

## **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 utilizing 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 fee's 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 Make-up**

a. Teams register in age group divisions and league representatives will form the leagues.

b. The older division will be called the "National Division" and the younger division will be called the "American Division".

c. Any team may play in the National Division; however, older teams may not play in the American Division.

d. Five (5)-team minimum to form a division, all teams will play as one league. Minor league is the exception to this rule.

## **9. Length of Games**

a. All league games, to be determined and subject to league specific rule. 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 6:15 P.M. last inning ends at 7:59 P.M. game continues, last inning ends at 8:00 P.M., game ends.

b. 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.

## **11. 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.

## **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, manager, 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 as soon as you enter the complex property and continues for the duration of the game until you leave the premises.

## **13. Player Recruitment**

- a. Any manager, coach, or their representative who communicates or makes any contact with a player or his parents between February 1st and August 1<sup>st</sup>, other than players on his own team, for recruiting purposes is subject to a hearing and disciplinary action from the Board of Directors. The following guidelines may be used:  
Penalty: 1st violation – Suspension for two (2) games for current season or following season.  
2nd violation – Suspension for the balance of the current season OR first five (5) games of following season.  
All complaints must be in writing; signed and presented to the Board of Directors
- b. Managers are to select their own players. All other players will be placed together forming new teams as sponsors and staffs are available. Players will be required along with their parents, to sign a “Player Contract” form and cannot quit one team and play for another unless he receives a signed release by his team manager. Managers are urged to make certain that players are satisfied with conditions that could arise during the baseball season before accepting a “Player Contract”. Once the team manager accepts a signed contract, the player may not be cut from the roster.

## **14. Post Season Tournaments**

- a. For all leagues, which are affiliated with USSSA, teams will choose which affiliates’ post season tournament they wish to play in based on the oldest player (excluding 17yr olds) listed on their league roster at any time during the season. The highest eligible team will choose first, with the remaining teams choosing in descending order until all slots are filled according to the limits imposed by league registrations. Teams dropping older aged player(s), from their roster, see rule 16(i), in order to play in a younger aged post-season tournament, will select last after all other teams in their division have selected their first post-season tournament choices.
- b. Determination of a leagues’ post-season berths must be completed by a designated date, which will be determined each year by the SCABA Board of Directors. This date will be based on NBC deadlines. A leagues schedule or portion of the schedule that contains the games used to determine the post-season berths must be completed by this designated date and must be done on a fair and equitable basis (examples: play each team in an age group twice or play every team in the league once.) In the event a solution cannot be reached, board of director’s decision will be final.
- c. Teams that qualify and choose to participate in USSSA (SCABA affiliated) post-season tournaments must fulfill the entire commitment required by the affiliation they choose. Penalty: The team will not be allowed to participate in SCABA league play the following season.
- d. The Managers and Coaches of teams participating in post-season tournaments cannot drop any ballplayers from their regular season rosters without the parents’ written consent and Board approval. Said Managers and coaches can select additional SCABA ballplayers to fill their roster to the maximum allowable limit. Players selected may choose which team he/she wishes to play with. There will not be a draft for players.
- e. Managers and Coaches should be aware that ballplayers that have already participated in qualifying tournaments cannot be picked up to play with another team, host team included, in higher ranked tournaments of the same affiliation.

## **15. 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.

## **16. Rainouts**

- 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.

## **17. Re-scheduled 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 will be penalized 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.

## **18. 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 NBC rules, unless overridden by specific tournament rules.
- b. Tournament fees will be established by the Board of Directors and SCPR for SCABA sponsored tournaments.

## **19. 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.

## **20. Team Entry Fees:**

- a. Team entry fees for all leagues are as follows:  
Instructional League \$ 85.00 per player  
Minor (machine pitch)\$ 1,300 per team  
Pee Wee-Pony 9u-14u \$ 1,450 per team

## **21. Team Uniforms** (Minor and Instructional Leagues are an exception to this rule).

- a. All teams must have matching uniforms. A uniform shall consist of cap, shirt, pants, and socks.
- b. Numbers will be on all shirts in every league and will be a minimum of 5" in height in the middle of the back.

## **22. 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).

## **23. 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.

## **24. 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.

## **25. 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.
- b. Please warm up along the foul lines if you play the first game or in designated areas. No soft toss allowed.
- c. Teams shall not warm up between fields.
- d. Steel cleats are prohibited on the multipurpose field and the quad fields.

## **26. Awards**

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

**Minor-** Individual trophies 1<sup>st</sup> & 2<sup>nd</sup> in each division.

**Pee Wee-** Individual trophies 1<sup>st</sup> & 2<sup>nd</sup> in each division.

**Gopher-** Individual trophies 1<sup>st</sup> & 2<sup>nd</sup> in each division.

**Pony-** Individual trophies 1<sup>st</sup> & 2<sup>nd</sup> in each division.

**Sunflower seeds are not allowed on the turf diamonds at Bettis Family Sports Complex**

- 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.
- 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).

# INSTRUCTIONAL LEAGUE (6U)

## Info:

Fees are \$85 per player. Teams or Individuals accepted. We will try and place a minimum of 11 kids on a team.

## 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 4<sup>th</sup> 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.

# MINOR MACHINE PITCH LEAGUE (7U/8U)

**\*\*Note – all references to USSSA rules are to the new 2017 version**

**SCABA Rules apply first, then USSSA Rules**

## 1. Player Eligibility

a. Please see [USSSA Rule 3.01](#)

## 2. Rules of Play

a. Please see [USSSA rule 7.0](#)

Additional SCABA League rules of play:

b. 3 outs or 7 runs constitute a half-inning. No more than 7 runs may be scored per half-inning except as a result of a home run over the fence.

## 3. 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.

## 4. Game Length

a. A complete game will consist of 6 innings or a 1-hour and 30-minute time limit.

b. 15 after 4 run rule applies.

c. Called games due to weather are official after 3 innings (2 1/2 if home team is ahead). See USSSA Rule. The beginning of the next inning will be at the immediate end of the previous inning.

d. Any team up by 8 or more when time expires the game is over.

## 5. Bats

a. Players must use a maximum drop 10 (-10) bat with the official USSSA 1.15 BPF Mark permanently stamped. All 14u events and all teams in the 14u event must use a maximum drop 5 (-5) bat with the official USSSA 1.15 BPF Mark Permanently stamped. Bats stamped with the USA Baseball logo are also acceptable.

Rule 7.01.C Penalty: (First Offense) –If the Umpire discovers that a bat does not conform to USSSA Rule 7.01.C until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the Umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team shall have the choice of the result of play or the batter being called out and all runners returning to the base occupied at the time of the pitch. (Second Offense)–If a team is found in violation of this rule a second time, then the manager shall be ejected in addition to the First Offense penalty.

## 6. Batting

a. The batter receives 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 batter fouls off 6<sup>th</sup> 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.

## 7. Pitching

a. The front edge of the pitching machine shall be the pitchers rubber, which is set at 42' from the back point of home plate. One eight-foot straight line will be drawn parallel from the pitchers rubber. The player (pitcher) must stay behind this line until the ball is hit.

b. A coach shall be working the pitching machine. The umpire will make calls at home plate and watch base runners.

c. 7U 36-39 MPH      8U 39-42 MPH

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 Max speed it will stay there for remaining part of the season.

d. See rule 9.20. When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) . If a coach get hits by the ball all players go back to original base and batter returns to the plate. Pitch counts as a pitch.

e. A thrown ball hitting the pitching machine is dead and all runners are entitled to the base to which they were advancing.

f. When 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. 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. Base Running

a. **Please see USSSA rule 9.16**

b. No leading off or stealing is allowed. Players may not leave the base until the ball is put in-play.

c. Umpires will call TIME after every play. TIME should be called as soon as play has ceased and runners are not obviously advancing.

d. Ball will be called dead once the ball is controlled inside the baselines by an infielder. If runner is past half, he is granted that base.

e. **Applies to 7U only:** Only one base will be allowed on the initial overthrow of first base only. To clarify, if 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.

## **9. Equipment**

a. Steel cleats are not allowed in this league.

b. Each team is responsible for providing their own catching equipment (mask with throat protector, chest protector, shin guards, and protective cup).

## **10. Uniforms**

a. Uniforms will be t-shirts, caps, and baseball pants. Uniforms will not be provided by the league.

## **11. Team Rosters**

a. All teams must carry a minimum of 10 players on their roster.

## **12. Official Line-up**

a. Teams will utilize 10 players with 4 outfielders who are not allowed to assume infield positions.

b. A game will be forfeited if a team has less than 9 players on the field at one time. If only 9 players participate, the 10th position in the lineup will be passed on having no effect.

## **13. Player Discipline**

a. 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.

## **14. Sportsmanship**

a. Any player, coach or fan who gets ejected from a game will be suspended for a minimum of two (2) more games from all SCPR activities or facilities. Any player, coach or fan receiving two (2) ejections during the season will be suspended for the remainder of the season.

b. Any player that touches an umpire will be suspended a minimum of (4) or more games from all SCABA games and facilities. SCABA board will review.

c. Any coach or fan that touches an umpire will be suspended a minimum of twelve (12) or more games from all SCABA games and facilities. This rule will fall over into the following season if need be. SSCABA board will review.

## **15. Coaches**

**The home team will be the official book and visiting team will have someone manage the score board.**

**Also all coaches will have the ability to record your own scores on quick scores.**

## **16. Games**

a. 7U and 8U Machine Pitch will get 14 regular season games.

## **17. Supplying Game Balls**

In each league game, the league will furnish four official game balls. Two of the balls will be new and two will be of good quality (no cuts or broken laces). It is the responsibility of the dugout on which side the foul ball went out on to return all balls to the field of play. If that ball cannot be found it is that team's responsibility to replace it with a new official game ball of equal quality. An inning will not start without the umpire having all four balls. If the team refuses to get the ball or replace it with one of their own new game balls and a delay of game will be enforced.

# PEE WEE LEAGUE (9U/10U)

**\*\*Note – all references to USSSA rules are to the new 2017 version  
SCABA Rules apply first, then USSSA Rules**

## 1. Players Eligibility

[Please see USSSA Rule 3.0](#)

## 2. Rules of Play

[Please see USSSA Rule 7.0](#)

Base Paths will be 65' and Pitching Distance will be 46'

### **Additional SCABA league rules of play**

- a. 3 outs or 7 runs, constitute an inning. No more than 7 runs may be scored in an inning except as a result of a home run over the fence.
- b. Any team ahead by 15 or more runs at the end of 3 innings is the winner.
- c. Any team ahead by 8 or more runs at the end of 4 innings is the winner. If a team is ahead by 8 or more runs when time expires the game is over.

## 3. Player Participation

Each player present must have at least 1 turn at bat and 1 inning in a defensive position. Penalty: Forfeiture of game(s).

## 4. Game Length

- a. A complete game will consist of 6 innings or a 1 hour 45 minute time limit.
- b. A game is complete due to weather after 3 innings. (2 ½ if the home game is ahead). See USSSA rule 7.03.C.

## 5. Bats, Batting and Base Running

- a. Bats: [Please check USSSA Rule 7.01C.](#)
- b. Batting and Base Running: [Please see USSSA Rule 7.04](#)
- c. The batter is not automatically out on the 3rd strike
- d. Players may steal home

## 6. Pitching

- a. Please see USSSA Rule 7.05

### **Additional SCABA league rules of play**

- b. No player may pitch more than three (3) innings. 1 out constitutes 1/3 of an inning for the purposes of this rule. Penalty: Forfeiture of game.
- c. One (1) warning per pitcher, per game, will be given before penalties for balks are enforced.

## 7. Equipment

[Please see USSSA Rule 7.01](#)

Effective January 1st 2020, all 13U events and all teams in 13u events must use a maximum drop 8 (-8) bat with the official USSSA 1.15 BPF Mark permanently stamped. All 14u events and all teams in the 14u event must use a maximum drop 5 (-5) bat with the official USSSA 1.15 BPF Mark Permanently stamped.

Rule 7.01.C Penalty: (First Offense) –If the Umpire discovers that a bat does not conform to USSSA Rule 7.01.C until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the Umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team shall have the choice of the result of play or the batter being called out and all runners returning to the base occupied at the time of the pitch. (Second Offense)–If a team is found in violation of this rule a second time, then the manager shall be ejected in addition to the First Offense penalty.

## 8. Official Roster

[Please see USSSA Rule 3.0](#)

### **Additional SCABA league rules of play**

Rosters will be frozen on May 15th and no players may be added or play unless approved by the League Reps. Penalty: Forfeiture of game(s).

## 9. Official Line-up

- a. Please see USSSA Rule 7.02.D

7.02.D Approved Team Line-ups:

7.02.D.1 Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.

7.02.D.1(a) If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.

7.02.D.1(b) If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position, while not actually playing a defensive position, will be treated as such for substitution purposes.

7.02.D.1(c) If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. 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.

## **10. Sportsmanship & Ejections**

a. Any player, coach or fan who gets ejected from a game will be suspended for a minimum of two (2) more games from all SCPR activities or facilities. Any player, coach or fan receiving two (2) ejections during the season will be suspended for the remainder of the season.

b. Any player that touches an umpire will be suspended a minimum of four (4) or more games from all SCABA games and facilities. SCABA board will review.

c. Any coach or fan that touches an umpire will be suspended a minimum of twelve (12) games from all SCABA games and facilities. This rule will fall over into the following season if need be. SCABA board will review.

## **11. League Structure**

a. SCABA youth baseball Pee Wee league is comprised of two age groups (9 & 10), and in each one of those age groups there may be an American Division and a National Division. A 14 game regular season will be played. League Reps will determine which division teams are placed in.

1. American Division- This league is formed based on a team's skill level so that teams are competing against other teams of similar skill level.

2. National Division- This league is usually formed of USSSA classifications of AA,AAA, or Major, but is not a requirement.

b. If a team decides they want to play up an age group, it will have to be approved by the League Reps, and if approved will be placed into the highest division (National Division).

## **12. Supplying Game Balls**

In each league game, the league will furnish four official game balls. Two of the balls will be new and two will be of good quality (no cuts or broken laces). It is the responsibility of the dugout on which side the foul ball went out on to return all balls to the field of play. If that ball cannot be found it is that team's responsibility to replace it with a new official game ball of equal quality. An inning will not start without the umpire having all four balls. If the team refuses to get the ball or replace it with one of their own new game balls, a delay of game will be enforced.

# **GOPHER LEAGUE (11U/12U)**

\*\*\*Note – all references to USSSA rules apply to new 2017 version

**SCABA Rules apply first, then USSSA Rules**

## **1. Player Eligibility**

a. [Please see USSSA rule 3.0](#)

## **2. Rules of Play**

a. [Please see USSSA rule 7.0.](#)

b. Any team ahead by 15 or more runs at the end of three (3) innings (2 1/2 if the home team is ahead), or any inning thereafter, is the winner. Any team ahead by 8 or more runs at the end of 4 innings (4 ½ innings if the home team is ahead) is the winner.

## **3. Player Participation**

a. Each player present must have at least 1 turn at bat, or one inning in a defensive position. Penalty: Forfeiture of game(s).

## **4. Game Length**

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

## **5. Pitching**

a. NO warnings for balks. The runners will be awarded a base.  
b. NO Pitching Maximum.

## **6. Equipment**

a. Steel cleats are not permitted in this League.

## **7. Bats**

a. [Please see USSSA rule 7.01](#)

Effective January 1st 2020, all 13U events and all teams in 13u events must use a maximum drop 8 (-8) bat with the official USSSA 1.15 BPF Mark permanently stamped. All 14u events and all teams in the 14u event must use a maximum drop 5 (-5) bat with the official USSSA 1.15 BPF Mark Permanently stamped.

Rule 7.01.C Penalty: (First Offense) –If the Umpire discovers that a bat does not conform to USSSA Rule 7.01.C until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the Umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team shall have the choice of the result of play or the batter being called out and all runners returning to the base occupied at the time of the pitch. (Second Offense)–If a team is found in violation of this rule a second time, then the manager shall be ejected in addition to the First Offense penalty.

## **8. Official Roster**

a. All teams must carry a minimum of 10 players on their roster.  
b. Rosters will be frozen May 15 and NO player may be added or play unless approved by League Rep. Penalty: Forfeit of game(s)

## **9. Official Line-up**

a. [Please see USSSA rule 7.02D](#)

## **10. Sportsmanship**

a. Any player, coach or fan who gets ejected from a game will be suspended for a minimum of two (2) more games from all SCPR activities or facilities. Any player, coach or fan receiving two (2) ejections during the season will be suspended for the remainder of the season.  
b. Any player that touches a umpire will be suspended a minimum of four (4) or more games from all SCABA games and facilities. SCABA board will review

c. Any coach or fan touches an umpire will be suspended a minimum of twelve (12) games from all SCABA games and facilities. This rule will fall into the following season if need be. SCABA board will review.

## **PONY LEAGUE (13U/14U)**

**SCABA Rules apply first, [then USSSA](#)**

### **Rules 1. Player Eligibility**

a. Please see [USSSA rule 3.0](#)

### **2. Rules of Play**

a. Please see [USSSA rule 7.0](#)

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

c. Run Spreads: 15 after 3, 12 after 4 and 8 after 5.

### **3. Game Length**

a. A complete game will consist of 7 innings or a 1hr-45min 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.

b. Umpires will communicate when time is close to being up or saying last inning.

### **4. Equipment**

a. Steel cleats are not permitted in this League at Bettis Sports Complex.

### **5. Official Roster**

a. Please see [USSSA rule 3.0](#)

b. All teams must carry a minimum of 9 players on their roster.

c. Roster will be frozen on May 15 and NO player may be added or play unless approved by the League Rep. Penalty: Forfeit of game(s).

### **6. Official Line-up**

a. Please see [USSSA rule 7.02](#)

7.02.D.1(c) If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. 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.

### **7. Player Discipline**

a. 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.

### **8. Bats**

a. Please see [USSSA rule 7.01](#)

Effective January 1st 2020, all 13U events and all teams in 13u events must use a maximum drop 8 (-8) bat with the official USSSA 1.15 BPF Mark permanently stamped. All 14u events and all teams in the 14u event must use a maximum drop 5 (-5) bat with the official USSSA 1.15 BPF Mark Permanently stamped.

Rule 7.01.C Penalty: (First Offense) –If the Umpire discovers that a bat does not conform to USSSA Rule 7.01.C until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the Umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team shall have the choice of the result of play or the batter being called out and all runners returning to the base occupied at the time of the pitch. (Second Offense)–If a team is found in violation of this rule a second time, then the manager shall be ejected in addition to the First Offense penalty.

### **9. Courtesy Runner**

a. A courtesy runner will be allowed for the pitcher and catcher at any time. The last batted out will be used or a designated pinch runner based on the line up.

## **10. Sportsmanship**

a. Any player, coach or fan who gets ejected from a game will be suspended for a minimum of two (2) more games from all SCPR activities or facilities. Any player, coach or fan receiving two (2) ejections during the season will be suspended for the remainder of the season.

b. Any player touches an umpire will be suspended a minimum of four (4) or more games from all SCABA games and facilities. SCABA board will review.

c. Any coach or fan that touches an umpire will be suspended a minimum of twelve (12) games from all SCABA games and facilities. This rule will fall over into the following season if need be. SCABA board will review.

## **11. Games**

a. League will consist of 14 games.

# General League Rules

## 1. Balls

- a. During league games, each team (except for the Instructional League) will furnish one new and one used ball in condition satisfactory to the umpire and will alternate furnishing an equal number thereafter, if needed. If the balls are available after the game, they shall be returned to the teams equally.
- b. League game balls must meet the following minimum requirements:  
Pony Express: "NFHS" rated or better.  
Gopher, Pony : "Pony League" or ages 11-14.  
Minor, Pee Wee: "Little League" or ages 7-10  
Instructional: "RIF" (Reduced Injury Factor) Core #5 (SCPR provides six balls per team).

## 2. Bats

- a. Metallic bats may be used in all leagues.

## 3. 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.

## 4. Courtesy Runner

- a. At the coach's option, he/she may insert a courtesy runner (a non-lineup player, or last recorded out) for the catcher on base when the team has two outs.

## 5. Designated Hitter

- a. Designated hitter rule does not apply.

## 6. Dugout Assignment and Restrictions

- a. 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. Offensive coaches are not allowed to sit or stand outside the dugout. Pitchers and extra hitters may be taken to the bullpen area to be warmed up by an additional coach. All others must stay inside the dugout. This applies to coaches giving signs to players on the field.
- c. There may only be four (4) coaches, parent(s), and scorekeeper(s) in the dugout during the game.

## 7. Forfeited Ballgames

- 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.

## **8. Game Administration**

- a. The current rules of American League Baseball will prevail with exceptions as noted in the individual league rules or those previously stated.
- b. The umpires shall oversee game management until teams and umpires leave the premises.

## **9. 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.

## **10. Inclement Weather**

- a. In the case of inclement weather, 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.
- b. 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.
- c. Player participation may be affected due to inclement weather. Coaches should adjust lineups accordingly.

## **11. Pre-game Warm-up**

- a. The visiting team will be allowed to take their infield warm-up after 5:50pm but must give up the field by 6:00pm. The home team will be allowed to take their infield warm-up at 6:01pm and must complete the infield by 6:10pm.
- b. Home team must be prepared to begin the first game of the day at its scheduled time.
- c. The umpires will be available, prior to the start of the first game of the day, in order to help teams comply with the pre-game warm-up schedule.
- d. When games run over the time limit each team of the following game will be allowed 7 minutes for infield warm-up after the field has been cleared on the preceding game.

## **12. Protective Equipment**

- a. 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 while at bat, on deck, and on bases. No "running helmets" will be allowed.
- c. All catchers must wear a cup-type athletic supporter and protective headgear (helmets). 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 a catcher's mask 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.

## **13. 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.

#### **14. Line-up and Re-Entry Rule**

Team lineups may consist of 3 different options:

- a. Nine (9) player lineup with no DH.
- b. Ten (10) player lineup including an EH.
- c. Roster Batting (allows for free substitution).

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.

For options a and b above the following re-entry rules apply:

- d. Any player, after being removed from the game, may re-enter provided both of the following conditions are met:
  - I. The individual league rules have been met.
  - II. 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 game and no other substitutes are available, rule 15(d) does not apply.

#### **15. 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. Any scorebook discrepancies must be solved before play resumes.
- c. 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.