ft)	Level 10 RIF (reduced injury factor)

- **Age Classification:** Age determined on or before April 30th of the current season.
- Pitching machine must be used and operated by the each teams coach.

All-Play Rule

- Every player in attendance must play a minimum of six (6) defensive outs and bat at least once.
- If any player is benched for disciplinary reasons, the opposing coach and the official scorer must be notified prior to the start of the game.
- No game shall end until all players have fulfilled the All-Play Rule.
- Consequences for non-compliance: 1st offense – 1 game suspension, 2nd offense – 2 game suspension and meeting with P&R, 3rd offense – season suspension

Playing Up

- Every player must play one (1) year in each age division before they are eligible to move up to the next age division unless denied by sanctioning league (Dixie).
- Once a player chooses to move up in age divisions they must remain in that division and will not be allowed to "play down" for the remainder of that season or any season there after.
- No participant will be allowed to "play down" in any age division unless otherwise approved by the recreation department (i.e. medical condition, etc.).

Regulation Game

- A regulation game for Coach Pitch will be 4 innings or 1 hour and fifteen (15) minutes. No new inning will start after 1 hour and 15 minutes from the scheduled start of the game.
- Any Coach Pitch game that is called because of inclement weather will be considered a complete game if 2 complete innings have been played.

At-Bats

- Each batter gets seven (7) pitches to put the ball in play but an at-bat will not end on a foul ball. If the 7th pitch is a foul ball, one more pitch will be thrown.
- There will be no walks and no strike outs.

Umpires

- No umpires will be used for this league.

Batting Lineup & Defensive Positioning

- All players present from the official team roster will bat in a continuous batting order throughout the entire game.
- An inning will consist of 3 outs or 7 batters, whichever comes first. For the next innings, the lineup will resume where it stopped the previous inning.
- Each team will field the normal nine defensive positions.
- A coach must request "time" from the umpire to correct a fielder, runner or batter during the game. A coach may only call "time" twice during one inning.

Base Running

- Runners must stay in contact with the base until the ball is hit. When the ball is in the possession of an infielder in the infield and has stopped the lead runner, the umpire shall stop play. When all defensive players are in their proper position the umpire shall call "Play Ball" and the next batter takes his place at bat.

Throwing & Overthrows

- All balls must be thrown to the base when attempting to throw a runner out. The runner will be safe if the ball is rolled on the ground.
- On overthrows to first base, one base will be given. On overthrows to bases other than first, runners shall advance at their own risk.

Seventh Batter

- If the 7th batter gets a hit, play will stop when any player, with the ball in his/her possession, tags home plate. (Was 10th batter).

Coach/Spectator/Player Ejection

- Any coach, spectator or player ejected from a game will be automatically suspended for the team's next two (2) games and practices during that time.
- Any player or coach ejected from two (2) games in one season will be suspended for the remainder of the season.
- During the suspension, which starts immediately after the altercation, the coach, player or spectator must leave the City of Salem property immediately and will not be allowed to be present at the games or the practices until the suspension has expired. If they refuse to leave or attempt to come back before the suspension is over they will be suspended for the remainder of the season. This includes any altercation before or after a game.
- Additional penalties may be added at the discretion of the City of Salem Department of Parks and Recreation.
- All decisions made by the Parks and Recreation Department are final.

Home/Visitor Benches

- The home team will occupy the third base bench.
- The visiting team will occupy the first base bench.

Special Equipment

- The catcher will wear full pads (chest protector, shin guards, helmet with mask).



City of Salem Dixie Youth Baseball

The purpose of Youth Recreational Athletic Leagues is to provide an enjoyable experience for each youth participant, while developing character, skills, sportsmanship, and promoting good will among all teams and individuals. Although sports are competitive by nature; the City of Salem Parks and Recreation Department's intentions are to place less emphasis on winning, while promoting the building of lifetime physical activity and health for each participant.

DIXIE YOUTH BY-LAWS

The City of Salem's Dixie Youth Baseball leagues are governed by the "**Dixie Youth Baseball**" and "**National Federation of State High School Associations**" rules unless otherwise stated in these bylaws.

League	Ages	Game Length	Playing Field	Ball Used
Minors	9 & 10	6 innings or 1 hr 45 minutes	Bases – 60 feet Toe Plate – 46 feet	Dixie Youth Baseball
OZone	11 & 12	6 innings or 1 hr 45 minutes	Bases – 70 feet Toe Plate – 50 feet	Dixie Youth Baseball

- **Age Classification:** Age determined on or before April 30th of the current season.

All-Play Rule

- Every player in attendance must play a minimum of six (6) consecutive defensive outs and bat at least once. If a player has not batted, he cannot be subbed.
- Once the all-play requirement has been met, free substitutions on defense are allowed.
- If any player is benched for disciplinary reasons, the opposing coach and the official scorer must be notified prior to the start of the game.
- Mandatory Substitution Rule: All substitutions must be made in the third inning.
- No game shall end until all players have fulfilled the All-Play Rule.
- Consequences for non-compliance: 1st offense – 1 game suspension, 2nd offense – 2 game suspension and meeting with P&R, 3rd offense – season suspension

Playing Up

- Every player must play one (1) year in each age division before they are eligible to move up to the next age division unless denied by sanctioning league (Dixie).
- Once a player chooses to move up in age divisions they must remain in that division and will not be allowed to "play down" for the remainder of that season or any season there after.
- No participant will be allowed to "play down" in any age division unless otherwise approved by the recreation department (i.e. medical condition, etc.).

Regulation Game: (Minor and Ozone)

A regulation game will be 1 hour and forty (45) minutes or six complete innings. No new inning will start after 1 hour and 45 minutes even if the score is tied provided both teams have had equal number of at bats.

EXCEPTIONS:

1. The home team has scored more runs after five innings than the visiting team has scored in six innings.

2. The home team scores the winning run in the last half of the sixth inning before the third out.
3. Games shortened because of inclement weather shall be considered regulation games provided both teams have batted four times, or in the case of the home team when it is leading, three times.

Bats

- Regular Season Play; All bats must be official Dixie Baseball or Little League Baseball bats.
- Post-Season Play; All bats must be official Dixie Baseball bats.

Batting Lineup

- Standard batting lineup with 9 players. Reminder: All substitutions must be made in the 3rd inning (All-Play Rule). If a player has not batted, he cannot be subbed.

Seven-Run Rule

- The batting team's half inning is over when the seventh run in that inning scores.

Slide Rule

- All players must make an attempt to slide when a play is being made at home plate. If an attempt to slide is not made, the runner is out and all players must return to the last base touched.

Coach/Spectator/Player Ejection

- Any coach, spectator or player ejected from a game will be automatically suspended for the team's next two (2) games and practices during that time.
- Any player or coach ejected from two (2) games in one season will be suspended for the remainder of the season.
- During the suspension, which starts immediately after the altercation, the coach, player or spectator must leave the City of Salem property immediately and will not be allowed to be present at the games or the practices until the suspension has expired. If they refuse to leave or attempt to come back before the suspension is over they will be suspended for the remainder of the season. This includes any altercation before or after a game.
- Additional penalties may be added at the discretion of the City of Salem Parks and Recreation Department.
- All decisions made by the Parks and Recreation Department are final.

Home/Visitor Benches

- The home team will occupy the third base bench.
- The visiting team will occupy the first base bench.



City of Salem

Dixie Boys/Majors Baseball

The purpose of Youth Recreational Athletic Leagues is to provide an enjoyable experience for each youth participant, while developing character, skills, sportsmanship, and promoting good will among all teams and individuals. Although sports are competitive by nature; the City of Salem Parks and Recreation Department's intentions are to place less emphasis on winning, while promoting the building of lifetime physical activity and health for each participant.

DIXIE BOYS/MAJORS BY-LAWS

The City of Salem's Youth Dixie Boys/Majors leagues are governed by the "**Dixie Boys/Majors Baseball**" and "**National Federation of State High School Associations**" rules unless otherwise stated in these bylaws.

League	Ages	Game Length	Playing Field	Ball Used
Boys	13-14	7 innings or 2 hours	Bases – 80 feet Toe Plate – 54 feet	Dixie Boys/Majors Baseball
Majors	15-18	7 innings or 2 hours	Bases – 90 feet Toe Plate – 60' 6"	Dixie Boys/Majors Baseball

- **Age Classification:** Age determined on or before April 30th of the current season.

All-Play Rule

- Every player in attendance must play a minimum of six (6) consecutive defensive outs and bat at least once. If a player has not batted, he cannot be subbed.
- If any player is benched for disciplinary reasons, the opposing coach and the official scorer must be notified prior to the start of the game.
- Mandatory Substitution Rule: All substitutions must be made in the fourth inning.
- No game shall end until all players have fulfilled the All-Play Rule.
- Consequences for non-compliance: 1st offense – 1 game suspension, 2nd offense – 2 game suspension and meeting with P&R, 3rd offense – season suspension

Playing Up

- Every player must play one (1) year in each age division before they are eligible to move up to the next age division unless denied by sanctioning league (Dixie).
- Once a player chooses to move up in age divisions they must remain in that division and will not be allowed to "play down" for the remainder of that season or any season there after.
- No participant will be allowed to "play down" in any age division unless otherwise approved by the recreation department (i.e. medical condition, etc.).

Regulation Game

- A regulation game for Boys and Majors will be 7 innings or 2 hours. No new inning will start after 2 hours from the start of the game unless the game is tied (no game shall end in a tie).
- Any Boys or Majors game that is called because of inclement weather will be considered a complete game if 4 complete innings have been played or 3.5 with home team ahead.

Bats

- Regular Season Play- All bats must be official Dixie Baseball or Little League Baseball bats.
- Post-Season Play - All bats must be official Dixie Baseball bats.

Seven-Run Rule

- There is no seven-run rule in Boys and Majors.

Coach/Spectator/Player Ejection

- Any coach, spectator or player ejected from a game will be automatically suspended for the team's next two (2) games and practices during that time.
- Any player or coach ejected from two (2) games in one season will be suspended for the remainder of the season.
- During the suspension, which starts immediately after the altercation, the coach, player or spectator must leave the City of Salem property immediately and will not be allowed to be present at the games or the practices until the suspension has expired. If they refuse to leave or attempt to come back before the suspension is over they will be suspended for the remainder of the season. This includes any altercation before or after a game.
- Additional penalties may be added at the discretion of the City of Salem Department of Parks and Recreation.
- All decisions made by the Parks and Recreation Department are final.

Home/Visitor Benches

- The home team will occupy the third base bench.
- The visiting team will occupy the first base bench.

Tie Games

- Games shall be played until a winner is determined.