

SOUTHEASTERN BASEBALL LEAGUE RULES

The following rules are supplementary to and supersede Ohio High School Athletic Association (OHSAA) rules and regulations. No rules can be changed without Board approval and any changes must be completed before the season starts. All rules are based on the OHSAA Rules. Exception to these rules are listed below.

1. GENERAL RULES

- a. Season starts **@ MAY 20TH and is extended to JUNE 27TH**. Tournament week will run from **July 1-8 with the Championship game being played on July 8th**.
- b. Team rosters are due to the league commissioner before the first regular season game is played. Changes in the roster are allowed **until June 6th**.
- c. In all situations, the safety of the players, coaches, umpires, and spectators shall be of primary importance.
- d. There shall be no smoking, alcohol, drugs or profanity used by anyone on the field, in the dugouts or within the limits of the field.
 - i. Coaches are responsible for the actions of their teams. This includes the coaching staff, players, and fans in attendance.
- e. Each team can start practice with their players, except for the players on a school sponsored team. Those players will wait until their season is over and they are released by their school. Usually falls after Mother's Day.

2. PLAYERS

- a. No players competing on a travel ball team may play in either Junior or Senior League games.
 - i. All rosters will be checked against national sanctioned baseball organizations.
 - ii. Any violation of this rule will result in forfeit of games, and possible removal from the league.
- b. Players from the recognized local community recreational league may be called-up to play in the Junior League. A recognized local community recreation team is a team which competes within the community the Junior League team is signed up. This can only be done to make a 10th person in your batting order. This player(s) cannot pitch or catch. **THEY MUST WEAR THE JERSEY FROM THEIR ASSIGNED 12U TEAM** and the head coach must report this player to the opposing coach and umpire.

3. UMPIRES

- a. Umpires are to be arranged by the home team and paid for by the home team for regular season games.
- b. It is suggested that two licensed umpires are used, however games may be played with only one umpire as needed.
- c. In the event one licensed umpire is available, it will be permissible for each team to agree on one base umpire from the audience. Those communities that allow Youth umpires are allowed to utilize them as long as one of the Umpires is an Adult Licensed Umpire.
- d. Umpires are to be arranged for the end of season tournament games by either the host site or the home team (sometimes both). The umpires will be paid by the League, not by the teams, during tournament play.

4. GAMES

- a. Games will be scheduled for each calendar day (Monday through Sunday). Weekday games start time is 6:00p.m. Weekend games start time vary. The League week runs Monday through Sunday.
- b. Games will be two (2) hour time limit or six (6) inning limit. Extra innings may be played, but no new inning may start after the two (2) hour time limit.
 - i. Games may exceed the two (2) hour time limit to complete a current inning.
 - ii. The start of game time begins when the first pitch is thrown. The umpire will announce the start time at the beginning of the game. Each coach will write this time in their scorebook.
 - iii. Games will be played until a winner is decided or until the two (2) hour time limit is reached. Once the two (2) hour time limit has been reached subject to rule 4.b.i, the game is ended even if the game is tied. No Exceptions except tournament games.
- c. Official Game
 - i. A game ends any time after five (5) innings when a team is ahead by 10 runs OR 20 runs at the end of the 4th inning. (it could happen !)
 - ii. If a full inning cannot be completed due to weather, darkness, etc., and the game has reached official game status, then the score at the end of the previously completed inning will determine the final score.
 - iii. If a game cannot be completed due to weather, darkness, etc. and it has not reached official game status as outlined above, the game will be played from the point where it was discontinued.
- d. Rain outs will be handled by the home team coach. They will contact the visiting team coach and the umpires as soon as possible to inform of a rainout. This should be done as soon as possible. **CALL THE UMPIRE FIRST.** The home team coach will schedule a make-up date in cooperation with the visiting team. If the make up or suspended game is not rescheduled in a reasonable amount of time, the league director may reschedule the game at any open diamond. Home team will still be responsible for obtaining and paying umpires. **Do not forget to secure the services of the umpire(s).** Coaches are to report the rescheduled game date and time by the TEAMREACH APP The message will include the following information.
 - i. Original game date
 - ii. Original teams
 - iii. New game date
 - iv. Original Location, and new location if needs updated
- e. Each **home** team should provide 2 new game balls plus 1 good used ball. However if limited, use good balls.
- f. HOME team coaches are to report the game results daily on the TEAMREACH APP.

5. GAME RULES

- a. No games shall be played with less than eight (8) players. The ninth spot will be left blank and counted as an out.
 - i. Coaches may waive this rule before the first pitch if agreed upon by both coaches. Should a ninth player appear after the start of the game, then that player shall assume the ninth spot in the batting order.

- b. We will be batting 10 in the batting order and subbing in the rest of the players.
- c. Each player will have at least 1 at Bat and 3 innings in the field.
 - 1. Note: Shortened games due to run rule or weather may negate the 3 innings on defense rule.
 - ii. The exceptions to this are: an injured player and/or a suspended player that is ineligible due to disciplinary reasons or due to a run ruled game (all non-starting players must be entered into the defensive lineup in or before the top of the fifth inning). Any players suspended for disciplinary reason shall be identified to the opposing coach and umpires before the game begins. Should a player become injured or unable to complete a game after the start of a game and substitutions have already taken place, a substitute player can take his place.
- d. No Balk warnings will be issued.
- e. A runner must slide or avoid a fielder in the immediate act of making a play on him. A runner is out when: a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire. The runner is out if...
 - i. The runner initiates malicious contact.
 - ii. The runner fails to make a legal slide or does not attempt to avoid the fielder by sliding on a play at any base.
 - iii. The runner intentionally interferes with a throw or thrown ball.
 - iv. The runner jumps over a player, whether or not contact is made with the defensive player.
- f. Bat throwing
 - i. A team warning will be issued to the coach after the first incident of a player throwing a bat either intentionally or unintentionally.
 - ii. The second incident will automatically result in an out to the player who threw the bat.
 - iii. All subsequent incidents will result in an out to the player who throws the bat and an automatic ejection from the game. The ejected player batting position becomes an automatic out.
- g. No jewelry is to be worn by any player.
- h. The players must wear the same number the entire season. If a team has more than one jersey, the same number must be used on all jerseys of that player.
- i. Charged time outs.
 - i. One trip to the mound is allowed per pitcher per inning. A second trip to the same pitcher in the same inning requires removing the pitcher from the pitcher position.
- j. Coaches are responsible for checking bats and equipment before games to make sure they are legal.
- k. Obstruction
 - i. Obstruction will be called when a fielder without possession of the ball denies access to the base the runner is attempting to achieve.

- ii. *Example 1:* There is play at the plate and the catcher blocks the plate in possession and control of the ball, then this is not obstruction. If the catcher does not have possession or control of the ball and blocks the plate, then this is obstruction. Umpires shall make the determination if the catcher has possession and control of the ball. The runner is allowed to run out of the baseline in order to avoid a collision! You cannot drop ANY PART OF YOUR BODY TO INITIATE CONTACT WITH THE CATCHER. When in doubt, slide!
 - iii. *Example 2:* The pitcher attempts to pick off the runner at first base. The first baseman drops to a knee and completely blocks the runner access to the base before the ball arrives. The first baseman is guilty of obstruction.
 - l. Fielder Interference
 - i. If the runner interferes with the defense physically or by yelling at the fielders during a play on the ball, running in front of the defensive player who is making a play on the ball...the runner shall be called out and runners shall be held at their current position. If a runner is already out and then interferes with another play, then the runner involved in the second play shall be called out. The runner is allowed to leave the baseline temporarily if they are doing so to avoid a collision with the fielder who is making a play on the ball.
 - m. Awarding points for game wins, loses, and ties
 - i. The winning team or winner by forfeit will be awarded two (2) points and the losing team will be awarded zero (0) points. In the event of a tie, each team will receive one (1) point.
 - n. Forfeits: A forfeit will occur if
 - i. A team uses a player listed on a travel, select, or all-star team roster, or if a team uses any player not on the original roster.
 - ii. A team cannot field at least (8) players and does not give 2 hours notice before game start time.
 - iii. A team does not play all players eligible for that day's game.
 - iv. iv. A pitcher violates the pitch count rules.
 - v. A team refuses to play a game after arriving at the field for any reason other than player or fan safety.
 - vi. A player, coach, or fan that has been ejected from the game refuses to leave the field.
 - vii. Scores are not submitted within 24 hours after completed game.
 - viii. Pitching counts are not submitted with 24 hours after the completed game.
- o. Speed up Rule
 - i. Each team may have a courtesy runner for the current pitcher and/or current catcher at any given time. The courtesy runner shall be the last recorded out.
 - ii. Players will hustle on and off the field.
 - iii. At the umpire's discretion, a strike will be called on the offensive team at their next turn at bat if they do not take their defensive

positions in a timely manner (within one (1) minute, forty –five (45) seconds).

- iv. There will be five (5) warm-up pitches for a continuing pitcher or eight (8) warm-up pitches for a new pitcher.

6. PITCHING

- a. The league will abide by the USA Pitch Smart chart and can be found at <https://www.mlb.com/pitch-smart/pitching-guidelines>
 - b. Junior League Pitching Guidelines
 - i. Daily Max Pitches – 95 (they can finish a batter if they started before 95)
 - ii. 0 Days Rest 1-20
 - iii. 1 Days Rest 21-35 iv. 2 Days Rest 36-50 v. 3 Days Rest 51-65
 - vi. 4 Days Rest 66+
 - c. All pitches thrown in a suspended game or a “no contest” game SHALL COUNT toward the daily pitch limit and the total number of pitches thrown.
 - d. A starting pitcher can return once as a pitcher after being removed as the pitcher. No other pitcher may return to that position once removed.
 - e. Pitch counts must be verified in between innings between the 2 scorekeepers. When a player is nearing the maximum pitch count, the home plate umpire must be notified of the count. When the maximum of 95 pitches is reached, the pitcher must be replaced with a new pitcher.
 - i. *Exception:* The pitcher may finish pitching to the current batter, if the daily pitch limit (95) is reached, until the current batter either advances to first by any means, strikes out, or is put out.
 - f. The daily pitch limit days of rest are based on a full and complete days and not (24) hours.
 - g. Any victorious contest in which an ineligible player is participating will result in forfeiture of the contest.
7. Both coaches are to report the pitching results daily on the TEAMREACH APP as a direct message to the league coordinator.
8. MISCONDUCT
- a. Sportsmanship must be shown at all times by the coaches, players, and spectators. Coaches are responsible for their own conduct and the conduct of their players and spectators.
 - i. If an umpire ejects a player, the player must serve a one game suspension by sitting on the sidelines at the next game. A suspension will not be considered served until such time as the player is at the game on the sidelines.
 - ii. If an umpire ejects a player for a second time during the season, that player will be ineligible to play for the remainder of the season. iii. If an umpire ejects a coach or a league director, the coach or league director must serve a two-game suspension. A suspension will not be considered served until such time as the player is at the game on the sidelines.

- iv. If an umpire ejects a coach or league director for a second time during the season that coach or league director will be ineligible to coach for the remainder of the season.

9. PROTESTS

- a. Notification of all protests shall be made to the league director as soon as the perceived infraction has occurred. The initial notification shall be made by texting, calling or emailing the league director. Texting is preferred (740-503-4859). This gets notification to the league director quickly so disputes can be handled in a timely manner. The protest must include the information, which will make the situation clear, what happened, what the ruling was and what rule was violated. Absolutely no umpire judgment decisions will be reversed, such as a ball, strike or out calls.

10. EQUIPMENT

- a. All players must conform to the National Federation of High School Associations (NFHS) bat standards including a length to weight ratio no greater than negative three (-3) ounces. These bats must be permanently stamped with the BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.
 - i. **Penalty: (First Offense)** – If the Umpire discovers that a bat does not conform to the Bat Rule, 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.
 - ii. **Penalty: (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.
- b. All bats and helmets may be checked by the officials for compliance.
- c. Metal cleats can be worn.

11. FIELDS

- a. Field markings suggested for games are as follows:
 - i. The batter's box should be chalked by a four (4) foot by six (6) foot dimension.
 - ii. The foul lines shall be chalked to the infield/outfield cut.
 - iii. The coach's boxes at first and third bases should be marked.
 - iv. The safety lines to keep the players and equipment off the field of play should be marked.
 - v. The on-deck circle (may be behind safety line) should be marked.
 - vi. Foul poles or cones in left and right fields should be present.
- b. The field distances are as follows:

- i. The length between bases will be ninety (90) feet.
- ii. The pitching rubber will be sixty (60) feet six (6) inches.

12. END OF SEASON TOURNAMENT

- a. At the end of the regular season, tournament seeding will be determined based upon the total number of points earned and explained in section 4.1.i. If a tie still exists between two or more teams, head-to-head matchups are the first tiebreaker, and runs scored against is the second tiebreaker. If a tie still exists, a coin toss will decide the winner. If an unequal number of games are played, the League Director makes the final ruling.
- b. All teams play in the end of season tournament.
- c. Any player or coaches' suspensions from the regular season will roll over into tournament play.
- d. All tournament games will be played until there is a winner. If tied at the end of regulation or the end of the time limit, one (1) extra inning, using regulation rules, will be played. If still tied following the extra inning, the Sudden Death Rule will be played until a winner is decided.
 - i. The Sudden Death Rule will be used in all tournament games leading up to the Championship game and will not be used in the Championship game. If the Championship game is tied after regulation, play will continue until a winner is decided.
 - ii. **SUDDEN DEATH RULE METHOD:**

At the top of the 7th inning, the last 2 batters of record in the batting order, the previous inning, will be placed in order at first (1st) and second (2nd) base. The second to last batter from the previous inning goes to second (2nd) base, and the last batter from the previous inning goes to first (1st) base. The offense will start the inning with no outs. No pinch runners will be allowed for the last two (2) batters that are being positioned during this process. Play continues until a winner is decided.