

Shawnee County Amateur Baseball Association League Rules

(Updated 2023)

GENERAL LEAGUE ADMINISTRATIVE RULES

1. Association Administration

a. When season play begins, the Association President will be the official contact between the Association and SCPR assisted by the individual league representatives. The other Board members are to be available for assistance throughout the season.

2. Administrative Hearings

a. An Administrative Hearing will be conducted at any such time as any player, team, coach, spectator, game official or facility personnel is ejected for unsportsmanlike behavior as a result of physical or verbal abuse before, during or after the game directed toward any player, team, coach, spectator, game official or facility personnel.

b. To conduct an Administrative Hearing, the Association President shall gather preliminary information from game officials, staff, bystanders, players, etc. After the preliminary information has been gathered, the Association President shall notify in writing the persons involved in the incident as to the date, time and location of the hearing.

c. All persons present at the Hearing who witnessed or were involved in the incident will describe the incident in their own words without disputation from others present. The Hearing Committee may question individuals after he or she has made their statement. Witnesses and incident participants shall then be dismissed, at which time the Hearing Committee will discuss and question statements made.

d. The Hearing Committee shall consist of a quorum of the SCABA Board of Directors, with at least three of the Committee members not being League Representatives, and two SCPR staff members. The Hearing Committee shall decide the outcome by majority vote.

e. Failure for an incident participant to appear at the Administrative Hearing is an admission of guilt.

f. Hearing Committee decisions are final.

g. Following the Administrative Hearing, a letter stating the disciplinary action(s) taken will be sent to the person(s) involved in the incident by registered mail or delivered to them in person.

3. Complex Facilities

a. SCPR asks all guests and users that wish to provide positive feedback or report any vandalism, problems, or field conditions to do so to the site staff who will have you fill out a form. We intend to keep our facilities in safe, clean, and in top condition while providing for a positive sports environment.

4. Diamond Fences

a. No player or coach will intentionally hit balls of any sort into any diamond or fence. Batting aids require prior approval before being utilized at the complex. Penalty: Ejection under Rule 12 of the Administrative Rules.

5. First Aid Kits

a. All teams must provide their own first-aid kit and should have it immediately available at all times.

6. Gate Admission

a. Gate fees for SCABA sponsored, non-SCABA tournaments and post-season tournaments need SCPR approval.

7. League Games

a. All games are played at the Bettis Family Sports Complex unless noted otherwise on the schedules.

8. League Structure

a. Teams register in age group divisions and league representatives will form the leagues. Age divisions are as follows:

-6U, 7U, 8U, 9U, 10U, 11U, 12U, 13U, 14U

b. Leagues may be combined if one age group has seven (7) or fewer teams registered. This will be up to the discretion of the league representative. In the event of combined age groups, an “odd-aged” group will be combined with the next-highest “even-aged” group. For instance, the 7U league would combine with the 8U league; the 9U league would combine with the 10U league; etc.

c. Divisions within a single league may be formed at the discretion of the league representative.

1. There is a five-team minimum to form a division. (7U/8U Minor Leagues are the only exception to this rule.)
2. National Division: Teams of higher skill levels will be placed in this division, which is meant to be more competitive in nature.
American Division: Teams of lower skill levels will be placed in this division, which is meant to be more recreational or developmental in nature.
3. If approved by the league representative to “play up,” a younger team will be placed in the National Division. Older teams in a league combined of two aged groups will not be allowed to compete in the American Division.
4. 6U will play a 12-game season. 7U-14U will play a 14-game season.

9. Length of Games

a. All league games will be subject to the time and inning limits stated in the specific rules by age division.

b. No inning shall start after the game has been in progress for the time allotted. The inning in progress must be completed, regardless of the time, if the home team is behind. The beginning of the next inning will be at the immediate end of the previous inning. (E.g. 1 hour 45 minutes time limit game starts at 6:00 P.M. last inning ends at 7:44 P.M. game continues, last inning ends at 8:00 P.M., game ends.)

c. League games may not end in a tie. If the score is tied after 6 complete innings (7 for 13U/14U) or after time has expired, the next new inning will start with a runner (last player to complete an at bat in previous inning) placed at second base (with no outs) and full innings will be played until a winner is determined.

10. Payments

a. All checks or money orders are to be made payable to Shawnee County Parks and Recreation. SCPR does accept Visa, MC and Discover credit or debit cards. b. All fees must be paid prior to the end of the coaches meetings or teams being scheduled.

b. Payment must be made in its entirety to SCPR before the deadline for a team to be admitted for league play.

11. Team Entry Fees:

a. Team entry fees for all leagues are as follows:

- Instructional League \$ 85.00 per player
- Minor (machine pitch)\$ 1,450 per team
- Pee Wee-Pony 9u-14u \$ 1,600 per team

12. Ejections

- a. The umpire, site supervisor, SCPR staff members, UIC, or a member of the Board of Directors has the authority to warn or eject any player, coach, or fan, from the game for violating any Code of Conduct or violating park rules.
- b. If a player, manager, coach, or fan is ejected from any game sponsored by this Association, they must sit out that game plus their next two (2) scheduled game before being eligible to return to the field or complex with their team. This applies to both regular season play and tournaments and includes visiting teams. Coaches are responsible to warn parents, family, and fans of this consequence.
- c. Ejected persons shall promptly leave the vicinity of the game, getting no closer than the parking lot. If conduct continues, removal from park may occur by park police. Players must be accompanied by an adult guardian or team rep.
- d. Anyone ejected shall not communicate further with players, coaches, managers, fans, staff or the umpire during the course of the remainder of the game or the next succeeding game.
- e. Anyone ejected from a second game during the same calendar year baseball season must go before a special hearing in order to be reinstated (See rule 2d). The decision may or may not be determined within seven (7) days.
- f. The game umpire(s) will complete an incident report for any ejection. The incident reports are to be forwarded by the game umpire(s) to the Umpire-in-Chief and Association President within 24 hours of the incident. A copy of the incident report will go to SCPR. This may be done electronically. The UIC may request a special board meeting to address recurring problems. Incident reports shall be prepared by game umpires whenever they deem necessary and not be limited to ejections. Non-ejection incident forms are to be forwarded to the UIC, Association President, and SCPR staff.
- g. There shall be no appeal of an ejection.
- h. Ejections or violating the code of conduct applies to players, coaches, fans, managers, and complex visitors upon entry into the complex property and continues for the duration of the game until departure from the premises.

13. Rosters

- a. Managers are to select their own players. All team rosters must be on-file with the appropriate SCABA league representative and SCPR office. Players may not quit one team and play for another unless a signed release is provided by his team manager.
- b. All teams must have a minimum roster size of 10 players.

14. Practice Games

- a. Neither SCABA nor SCPR will be responsible or obligated for umpire costs of any practice games or tourneys. However, tourney rentals shall utilize current contracted umpires unless those are unavailable.
- b. Team managers must schedule diamond time for practice games with SCPR.

15. Inclement Weather

- a. The Site Supervisor and/or SCPR staff and the game umpires will be sole judges as to whether or not fields are in playing condition during inclement weather.
- b. All makeup and postponed games will take precedence over any practice games.
- c. A rainout game is scheduled by the league rep. An attempt will be made to reschedule the games within 2 weeks of the rainout. Failure to comply with this schedule, or to show up with the required number of players, will result in a forfeit.
- d. In the case of inclement weather once play has started, the games on all diamonds shall be suspended until the approval to continue is given by the umpire along with a Board Member, umpire-in-chief (UIC), and/or site supervisor. In the case of suspended games, players should not leave the complex until their game is officially called or postponed.

e. If a game is suspended due to inclement weather (rain, lightning, tornado, etc.) prior to its completion as an official game, the game shall be resumed from the exact point of the suspension in the original game. The completion of the suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of the suspension, subject to the rules governing substitution. A player who had not been in the game prior to the suspension may replace any player. No player removed before the suspension may be returned to the lineup. A player not present when the game was suspended may be substituted, even if he has taken the place of a player no longer with the club who would not have been eligible because he had been removed from the lineup before the game was suspended.

f. Player participation may be affected due to inclement weather. Coaches should adjust lineups accordingly.

16. Rescheduled Games

a. Games may be postponed by mutual agreement of the managers involved, with approval of the League Representative and SCPR, if given four (4) days notice. SCPR may not guarantee the postponed games (see b).

b. Teams that do not give a four (4) day notice may be subject to a \$65 rescheduling fee and if that is not collected it will then be a forfeit for the team trying to reschedule or double forfeit if necessary.

c. At the end of the season, if league games are not completed, the league and SCPR will forfeit those games to create equality in standings.

17. SCABA Sponsored Tournaments

a. All arrangements and schedules for SCABA sponsored tournaments will be under the direct supervision of the SCABA Board of Directors and SCPR staff. They will be played according to current organization affiliation rules, such as Perfect Game, USSSA, etc.

b. Tournament fees will be established by the Board of Directors and SCPR for SCABA sponsored tournaments.

18. Sportsmanship

a. This Association expects the coaching staff of every team to teach baseball to the best of their knowledge along with fair play and good sportsmanship. Players, fans, and park visitors must show good sportsmanship.

b. Remember at all times: you are a direct representative of the league, sponsors, and affiliations so conduct yourself professionally and not embarrass anyone involved. A sponsor's reputation is worth far more than any contributions.

19. Team Uniforms (Instructional Leagues are an exception to this rule).

a. 7U-14U teams must provide their own uniforms.

b. All teams must have matching uniforms. A uniform shall consist of a hat, shirt, pants, and socks.

c. Numbers will be on all shirts in every league and will be a minimum of 5" in height in the middle of the back.

d. 6U Instructional League players will have shirts provided by SCPR.

20. Tobacco Products

a. Lake Shawnee Sports Complex is tobacco free. No tobacco products (including smokeless) allowed while in the confines of the complex. Violators will be asked to stop and anyone not abiding will face ejection (see Ejection 12).

21. Umpires

a. No current active coach or manager will be permitted to umpire in their league unless requested to do so. Then only until a replacement can be secured. Instructional league is the exception to this rule.

22. Use of Field Lights

a. Umpires along with SCPR staff will determine when lights are to be utilized. The umpire and site supervisor will determine when to shut off the lights during inclement weather.

23. Field Surfaces

a. No chewing gum or sunflower seeds or products that might stick or remain in the turf are allowed on any playing surface or in the dugouts.

-Violators will be issued a warning by site staff for the first offense and told to put them away or throw them out. These warnings will be reported to league reps and SCPR staff.

-The head coach of any repeat violators during the season will be ejected from the game/asked to leave by site staff. The coach will be subject to possible suspension from league game(s).

-Any refusal to leave after a repeat violation will also result in possible suspension from league game(s).

b. Teams should warm up along the foul lines or in designated areas.

c. Teams shall not warm up between fields.

d. No steel cleats are allowed during any SCABA games at any facility.

24. Awards

a. League standings will be determined per age group at the end of all regular season games.

-7U-14U: Individual trophies for 1st & 2nd in each division.

GENERAL LEAGUE GAMEPLAY RULES

1. Official Rules of Baseball

- a. The current rules of Major League Baseball will prevail with exceptions as noted in the individual league rules or those otherwise stated in the SCABA rules.

2. League Game Times

- a. Starting times will be posted on the league schedules. Teams shall be present at least 20 minutes prior.
- b. Games will be played in their entirety, regardless of starting time (exception: team(s) arriving late or not cooperating by being ready to start on time). Tied games will be played out prior to the next game being allowed to begin.

3. Dugout Assignment and Restrictions

- a. The home team will occupy the first base dugout for all games unless coaches decide otherwise.
- b. During live-ball situations, only defensive players, base runners, the batter, the on-deck batter who must remain in the designated on deck area and base coaches will be allowed outside the dugout. Additional offensive coaches should not be outside the dugout. Pitchers and extra hitters may be taken to the bullpen area to be warmed up by an additional coach.
- c. Teams are limited to four (4) coaches, parent(s), and/or scorekeeper(s) in the dugout during the game.

4. Baseballs

- a. Four (4) Diamond leather baseballs will be furnished by the league for games in 7U+ age groups. At the start of each game, two (2) of the baseballs will be new, and two (2) will be in good used condition.
- b. Teams are responsible for retrieving and returning foul balls to the field of play. Baseballs fouled out of the complex will not be the responsibility of the teams.
- c. "RIF" (Reduced Injury Factor) Core #5 will be used for Instructional League. (SCPR provides six balls per team).

5. Bats

- a. Metal bats may be used in all leagues. Refer to each league's specific bat rules for further clarification.
- b. Penalties for Illegal Bats
 1. First Offense: The umpire shall immediately remove the bat from play. If a ball was put in-play on the last legal pitch prior to the infraction being committed, then the defense will have the choice of taking the result of the play or having the batter declared out. If the batter is declared out, then all runners will return to their original bases of occupation.
 2. Second Offense: All stipulations from the First Offense above will be followed, and the head coach will be ejected.

6. Protective Equipment

- a. All 7U-14U teams must provide their own catcher's equipment (mask with throat protector, chest protector, shin guards, and protective cup) and batting helmets.
 1. Throat protectors are required on all catchers' masks, unless it's a one-piece "hockey style" mask.

- b. All batters will wear batting helmets with ear covers and a full-head shell while at bat, on deck, and on bases. No "running helmets" will be allowed.
- c. All 7U-14U teams must provide their own catcher's equipment and batting helmets.
- d. Managers should encourage all players to wear athletic supporters, when engaged in any baseball activities. Any player warming up a pitcher in the crouched catcher's position will wear catcher's gear with a throat protector. This includes the bullpen as well as the home plate area. Coaches and other team assistants are encouraged to do the same.

7. Scorekeeping

- a. The home team shall be considered the official scorebook and it is the responsibility of both teams to verify scorebooks at the end of each half-inning.
- b. The visiting team will designate someone to run the scoreboard.
- c. Both teams must have lineups presented to each other at least ten minutes prior to the scheduled start time of the game.
- d. Any scorebook discrepancies must be solved before play resumes.
- e. The home team scorekeeper will make note of the actual starting time in coordination with the home plate umpire who will notify the scoreboard operator.

8. Line-up and Re-Entry Rule

- a. Team lineups may consist of 3 different options:
 - 1. Nine (9) player lineup with no DH.
 - 2. Ten (10) player lineup including an EH.
 - 3. Batting the entire roster of players (allows for free substitution except for the pitcher)
- b. Managers must declare to the umpire which option they will use prior to the start of the game and may not change during the course of the game.
- c. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up.
- d. For options a and b above the following re-entry rules apply. Any player, after being removed from the game, may re-enter provided both of the following conditions are met:
 - 1. The individual league rules have been met.
 - 2. He re-enters in his original position in the batting order.
- e. A violation of the re-entry rule is a correctable offense and cannot be appealed. In order to be corrected, the violation must be reported to the umpire, who will determine the action necessary, if any is appropriate; to correct the violation at the point in the game it was detected and reported. The game will resume at the point at which the violation was reported to the umpire. No portion of the game is to be replayed.
- f. In case of player injury requiring attention and removal from the game and no other substitutes are available, rule 6(d) does not apply. If a player is removed from the line-up due to injury or illness, that player will be eliminated from the entire game and their spot will be skipped in the batting order. Teams WILL NOT be required to take an automatic out UNTIL they drop below 9 players. A player ejection while roster batting will result in the team losing that player for the entire game and their spot in the batting order WILL be an automatic out.
- g. No team will be permitted to start a game with only 8 players. No team will be allowed to continue to play a game with fewer than 8 players.
- h. In the event of inclement weather once gameplay has started, refer to Rule 15 of the "General League Administrative Rules" section.

9. Mandatory Player Participation

- a. Each player present must have at least 1 turn at bat and 1 inning in a defensive position. Penalty: Forfeiture of game.
- b. A player may be benched for disciplinary reasons. At the time such action is taken, it will be communicated to the home plate umpire, the opposing team, and within 24 hours a letter of explanation must be sent to the league rep and the player's parents.

10. Courtesy Runners

- a. At the coach's option, he/she may insert a courtesy runner (a non-lineup player, or last **recorded** out) for the pitcher or catcher on base. The same player may not courtesy run in the same inning for two different players. (Penalty: Immediate replacement of the offending runner with an appropriate substitute.)

11. Designated Hitter

- a. Designated hitter rule does not apply.

12. Crash Rule

- a. If the defensive player has the ball or is about to receive the ball and the offensive player deliberately and with force crashes into the defensive player, the offensive player is out and the ball is dead. All other runners must return to the last base legally touched before the ball was declared dead.
- b. If the crash is ruled to be flagrant, the offensive player will be ejected.

13. Forfeited Games

- a. A game shall be forfeited to the opposing team when a team is unable or refuses to place 8 players on the field, an automatic out will be assessed in any position of the lineup.
- b. In the event of a forfeiture prior to the start of a game, the opposing managers will determine if they desire to play a practice game. The umpires scheduled to work are not obligated to stay and work any practice game. If another scheduled game is to be played on the same field, the teams will vacate the field at least 15 minutes prior to the starting time of the next game. League and park rules still apply.
- c. Any game in which an ineligible player has played will be forfeited by a score of 9 to 0.

14. Protests

- a. All protests regarding a rule interpretation shall be considered only if the protest is made to the game umpires at the time of the rule infraction. The umpires will determine a ruling with assistance from the UIC. If a determination is not reached the game will proceed under protest. Judgment calls are not protestable.
- b. The game umpires and UIC will mark the official scorebook at the time of the rule infraction.
- c. The protesting manager will submit a written protest stating rules involved by number along with a \$50.00 fee to a member of SCPR Staff within 24 hours of game completion.
- d. SCPR Staff will decide along with the President, League Representative which decision shall be final through a written report.
- e. If the protest is upheld, the protest fee will be returned.

MINOR MACHINE PITCH LEAGUE (7U/8U)

1. Player Eligibility

- a. 7U: Players may not turn 8 prior to May 1 of the current season unless they are in 1st grade. No 7U player may turn 9 prior to August 1. (The current season begins in August of the previous year.)
- b. 8U: Players may not turn 9 prior to May 1 of the current season unless they are in 2nd grade. No 8U player may turn 10 prior to August 1. (The current season begins in August of the previous year.)

2. Dimensions

- a. Pitching distance will be 42'.
- b. Base length will be 60'.

3. Game Length

- a. A complete game will consist of 6 innings or a 1-hour-and-30-minute time limit. Called games are official after 3 innings (2 ½ if the home team is ahead). The beginning of the next inning will be at the immediate end of the previous inning.
- b. If either team is ahead by more than 10 runs when time expires, then the game is immediately over.

4. Run Limit

- a. 3 outs or 7 runs constitutes an inning.
 1. No more than 7 runs may be scored in an inning unless by a homerun over the fence.

5. Mercy Rule

- a. 10 runs after four innings

6. Bats

- a. USSSA 1.15 BPF-stamped, USA Baseball-stamped, or BBCOR .50-stamped bats only
 1. Maximum length-to-weight differential of -10 ("Drop 10")

7. Machine Pitch Pitching Rules

- a. The front edge of the pitching machine shall be the pitcher's rubber, which is set at 42' from the back point of home plate. The player (pitcher) must stay behind this line until the ball is hit.
- b. A coach shall be working the pitching machine.
- c. 7U 36-39 MPH 8U 39-42 MPH
 1. Coaches or Umpires should set the machine at correct speed prior to the start of game. The league will stay at each speed for 3 weeks and then move up 1 MPH faster, starting at each age lowest speed to start the season. Once it hits the maximum speed, it will stay there for the remainder of the season.
- d. When a batted ball hits the pitching machine the ball is dead, and the batter is awarded first base. All runners shall advance one base. If a coach get hits by the ball all players go back to original base and batter returns to the plate. The pitch counts as a foul ball.

- e. A thrown ball hitting the pitching machine is dead and all runners are entitled to the base to which they were advancing.
- f. If a defensive player is attempting a dangerous play near the pitching machine, the umpire may call a dead ball.
- g. There are no walks and a batter does not get to take first base if a pitched ball hits them.
- h. The pitching machine can be adjusted every half inning by the offensive coach, but the coach only has three pitches to adjust it. The machine is not to be adjusted during an inning between batters.

8. Machine Pitch Defense Rules

- a. Teams may utilize up to 10 defensive players, four of which must be outfielders.

9. Machine Pitch Batting Rules

- a. Each batter will receive a maximum of 6 pitches to hit or 3 swinging strikes. If the batter has a two (2) strike count, he shall have his turn at bat extended on foul balls. If a batter fouls off the 6th pitch he will continue to bat until he misses it or hits it in fair play. If the batter takes the 8th pitch after fouling off pitches 6 and 7, he is out. The batter is not out on a foul ball unless it is caught.
- b. The batter is out on a dropped third strike.
- c. Bunting is allowed. 2 bunts per inning are allowed.

10. Machine Pitch Base Running Rules

- a. No leading off or stealing is allowed. Players may not leave the base until the ball is put in-play.
- b. Umpires will call TIME after every play. TIME should be called as soon as play has ceased and runners are not obviously advancing.
- c. The ball will be called dead by the umpire once it is controlled inside the baselines by an infielder. If a runner is past the halfway point of his path to the next base, he is granted that base.
- d. **Applies to 7U only:** Only one base will be allowed on the initial overthrow of first base only.

-Clarification: A runner is on 1B, and the batter hits a ground ball to the SS. The SS throws the ball to 1B and the ball goes by the 1B. The runner from 1B can only advance to 3B, while the batter can only advance to 2B. Please understand this rule only applies to the initial throw to 1B from an infielder on a given play. Runners may advance at-will on overthrows to any other bases.

PEE WEE LEAGUE (9U/10U)

1. Player Eligibility

- a. 9U: Players may not turn 10 prior to May 1 of the current season unless they are in 3rd grade. No 9U player may turn 11 prior to August 1. (The current season begins in August of the previous year.)
- b. 10U: Players may not turn 11 prior to May 1 of the current season unless they are in 4th grade. No 10U player may turn 12 prior to August 1. (The current season begins in August of the previous year.)

2. Dimensions

- a. Pitching distance will be 46'.
- b. Base length will be 65'.

3. Game Length

- a. A complete game will consist of 6 innings or a 1-hour-and-45-minute time limit. Called games are official after 3 innings (2 ½ if the home team is ahead). The beginning of the next inning will be at the immediate end of the previous inning.
- b. If either team is ahead by more than 10 runs when time expires, then the game is immediately over.

4. Run Limit

- a. 3 outs or 7 runs constitutes an inning.
 1. No more than 7 runs may be scored in an inning unless by a homerun over the fence.

4. Mercy Rule

- a. 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings

5. Pitching

- a. No pitcher may record more than 9 outs in a game, except in the event that a double-or-triple-play is the 10th or 11th outs. These outs must be consecutive.
 1. The penalty for violation of this rule is the immediate forfeiture of the game.
- b. Once a pitcher has been replaced, that player may not re-enter to pitch for the remainder of the game.
- c. One balk warning will be given per pitcher, per game.
 1. On a pitcher's initial balk (before any warnings are issued to that pitcher), the batting team may elect to take the outcome of the play if it is to their advantage. After time out is called by the umpire, then the warning will still be issued. Otherwise, all runners will return to their bases of origin.

6. Bats

- a. USSSA 1.15 BPF-stamped, USA Baseball-stamped, or BBCOR .50-stamped bats only
 1. Maximum length-to-weight differential of -10 ("Drop 10")

GOPHER LEAGUE (11U/12U)

1. Player Eligibility

- a. 11U: Players may not turn 12 prior to May 1 of the current season unless they are in 5th grade. No 11U player may turn 13 prior to August 1. (The current season begins in August of the previous year.)
- b. 12U: Players may not turn 13 prior to May 1 of the current season unless they are in 6th grade. No 12U player may turn 14 prior to August 1. (The current season begins in August of the previous year.)

2. Dimensions

- a. Pitching distance will be 50'.
- b. Base length will be 70'.

3. Game Length

- a. A complete game will consist of 6 innings or a 1-hour-and-45-minute time limit. Called games are official after 3 innings (2 ½ if the home team is ahead). The beginning of the next inning will be at the immediate end of the previous inning.

4. Mercy Rule

- a. 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings

5. Pitching

- a. There are NO warnings for balks. Runners will be awarded a base, or the batting team can take the result of a batted ball in-play.
- b. There are no maximum limits on pitchers.
- c. Once a pitcher has been replaced, that player may not re-enter to pitch for the remainder of the game.

6. Bats

- a. USSSA 1.15 BPF-stamped, USA Baseball-stamped, or BBCOR .50-stamped bats only
 - 1. Maximum length-to-weight differential of -10 ("Drop 10")

PONY LEAGUE (13U/14U)

1. Player Eligibility

- a. 13U: Players may not turn 14 prior to May 1 of the current season unless they are in 7th grade. No 13U player may turn 15 prior to August 1. (The current season begins in August of the previous year.)
- b. 14U: Players may not turn 15 prior to May 1 of the current season unless they are in 8th grade. No 14U player may turn 16 prior to August 1. (The current season begins in August of the previous year.)

2. Dimensions

- a. Pitching distance will be 56'.
- b. Base length will be 80'.
- c. Upon mutual agreement by BOTH teams they can play games at 60/90.

3. Game Length

- a. A complete game will consist of 7 innings or a 1-hour-and-45-minute time limit. Called games are official after 3 innings (2 1/2 if home team is ahead). The beginning of the next inning will be at the immediate end of the previous inning.

4. Mercy Rule

- a. 15 runs after 3 innings, 12 runs after 4 innings, and 10 runs after 5 innings

5. Pitching

- a. There are NO warnings for balks. Runners will be awarded a base, or the batting team can take the result of the play.
- b. There are no maximum limits on pitchers.
- c. Once a pitcher has been replaced, that player may not re-enter to pitch for the remainder of the game.

6. Bats

- a. 13U: USSSA 1.15 BPF-stamped, USA Baseball-stamped, or BBCOR .50-stamped bats only
 - 1. Maximum length-to-weight differential of -8 ("Drop 8")
- b. 14U: USSSA 1.15 BPF-stamped, USA Baseball-stamped, or BBCOR .50-stamped bats only
 - 1. Maximum length-to-weight differential of -5 ("Drop 5")

Instructional League (6U)

Each team will receive:

1. 12 games.
2. 6- Rif (Reduced Injury Factor) baseballs.
3. Team t-shirts with team name and number on the back.
4. Participation medals at the end of the year.

Rules:

1. Each coach will pitch to their own team.
 1. No walks and no strikeouts allowed.
 2. Batter will be allowed 4 pitches to put the ball in play.
 3. If 4th pitch is fouled off, 1 more pitch will be allowed.
 4. If ball is still not put in play, the tee will be set out.
 1. Batter will be allowed 2 swings
 2. On the second attempt, the ball goes foul, the batter is out.
 3. The ball must travel 10 feet (coaches discretion) from home plate in fair territory.
2. No stealing will be allowed.
3. Every team member present must be included in the batting order the entire game. Kids arriving late are to be added to the end of the batting order.
4. Each player must play at least 2 innings in the field on defense.
5. Half the roster will bat each inning. This will keep the game going and players will get more at bats.
6. Player/pitcher cannot be in front of the coach/Pitcher until the pitch is released.
7. Only 10 defensive players allowed on the field. 6 infielders and 4 outfielders.
8. No bases on overthrow.
9. Time limit is an hour and 15 minutes. Home team must bat last within that time limit.
10. Batting Helmets must be worn by the batter, on deck batter and all base runners.
11. Catcher must have at least face mask(having a catcher is optional).
12. Rescheduling games are the coach's responsibility. Both teams have to agree on a date and time. Then contact SCPR and reschedule the game. Use quick scores to find dates that are open.
13. Players must be 4 by May 1 of the current year.
14. Teams can play with a minimum of 8 players.
15. Teams must abide by the Sportsmanship Emphasis which you can get from the SCABA website or quick scores.
16. Bases are set at 50 feet. Pitchers pitch from around 30 feet.